THE NACURE SPELL OURCE

SPELL LIST

Rank 1

Climb Firestarter

Good Berries

Swim

Rank 2 Bees

Lesser Fighting Nature Lesser Roots

Speak with Trees

Rank 3

Minor Meld with Nature Nature's Shield

Snakes

Stride

Rank 6

Greater Venomous Bite

Nature's Wrath

Pacify Nature

True Fighting Nature

Rank 4

Greater Fighting Nature

Greater Roots

Lesser Venomous Bite

Nature's Coat

Rank 7

Greater Meld with Nature

Join with Nature

Song of the Hills

Song of the Storm

Rank 5

Create Burrow

Homestead

Lesser Meld with Nature

Make Path

Rank 8

Nature's Guardian

Consume

Rebirth

True Roots

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Rank 9 Ancient Nature's Guardian

Control Flora

Control Rivers

True Venomous Bite

Rank 10

Ancient Fighting Nature

Imbue Nature

Master of the Tides

Rumble

SPELL PROFILE

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Real and a second se	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Climb	1	1 SpP	2	22M	0	Caster	1 minute +1 minute per 3 RO	N/A
Firestarter	1	1 SpP	2	6M	0	Special	1 Round +1 Round per RO	+0
Good Berries	1	2 SpP	2	3 minutes	Touch	1 Item	Special	N/A
Swim	1	1 SpP	2	21M	10 yards	1 Target	5 minutes +1 minute per 2 RO	N/A
Bees	2	4 SpP	3	14M	30 yards	10 radial yards initial, growing 2 radial yards per	3 Rounds +1 Round per 2 RO	N/A
Lesser Fighting Nature	2	3 SpP	3	14M	10 yards	5 radial yard Initial, growing 2 radial yards per Round	1 Round +1 Round per 2 RO	+0
Lesser Roots	2	3 SpP	3	15M	10 yards	10 yard Radius	3 Rounds +1 Round per 3 RO	+0
Speak with Trees	2	3 SpP	3	2 minutes	0	Caster	1 hour	N/A
Minor Meld with Nature	3	5 SpP	5	2 Rounds	0	Caster	1d20 minutes +1 minute per RO	N/A
Nature's Shield	3	5 SpP	5	21M	0	Caster	6 Rounds +1 Round per 2 RO	N/A
Snakes	3	6 SpP	5	1 Round	30 yards	10 radial yards initial, growing 2 radial yards per	3 Rounds +1 Round per 2 RO	+0
Stride	3	5 SpP	5	22M	0	Caster	1 hour	N/A
Greater Fighting Nature	4	7 SpP	7	19M	10 yards	10 radial yards initial, growing 2 radial yards per	1 Round +1 Round per 2 RO	+0
Greater Roots	4	7 SpP	7	20M	20 yards	20 yard Radius	3 Rounds +1 Round per 3 RO	+0
Lesser Venomous Bite	4	7 SpP	7	12M	0	Caster	2 Rounds +1 Round per 3 RO	+0
Nature's Coat	4	7 SpP	7	1 Round	Touch	1 Target	1 hour +1 hour per 5 RO	N/A
Create Burrow	5	9 SpP	8	2 minutes	2 yards	Special	Permanent	N/A
Homestead	5	9 SpP	8	1 hour	0	90° Cone with a 30 yard reach +2 yard reach per RO	1 Passing	N/A
Lesser Meld with Nature	5	9 SpP	8	2 Rounds	0	Caster	1d20 hours +1 hour per 5 RO	N/A
Make Path	5	9 SpP	8	1 Round	0	Caster	Special	N/A
								Carlos Barrow

