

Animal Magnetism

IMAGINE

Enchantment/Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 2 hrs.

Duration: 1 breeding season

Area of Effect: 2 creatures

Saving Throw: Neg.

This spell is often used by wizards carrying out breeding projects. Success raises the chance of a successful mating by 5% per level of the wizard, to a maximum of 95%, assuming the subjects are not sterile. This spell does not guarantee a viable offspring, merely a successful mating. It can be cast once per pair per mating season. It fails if used on creatures that do not have a specific mating season.

The material component is a hair, scale, feather, or similar item from each creature.

Notes: Very rare spell. (Updated from IMAGINE Magazine.)