

AEROMANCY TRAVEL SPELLS

GLIDE

1st-level transmutation (Artificer, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when you fall

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You weave magic in a swirl as you fall, creating an invisible sheet of force much like a glider or parachute in one or two of your hands that allows you to slow your descent and convert it to horizontal movement.

Until the spell ends, you fall no faster than 100 feet per round and you do not take falling damage. While you are holding the glider with two hands, you can move up to 2 feet horizontally for every 1 foot you descend while falling.

Your flying movement using this spell is highly affected by air currents, and you can be blown off-course if the wind around you is significantly unfavorable. If you are no longer holding the glider at any time, the spell ends. When the spell ends, you fall if you are still aloft, unless you can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the duration increases to up to 10 minutes. A slot of 3rd level or higher increases the duration to up to 1 hour.

OPTIONAL REVISIONS TO 3RD LEVEL SPELLS

These spells have new optional rules in this compendium (The Elements and Beyond):

Fly. Now also on the Ranger spell list.

SWOOP

1st-level transmutation (Artificer, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take immediately after your turn begins

Range: Self

Components: V, S, M (a leaf)

Duration: 1 turn

With a twirl and a flourish of magical energy, you take to the air in a burst of momentary flight. Until the end of this turn, you have a 60 foot flying speed.

You fall if you are still aloft when this spell ends, unless you can stop the fall.

SOAR

5th-level transmutation (Artificer, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an arrow or dart)

Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 120 feet for the duration. Until the spell ends, the target's flying movement doesn't provoke opportunity attacks, and while flying it has advantage on Dexterity saving throws, saving throws made to resist being pushed or pulled, and ability checks made to resist the effects of air currents.

When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature in range for each slot level above 5th.

(v1.0) FROM THE ELEMENTS AND BEYOND