10 m	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Greater Venomous Bite	6	11 SpP	9	17M	0	Caster	5 Rounds +1 Round per 3 RO	+0
Nature's W <mark>r</mark> ath	6	11 SpP	9	6M	30 yards	1 Target	Instant	+0
Pacify Nature	6	15 SpP	9	1 Round	0	200 yard Radius	1 hour	None
True Fighting Nature	6	14 SpP	9	24M	10 yards	10 radial yard Initial, growing 4 radial yards per Round	3 Rounds +1 Round per 2 RO	+0
Greater Meld with Nature	7	13 SpP	10	0	0	0	0	0
Join with Nature	7	13 SpP	10	0	0	0	0	0
Song of the Hills	7	13 SpP	10	0	0	0	0	0
Song of the Storm	7	13 SpP	10	0	0	0	0	0
Consume	8	15 SpP	11	0	0	0	0	0
Nature's Guardian	8	15 SpP	11	0	0	0	0	0
Rebirth	8	15 SpP	11	0	0	0	0	0
True Roots	8	15 SpP	11	0	0	0	0	0
Ancient Nature's Guardian	9	17 SpP	12	0	0	0	0	0
Control Flora	9	17 SpP	12	0	0	0	0	0
Control Rivers	9	17 SpP	12	0	0	0	0	0
True Venomous Bite	9	17 SpP	12	0	0	0	0	0
Ancient Fighting Nature	10	21 SpP	15	0	0	0	0	0
Imbue Nature	10	21 SpP	15	0	0	0	0	0
Master of the Tides	10	21 SpP	15	0	0	0	0	0
Rumble	10	21 Spp	15	0	0	0	0	0
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FAMILY OF SPELLS

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Lesser Fighting Nature

Lesser Roots

Lesser Meld with Nature

Lesser Venomous Bite

Bees

Greater Fighting Nature I True Fighting Nature

Greater Roots

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True Roots

Greater Meld with Nature

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Greater Venomous Bite \$ True Venomous Bite Û

Snakes

Climb \$ Swim \$ Stride

Climb

Rank 1 Spell

Natural Source, The Magical Sphere of the Elements

Duration: 1 minute, +1 minute per 3 RO

Cost: 1 SpP Range: 0 CsD: 2 CsT: 22M AoE: Caster

Resistance: N/A

Grants the caster the Wall Climb Movement Ability. Additionally, the caster has unnatural balance as great as a monkey, or squirrel. The caster still has their normal movement rate per Round (Land Speed) but moves in a different manner. However, while under the effects of this spell, the caster may not use any other movement Abilities, such as Sprint, or movement-based Abilities, like Charge.

Firestarter

Rank 1 Spell

Natural Source, The Magical Sphere of the Elements Duration: 1 Round, +1 Round per RO

Cost: 1 SpP Range: 0 CsD: 2 CsT: 6M

AoE: Special

Resistance: +0

Creates a spark hot enough to start a fire, even in the rain. The spark will instantly ignite any combustible material that is dry, and even damp items within a minute or so. Each spark lasts 1 Round per RO, as it dances around. The spark cannot be held, and once the spell is cast, the caster must throw it (or drop it). The spark has the weight of a small river stone. This can also be cast upon other targets instead of thrown. A failed ResCheck sets the target is On Fire for 1 Round per 2 RO.

Good Berries

Rank 1 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 2 SpP Range: Touch CsD: 2 CsT: 3 minutes AoE: 1 Item

Duration: Special

Resistance: N/A

ENCHANTMENT

The caster enchants a seed, which lasts for the listed Duration. When planted in soil, it must be watered within 1 minute. Once watered, a small vine grows to 6 feet tall within 1 minute. A minute later, the vine produces 1d3 magical fruits, +1 more per 4 RO, to a maximum of 1d3+5 at RO 20. The fruit lasts on the vine for 1 minute and keeps their properties for that same 1 minute. When eaten, each fruit Magically Heals for 1d6 Hit Points, +2 per Level of the caster. Each person can eat only 1 fruit with this effect, the caster may eat 2.

Swim

Rank 1 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 1 SpP CsD: 2 CsT: 21M

AoE: 1 Target

Range: 10 yards

Duration: 5 minutes, +1 minute per 2 RO

Resistance: N/A

Grants the target the <u>Fish Swim</u> Movement Ability, with movement allowance this normal Land Speed. Additionally, the target may hold their breath for up to 1 (extra) minute per 3 RO. No other movement, or movement-based, Abilities are allowed when t he target is swimming. All equipment the target becomes unburdensome while the target is swimming.

