

Expeditious Retreat



Alteration

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 3 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

When cast, the expeditious retreat spell provides the wizard with an amazing fleetness of foot, enabling him to run in great leaps and bounds. The caster's movement rate is tripled for the duration of the spell, so a wizard with a movement of 12 would be able to run at a rate of 36 while the spell was in effect. In addition, the wizard can jump up to 5 feet in the air or make a 15-foot horizontal leap with ease.

The wizard does not have to move while the spell is in effect, but if he moves at all, his unnatural speed and bounds prevent him from taking any other actions except for running—in other words, he can't take a hat f-move and throw a missile, or charge, cast a spell, or do anything else except move.

The wizard cannot increase his movement further by any means, including additional movement-affecting magical spells or items.

Kerith, the spell's creator, was a wizard noted for his astounding lack of courage in the face of even the most insignificant dangers. He developed this spell early in his career to assist in his frequent and precipitous withdrawals from combat. Kerith was noted for his cynical observation to a companion; "I don't have to outrun the troll. I just have to outrun you."

Notes: Uncommon spell (PO:S.M)