Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.

Plant Growth

3-level transmutation

Casting Time: 1 hour
Range: 150 feet
Duration: instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet 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.