

## ICE GLIDE

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*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** self

**Components:** S, M (An ice cube fallen during hail)

**Duration:** Concentration, up to 1 minute

You make ice appear underneath your feet as you walk. As part of casting this spell, and on subsequent turns as bonus action, you gain a flying speed of 30ft and your walking speed doubles until the end of your turn, and you can walk on water as if it were a solid surface. 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 3rd level, you can maintain your concentration on the spell for up to 10 minutes. For 1 hour using a 4th level spell slot, and 8 hours with a 5th level one. When you use a spell slot of 6th level or higher you don't need to concentrate on the spell anymore and it lasts 8 hours.

## THUNDEROUS STRIDE

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*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Thunderclouds appear underneath your feet as you walk. As part of casting this spell, and on subsequent turns as bonus action, you gain a flying speed of 40ft and your spells deal an additional 1d4 thunder damage. 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 3rd level, you can maintain your concentration on the spell for up to 10 minutes. For 1 hour using a 4th level spell slot, and 8 hours with a 5th level one. When you use a spell slot of 6th level or higher you don't need to concentrate on the spell anymore and it lasts 8 hours.