

Enhance Plant



Enchantment, Invocation

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 day + 1-6 days

Duration: Special

Area of Effect: 1 plant

Saving Throw: Neg.

This spell enhances a living plant. Any natural plant (excluding molds, shambling mounds, hangman's trees, and the like) can be enhanced in one respect. A grapevine could be made to grow faster, have broader leaves, bear sweeter fruit, and so on. Only a single quality is enhanced, and only if the plant normally has that quality. The plant must be normal and non-motile (incapable of independent movement). Once cast, the enhancement lasts as long as the plant lives; it cannot be reversed by a dispel magic spell, for example. Enhancements by means of this spell alone are not passed on to the plant's offspring.

Notes: Common for hedge wizards and specialists in nature magic; otherwise very rare. This is the second version of the spell hedge enchantment. (Updated from DRAGON Magazine.)