

PLANT GROWTH

BARBARIAN
BARD
NATURE DOMAIN
DRUID
FIGHTER
MONK
ANCIENTS
RANGER
ROGUE
SORCERER
ARCHFEE
WIZARD

3rd level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100ft radius centred on that point become thick and overgrown. A creature moving through the area must spend 4ft of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centred on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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