

Breathsense - Pluma



Divination

Level: 2

Range: 20 yds./level

Components: V

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell allows the caster to sense all breathing creatures, no matter how large or small, within range, for the duration of the spell (excluding fish and insects). The caster can move, and as he moves within range of additional creatures he will sense them. Together with this awareness comes the knowledge of the creature's approximate size.

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