Animal Growth

Alteration (Reversible)

Range:	8"	**Components:**	V,S,M
Duration:	2 Rounds / Level	**Casting Time:**	7 Segments
Area of Effect:	Max 8 animals in a 2" sq	**Saving Throw:**	None

Level 5 Druid

Animal Summoning II

Conjuration / Summoning

Range:	6" / Level	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	7 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Druid

Anti-Plant Shell

Abjuration

Range:	0	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	7 Segments
Area of Effect:	16" diameter hemisphere	**Saving Throw:**	None

Level 5 Druid

Description

When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 2" square area to grow to twice their normal size. The effects of this growth are doubled hit dice (with resultant improvement in attack potential) and doubled damage in combat. The spell lasts for 2 melee rounds for each level of experience of the druid casting the spell. Note that the spell is particularly useful in conjunction with a charm person or animal or a speak with animals spell. The reverse reduces animal size by one half, and likewise reduces hit dice, attack damage, etc.

Description

This spell is the same in duration and effect as the 4th level animal summoning I spell, except that up to six animals of no more than eight hit dice each can be called, or 12 animals of no more than four hit dice each can be called.

By means of this spell, the druid calls up to eight animals of whatever sort the druid names when the summoning is made, if such type are within spell range. These animals can have no more than four hit dice each. The animals summoned will aid the druid by whatever means they possess, staying until a fight is over, a specific mission is finished, the druid is safe, he or she sends them away, etc. The druid may try three times to summon three different sorts of animals, i.e. suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the druid calls for wild horses which may or may not be within summoning range. Your referee will determine probabilities if the presence of a summoned animal type is not known. Other than various sorts of giant animals, fantastic animals or monsters cannot be summoned by this spell, i.e. no chimerae, dragons, gorgons, manticores, etc.

Description

The anti-plant shell spell creates an invisible barrier which keeps out all creatures or missiles of living vegetable material. Thus, the druid (and any creatures within the shell) is protected from attacking plonts or vegetable creatures such as shambling mounds or treants. The spell lasts for one turn per level of experience of the druid.