

# Enhance Maneuverability



## Alteration, Reversible

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1d4 rds. + 1 rd./level

Area of Effect: 1 ship, 10 tons/level maximum

Saving Throw: None or Neg.

This spell can be cast on any spelljamming ship to increase its maneuverability class (MC). The maneuverability class can be increased only one class by using this spell, for example, from MC C to MC B. No ship can have its maneuverability increased more than one class above its initial rating, regardless of the number of increase maneuverability spells cast upon it.

The material component for this spell is a vial of wind from an air-based world.

The reverse of this spell, decrease maneuverability, acts similarly, but worsens the maneuverability of the ship.

Notes: Common for spellcasters from a spelljamming culture; otherwise rare.