

## Age Animal

IMAGINE

### Alteration

Level: 6

Range: 10 ft.

Components: V, S, M

Casting Time: 1 hr.

Duration: Instantaneous

Area of Effect: 1 animal

Saving Throw: Special

This spell can be used only on animals, including giant types and minimal. It instantly ages the animal by as much or little as the caster desires, up to one year per level of the spellcaster. The wizard must make a saving throw vs. spell when the spell is cast; failure means the wizard ages by as many months as the creature ages years.

The spell is most often used to age the subjects of breeding experiments, as it has less chance of adversely affecting the offspring than less subtle dweomers.

Notes: Rare spell. (Updated from IMAGINE Magazine.)