Bees

Rank 2 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 4 SpP	Range: 30 yards	Duration: 3 Rounds, +1 Round per 2 RO
CsD: 3		
CsT: 14M	AoE: 10 radial yards initial, growing	Resistance: N/A
	2 radial yards per Round	

The Round after the spell is done being caster, bees from the wilds come and attack anything in presently in the AoE. Anything within the AoE is considered a target, and the bees follow targets if/when they leave the AoE for the Duration of the spell.

The bees are natural, and not magically created. Thus, this spell may work less (take longer than 1 Round to start), or not work at all depending on where it is cast.

All within the initial AoE are *Shocked* (3). This *Shocking* Effect only lasts as long as the target is within the initial AoE. If a target makes their ResCheck, they can leave the AoE, or stay. If they stay, then they must make another ResCheck against *Shock*. If any target remains in the initial AoE for all 3 Rounds of *Shocking*, the bees dissipate and follow only those who left. If no one left, the bees leave the area altogether.

Those that leave the AoE are followed by the bees and take 2 Unavoidable Damage per Round. Anyone may <u>Run Away!</u> to immediately end the spell's effects.

During any portion of the duration, casters must make a ResCheck (or use Combat Casting) to cast spells. Any intricate action, like reading, or writing are not allowed while under the spell's effects.

Lesser Fighting Nature

Rank 2 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 3 SpP	Range:	10 yards
CsD: 3		
CsT: 14M	AoE:	5 radial yard Initial, growing
	1	radial yards per Round

Duration: 1 Round, +1 Round per 2 RO

Resistance: +0

ENCHANTMENT

Nature, within the AoE, comes to life and attacks anything the caster identifies. The caster makes a Full Action to attack and must remain within the initial range of the spell to the edge of the AoE, or the spell ends. With that Full Action, nature attacks the designated target, always against Dodge Evade. The caster must roll to-Hit as normal, with only a +1 to-Hit per RO. Successful hits cause 1d3+3 Whip-Like Damage. Any Critical Strikes *Root* the target for the rest of that Round and allow for a second attack.

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The AoE is very easily identified, and anything moving outside the AoE cannot be attacked.

Lesser Roots

Rank 2 Spell

Cost: 3 SpPRange: 10 yardsCsD: 3

CsT: 15M AoE: 10 yard Radius

Natural Source, The Magical Sphere of the Elements

Duration: 3 Rounds, +1 Round per 3 RO

Resistance: +0

All within the AoE are *Rooted* for the Duration of the spell. Each *Rooting* lasts for the Round of the failed ResCheck. Anything remaining in the AoE, or failing their ResCheck, must roll again next Round to avoid being *Rooted* again. Targets must be touching nature (the ground, or on a rock, a tree, etc.) for the spell to have effect.

Speak with Trees

Rank 2 Spell

Cost: 3 SpPRange: 0CsD: 3AoE: Caster

Natural Source, The Magical Sphere of the Elements

Duration: 1 hour

Resistance: N/A

MIND ALTERING

Trees have seen much in their time, remembering all that occurred within about 50 yards of their roots, from the time they were saplings to present. This spell allows the caster to speak with trees. The spell effects the caster, who may go from tree to tree asking questions.

Only the caster can hear the slow drawl of the trees, who may divert from a direct answer to spin a tale generations' old. Trees also speak to one another, which has a rumor like effect if that tree did not witness the event itself. Most trees are kind in nature and will happily talk to the caster.

Trees are unaccustomed to people, who live such short lives. They are unaware of time and have no sense of it. Some questions, if not specific, may have the tree recall a similar event an eon ago, instead of yesterday.

