

Growth of Animals



60'+10'/level



1 turn/level



Causes an animal to grow to twice its normal size and eight times its normal weight (save vs. Spells). The target will do double normal damage with all physical attacks, and its natural AC increases by 2. The animal's carrying capacity is doubled.

All equipment worn or carried by an animal is similarly enlarged by the spell. Any enlarged item that leaves the target's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.



BF 22

