

**Fly**



touch



1 turn/level



The target can fly at a speed equal to his or her normal movement rate (adjusted by encumbrance). The subject can ascend at half speed and descend at double speed. The target can attack or cast spells normally but can neither charge nor run.

If the spell ends while the target is still aloft, the target floats downward 120'/round for 1d10 rounds. If the target reaches the ground in that amount of time, he or she lands safely. If not, the target falls the rest of the distance, taking normal falling damage.



BF 22

