

## Feather Float

### Alteration, Water

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 3 rds. + 1 rd/level

Area of Effect: 10-ft. cube

Saving Throw: Special

This spell prevents objects or creatures within the area of effect from sinking into water or other liquids. The caster can affect a total weight of up to 200 pounds, plus 100 pounds per level, divided between as many objects or creatures as he chooses to include in the spell. Affected objects and creatures bob to the surface and remain afloat for the duration of the spell, regardless of subsequent drifting,

Anything affected by this spell resists being pulled under with a buoyant force equal to its normal weight. If cast on an unwilling creature for example, a merman trying to escape the wizard by diving- a successful saving throw vs. spell negates the effect, though the creature counts toward the spell limit.

The material component is a duck's feather.

Notes: Common for Sea mages; uncommon for Water mages; otherwise rare. (Updated from POLYHEDRON Newszine.)