

Growth of Plants*



120'



permanent



Causes normal vegetation within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 1000 sq. feet per 5 caster levels. All movement within the affected area is reduced to no more than 5' per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The reverse form may be used to render overgrown areas passable.



BF 22

