

# Accelerate Plant Growth



## Chronomancy, Reversible

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 100 sq. ft./level maximum

Saving Throw: None

When this spell is cast, it manipulates time to accelerate the aging of plants. This does not allow them to grow beyond their natural size. The area of effect is up to a maximum of 100 square feet per caster's level, and the spell can affect either all plant life or be limited to only one type of plant in that area. The caster can accelerate the growth of plant life by up to one month per level.

The actual amount of aging (to the nearest week) must be decided before the spell is cast. Aging occurs at a rate of one month per turn. If the normal cycle of the plant is exceeded (for a seasonal crop or biannual flower), the plant life withers and dies. This spell is in high demand when early winters or harsh summers threaten crops.

A material component is necessary only if the caster wishes to affect one type of plant. A sample of that plant type is then required.

The reverse of this spell, reverse plant growth, cannot bring back plants that have completely died. It can reverse the aging of live plants by up to one month per level of the chronomancer, the total age reversed being set before the spell is cast. Reverse aging occurs at a rate of one month every two turns. A popular use is to get second harvests, but this can be done only with plants that exist year round (fruit trees, berry bushes). The same rule on material components applies.

Notes: Common for chronomancers; otherwise very rare.