

Fleet Feet



Alteration, Reversible

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 day/5 levels

Area of Effect: 1 individual

Saving Throw: Neg.

This spell allows an individual to move more quickly. The one affected can take very large strides, as if his feet and legs weighed far less than they actually do. For purposes of cross country movement, an affected individual can double his normal movement rate (and can force march beyond that, though still subject to the forced march effects). The individual's movement rate is doubled in combat situations as well, but his balance and inertia make it difficult to maneuver. If moving greater than his normal movement rate and attempting to turn in any way, such as to round a corner or to avoid an obstacle, the individual must make a successful Dexterity check to avoid falling (failure ends his movement for the round and makes him prone).

The material component for this spell is a feather from a flightless bird, such as an erdlu.

The reverse of this spell, stone feet, makes the affected individual's legs feel as heavy as rock, slowing his movement to half. A saving throw negates this effect. The individual's balance is unaffected.

The material component for the reverse is a piece of mekillot hide.

Notes: Common on Athas (the DARK SUN setting); virtually unknown elsewhere.