

Fly



Alteration

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 turn/level + 1d6 turns

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

This spell enables the wizard to bestow the power of magical flight. The creature affected is able to move vertically and horizontally at a rate of 18 (half that if ascending, twice that if descending in a dive). The maneuverability class of the creature is B. Using the fly spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM (found in the "Aerial Combat" section of Chapter 9 of the DMG). The exact duration of the spell is always unknown to the spellcaster, as the variable addition is determined secretly by the DM.

The material component of the fly spell is a wing feather of any bird.

Notes: Common spell (PHB).