Minor Meld with Nature

Rank 3 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 5 SpP	Range: 0	Duration: 1d20 minutes, +1 minute per RO
CsD: 5		
CsT: 2 Rounds	AoE: Caster	Resistance: N/A

Allows the caster to merge with and become part of any one object in nature that is their mass or greater. This can be a stone, a tree or even a bush, but never the ground, a mountain, snow, sky or anything else that is environmental. It must be a distinct object that has definite boundaries that can be readily seen. It must also be unsullied nature, and not made form nature. A tree is allowable, but a table made from wood is not.

The caster must use a Full Action once the spell is cast to move into the object. For the Duration, the caster takes on the properties and shares that thing's existence: meaning: the caster can receive damage if that which is melded into takes damage. Catching a tree on fire will burn the caster, smashing a boulder with a hammer may also harm the caster. The caster takes only Effect-based damage (like *Burning* or *Smashed*) when in their form.

While in this form, the caster may make no other Action, nor cast spells, speak with others – nothing. They are fully aware and can see about 20 yards around them. They may end the spell at any time, stepping out of the object with a Full Action.

If that object is destroyed while the caster is inside, they are reduced to 0 Hit Points and expelled from the object unconscious. If they were below 0 Hit Points when merging, then the character is killed.

Nature's Shield

Rank 3 Spell

Natural Source, The Magical Sphere of the Elements

Duration: 6 Rounds, +1 Round per 2 RO

 Cost: 5 SpP
 Range: 0

 CsD: 5
 CsT: 21M

 AoE: Caster

Resistance: N/A

All manner of wood, stones and vines draw to the caster and form a full suit of armor around them. The suit is completely free to move in. While it has real mass (200 pounds or more), the suit reacts with the caster, moving independently to assist the caster's movements; springing a tendril of roots to bolster the caster in a jump, or growing an extra set of legs if the caster runs.

The suit provides the caster with different sets of Absorb, depending on what the primary material is made of. That primary material being what was available in nature when the spell is cast.

If of stone, the Absorbs are 5/4/1, and then 1 per 3 RO against Electrical and Shocking Damage, and -5 against Acidic or Corrosive Damage.

If of wood, the Absorbs are 1/4/5, and then 1 per 3 RO against Cold or Water-Based Damage, and -5 against Fiery and Heat Damage.

Snakes

Rank 3 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 6 SpP Range: 30 yards Duration: 3 Rounds, +1 Round per 2 RO CsD: 5 CsT: 1 Round AoE: 10 radial yards initial, growing **Resistance:** +0 2 radial yards per Round

From out in nature, snakes of different kinds come to attack everything within the AoE. The snakes come one Round after the spell is cast but is dependent on where the spell is cast. The further away form nature, the long they take to arrive, or may not at all.

They attack everything within the AoE without distinction and remain in that AoE for the Duration of the spell.

Depending on the environment, there are 3 possible outcomes for an effect. If there are primarily venomous snakes in the area, all within the AoE makes a ResCheck vs Naturals or become Poison B (X), where X is equal to 1 per 5 RO, to a maximum of 4 at RO 20. This is the least common outcome.

If venomous snakes are not abound, then all within the AoE are *Rooted* and take 1 Unavoidable Damage for each Round they are *Rooted* from constricting snakes. If a target is Rooted for 3 Rounds in a row, they become encased in snakes, continue to take damage, and may only escape once the spell ends. This is for a Normal-Sized opponent. Small take 2 Rounds in a row, Large is 4, Huge is 6, and Gargantuan is not affected by the spell. This outcome is uncommon.

The last is a mix of the two, which is the more common. Each Round, all within the AoE are Rooted and Poisoned A (3). For both these Effects, one ResChek is rolled and applied to both. This is the most common outcome.

The outcome is based on the environment but may be randomly determined by the Storyteller. Roll 1d6, 1 is all venomous, 6 is all constricting snakes, and 2-5 is a mix.

Stride

Rank 3 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 5 SpP Range: 0 CsD: 5 CsT: 22M

AoE: Caster

Duration: 1 hour

Resistance: N/A

The caster drops to all fours and runs like an animal, gaining the Striding Movement Ability. Additionally, the caster gains 1 Land Speed per 2 RO, to a maximum of +10 Movement at RO 20.

