

## Cat Charm - Hishna



### Enchantment/Charm

Level: 1  
Range: 20 yds./level  
Components: V, M  
Casting Time: 1 rd.  
Duration: 1 wk./level  
Area of Effect: 1 feline  
Saving Throw: Special

This spell allows the caster to charm a jaguar, ocelot, or other natural feline creature. Unlike the bird charm spells of pluma, however, it will not summon the creature to be charmed. The feline must be visible to the caster and within range for the spell to take effect.

The charmed cat will understand the rudimentary commands of the caster, and will perform simple tasks: guarding or fighting, or accompanying the caster. If the cat is sent somewhere without the caster-to carry a message lashed around its neck, for example- the cat makes a saving throw vs. spell every day that it is separated from the caster. If the roll succeeds, the spell is broken.

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