

Levitate



touch



1 turn/level



Allows the caster to move a creature or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the target to move up or down as much as 20' each round. The caster cannot move the target horizontally.

A levitating creature that attacks with a weapon finds itself increasingly unstable; Each attack imposes a cumulative -1 penalty up to a maximum penalty of -5. A full round spent stabilizing removes the penalty.



BF 24

