

Fisher's Luck - Pluma



Summoning

Level: 2

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: 100 yds./level

Saving Throw: None

By means of this spell, the caster attracts all fish within the area. While the fish do not exactly fling themselves onto shore, netters or spearmen can take a continuous catch. Fish must be present for the spell to work, and those with more than 2+1 Hit Dice receive a saving throw vs. spell to avoid the dweomer. The spell lasts as long as the caster concentrates, to a maximum of one day.

The material components are bits of fish scales.

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