

A Change of Season

This spell causes plants and trees within the radius of the spell to change their form to match a different season of the year as determined by the caster. Thus, the wizard can cause plants to bud and flower in the dead of winter, or drop all of their leaves in the middle of spring). Though little-used, this spell has proven useful for specific tasks, such as growing an emergency food supply in winter or saving new growth from a late frost in spring.

Since most plants are not quick to respond to this spell, the casting is tedious and long.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration, Plants

Effect: Transform 4d6

Casting Time: 1 Turn

Target/Area Affected: One Kilometer Radius

Duration: Instant

Range: No Range

Active Cost: 90

Skill Roll Penalty: -4

Real Cost: 24

END Cost: 9

A Change of Season: Transform 4d6 (Changes Plant Seasons; Heals Back With Another Application Of The Spell) - MegaArea (1 meter = 1 kilometer; +1), Area Effect (1 meter; +1/2)(90 Active Points); Extra Time (1 Turn; -1 1/4), Requires A Power Skill: Transfiguration Magic Roll; -1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Incantations (-1/4), Only vs. Living Plants (-1/4).

Spell created by Jack Butler

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