

Blossom - Pluma



Alteration

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 day

Duration: Instantaneous

Area of Effect: One 100 yd. square/level

Saving Throw: None

This spell requires a full day of concentration on the part of the caster, and must be performed in the center of the area to be affected. The area immediately becomes more verdant and fertile than it was before-if it was dry, the soil grows moist; if it was fetid swampland, the water drains away to reveal fresh loam.

The improvement is a matter of degree- a truly terrible drought cannot be overridden by this spell alone, though it might in combination with water summoning. The effects last until the end of the current growing season.

The material components of the spell are an ear of grain and a skin of water (about a gallon).

Notes: Restricted to practitioners of pluma magic (the Maztica setting); common.