

# Witchflight

## Witch Base

	Area of Effect	Duration	Range
1—Fly I	self	1 min/lvl	self
2—Flight Maneuvers I	self	1 min/lvl	self
3—			
4—Flight Enchantment I	1 object	10 min/lvl	touch
5—Mass Flight I	touch	1 min/lvl	1 target/lvl
6—Fly II	self	1 min/lvl	self
7—Flight Maneuvers II	self	1 min/lvl	self
8—			
9—Flight Enchantment II	1 object	10 min/lvl	touch
10—Mass Flight II	touch	1 min/lvl	1 target/lvl
11—Fly III	self	1 min/lvl	self
12—Flight Maneuvers III	self	1 min/lvl	self
13—Flight			
Enchantment III	1 object	10 min/lvl	touch
14—Mass Flight III	touch	1 min/lvl	1 target/lvl
15—Fly IV	self	1 min/lvl	self
16—Flight Maneuvers IV	self	1 min/lvl	self
17—Flight			
Enchantment IV	1 object	10 min/lvl	touch
18—			
19—Mass Flight IV	touch	1 min/lvl	1 target/lvl
20—Fly True	self	1 min/lvl	self
25—Flight Maneuvers True	self	1 min/lvl	self
30—Flight			
Enchantment True	1 object	10 min/lvl	touch
50—Mass Flight True	touch	1 min/lvl	1 target/lvl

**1—Fly I (F)** Caster can fly at a rate not exceeding 75'/rnd (approximately 5 mph).

**2—Flight Maneuvers I (U\*)** Allows caster greater fluidity of motion while flying. Caster receives normal Quickness modifications to defensive bonuses and initiative determinations while this spell is in effect.

**4—Flight Enchantment I (F)** Caster may temporarily enchant an item (traditionally a broom, rug, or similar object) so that it is capable of flight, at speeds not exceeding 50'/rnd. Once enchanted, the item can be ridden and controlled by anyone who makes a Medium (+0) Attunement.

**5—Mass Flight I (F)** Up to one target per level of the caster can be enabled to fly at a rate not exceeding 50'/rnd.

**6—Fly II (F)** Caster can fly at a rate not exceeding 150'/rnd.

**7—Flight Maneuvers II (U\*)** As *Flight Maneuvers I*, except caster gains an additional +10 modification to any flight-based maneuvers.

**9—Flight Enchantment II (F)** As *Flight Enchantment I*, except the enchanted item can fly at speeds not exceeding 100'/rnd.

**10—Mass Flight II (F)** As *Mass Flight I*, except allows speeds not exceeding 100'/rnd.

**11—Fly III (F)** Caster can fly at a rate not exceeding 300'/rnd.

**12—Flight Maneuvers III (U\*)** As *Flight Maneuvers II*, except the bonus is +25.

**13—Flight Enchantment III (F)** As *Flight Enchantment I*, except the enchanted item can fly at speeds not exceeding 200'/rnd.

**14—Mass Flight III (F)** As *Mass Flight I*, except allows speeds not exceeding 200'/rnd.

**15—Fly IV (F)** Caster can fly at a rate not exceeding 450'/rnd.

**16—Flight Maneuvers IV (U\*)** As *Flight Maneuvers II*, except the bonus is +50.

**17—Flight Enchantment IV (F)** As *Flight Enchantment I*, except the enchanted item can fly at speeds not exceeding 300'/rnd.

**19—Mass Flight IV (F)** As *Mass Flight I*, except allows speeds not exceeding 300'/rnd.

**20—Fly True (F)** Caster can fly at a rate not exceeding 600'/rnd.

**25—Flight Maneuvers True (U\*)** As *Flight Maneuvers II*, except the bonus is +75.

**30—Flight Enchantment True (F)** As *Flight Enchantment I*, except the enchanted item can fly at speeds not exceeding 450'/rnd.

**50—Mass Flight True (F)** As *Mass Flight I*, except allows speeds not exceeding 450'/rnd.