

Animal Growth



Alteration, Reversible

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Up to 8 animals in a 20-ft. cube

Saving Throw: None

When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-ft.-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell.

The reverse, shrink animal, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

The material component of both versions of the spell is a pinch of powdered bone.

Notes: Common spell (PHB).