

# WATER WALK

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

*3<sup>rd</sup> level transmutation (ritual)*

⚙ Casting Time: Action

🎯 Range: 30ft

⌚ Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60ft per round.



VERBAL



SOMATIC



MATERIAL

*A piece of cork*

PLAYER'S  
HANDBOOK

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