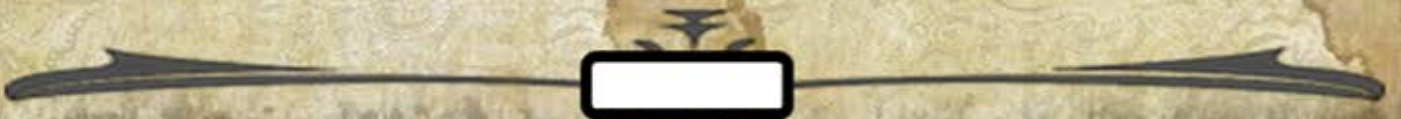


The  
Magical Sphere  
of the Elements



# The Animal Source

## Rank 1

### Hound's Nose

Elemental Sphere	-	The Animal Source
Rank: 1		Rng: 4 Yards
Cost: 2 SpP		AoE: 4 Targets
CsD: 2		Dur: 3 Rounds / Lv
CsT: 18 Marks		Res: R. Mag 0 / Spc

Allows the caster to have a sense of smell on the level of a good hound. The caster cannot only smell faint scents up to a distance of a league or so, but will be better able to distinguish subtleties of that scent and mentally catalog.

### Speak with Animals

Elemental Sphere	-	The Animal Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Caster
CsD: 2		Dur: 1 Minute / Lv
CsT: 1 Minute		Res: None

Allows the caster to speak with any Animal. While they will share a common language, it does not change the intelligence of the animal.

### Minor Summon Animal

Elemental Sphere	-	The Animal Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Caster
CsD: 2		Dur: 10 Minutes / Lv
CsT: 2 Rounds		Res: None

Summons a Monster Rank 1 Animal to the caster's aid or 3 Rank 0. The animal will perform any non-suicidal action, and fight to defend the caster to its death. With a RO of 6, summon a Monster Rank 2 Animal.

### Strider's Speed

Elemental Sphere	-	The Animal Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Caster
CsD: 2		Dur: 2 Minutes / Lv
CsT: 20 Marks		Res: None

The caster drops to all fours and runs like a beast, increasing their Land Speed by 8, +1 per 2 RO.

## Rank 2

### Hawk Sight

Elemental Sphere	-	The Animal Source
Rank: 2		Rng: 0
Cost: 3 SpP		AoE: Caster
CsD: 2		Dur: 1 Minute / Lv
CsT: 1 Round		Res: None

The caster's eyes take on the sight of a raptor. They are able to see detail clearly at more than 100 yards out. Moreover, the caster will notice movement easily and have the equivalent of Observation 3 +3.

### Lesser Animal Companion

Elemental Sphere	-	The Animal Source
Rank: 2		Rng: 0
Cost: 3 SpP		AoE: Special
CsD: 2		Dur: 1 Day / Lv
CsT: 2 Minutes		Res: None

Summons a Monster Rank 1 Animal to the caster's side. With a RO of 8+, summon a Monster Rank 2 Animal. The animal is automatically befriended by the caster and they share an affinity similar to that of a Caller or Warden. The animal will fight to the death for the caster, but not perform any overt self-harming action. Lasts +1 Day per RO.

### Lesser Transformation

Elemental Sphere	-	The Animal Source
Rank: 2		Rng: 0
Cost: 3 SpP		AoE: Caster
CsD: 2		Dur: 3 Minutes / Lv
CsT: 1 Round		Res: None

The caster transforms into an Animal. The Animal can be a Monster Rank 1 Animal, or anything lesser (such as a mouse or bird). The transformation changes all the caster is, is carrying and wearing into this new form as items morph into this new form without issue. While in this form, the caster has some of the instincts and abilities as the animal, but not all, i.e. if a bird, the caster can fly, but not perform aerial maneuvers of skill, or if a dog, smell better, but not track.

### Minor Claws

Elemental Sphere	-	The Animal Source
Rank: 2		Rng: 0
Cost: 4 SpP		AoE: Caster
CsD: 3		Dur: 5 Rounds / Lv
CsT: 15 Marks		Res: None

The caster's hands are surrounded by yellow energy, taking on the shape of claws. These are made of magic energy and immaterial. The caster may attack 2 times per Round, and 3 times with a RO of 7+. The claws inflict 1d4+1, +1 per 3 RO of Raw Magic Damage per strike. They cannot critical and have no extra damage number. Their Attack Power is 6. The caster gains their Dexterity bonus to-Hit with Light Weapons, plus an additional +1 per 2 RO.

Enchantment