Furthermore, the caster can jump horizontally (with a run up) of up to 2 yards per 2 RO when the spell was cast. Vertical jumping is increased, but not significantly so. Lastly, the caster may move through whatever Terrain when they cast the spell, as if it is Open Terrain.

Greater Fighting Nature

Rank 4 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 7 SpPRange: 10 yardsCsD: 7AoE: 10 radial yards initial, growing2 radial yards per Round

Duration: 1 Round, +1 Round per 2 RO

Resistance: +0

ENCHANTMENT

Nature, within the AoE, comes to life and attacks anything the caster identifies. The caster makes a Full Action to attack and must remain within the initial range of the spell to the edge of the AoE, or the spell ends. With that Full Action, the caster may attack 2 separate targets within the AoE, freely changing targets between Rounds. Again, always against Dodge Evade.

The caster must roll to-Hit as normal, with only a +1 to-Hit per RO. Successful hits cause 1d3+6 Whip-Like Damage. Any Critical Strikes *Root* the target for the rest of that Round and allow for a second attack on that same target.

If a single target is hit twice in a single Round, they must make a ResCheck vs Naturals or Stand Stupid for that Round.

The AoE is very easily identified, and anything moving outside the AoE cannot be attacked.

Greater Roots

Rank 4 Spell

Natural Source, The Magical Sphere of the Elements

Duration: 3 Rounds, +1 Round per 3 RO

Cost: 7 SpPRange: 20 yardsCsD: 7AoE: 20 yard Radius

Resistance: +0

All within the AoE are *Rooted* for the Duration of the spell. Each *Rooting* lasts for the 2 Rounds following the failed ResCheck. Anything remaining in the AoE, or failing their ResCheck, must roll again next Round to avoid being *Rooted* again. Targets must be touching nature (the ground, or on a rock, a tree, etc.) for the spell to have effect. Additionally, the vines and roots reach up into trees and even the sky, (up to 20 yards high). <u>Flying</u> creatures within that AoE are grounded and automatically *Rooted* (no ResCheck).

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Anything Rooted cannot cast spells or perform intricate actions.

Lesser Venomous Bite

Rank 4 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 7 SpP CsD: 7 CsT: 12M

Range: 0

Duration: 2 Rounds, +1 Round per 3 RO

AoE: Caster

Resistance: +0

The caster's arm (one of them), grows scales and looks very much like a snake. On the caster's fingers are fangs. The caster strikes in melee with a +1 to-Hit per 2 RO, plus any Dexterity Light Weapon bonus, against a target's Parry.

Successful hit means the fangs magically pierce into the target, By-Passing up to 2 Absorb against Piercing. The strike itself does 1d2+3 Piercing Damage, and the caster may strike twice per Round. Any target taking damage (after Absorb) is *Poisoned A* (X), where X is 1 per 3 RO +d6 to a maximum of *Poison A* (5 +d6) at RO 15.

Nature's Coat

Rank 4 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 7 SpPRange: TouchCsD: 7CsT: 1 RoundAoE: 1 Target

Duration: 1 hour, +1 hour per 5 RO

Resistance: N/A

The target becomes covered with fur, that grows over their skin, armor and equipment. They also transform slightly into a feral version of themselves.

They are all but immune to natural cold, and have a 7 Absorb, +1 more per 3 RO to a maximum of 14 at RO 21, against Cold Damage. Furthermore, any Cold Damage that would hurt a normal person, heals the target for 1 Hit Point per attack or per hour (if the damage would come from environmental sources). This does not mean they're immune to Cold Damage, but their new-found Absorb may reduce any incoming Cold Damage to zero, allow them to heal 1 Hit Point.

They also gain a great sense of smell. In the air, they can smell anything that would be distinct to them without the spell's effect, but at great range. Specifically, up to 1 League away; but also dependent of the pungency of the smell and strength/freshness of the source of the smell.

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Lastly, the shear thickness of the armor grants an Absorb of 1/1/4.

Create Burrow

Rank 5 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 9 SpPRange: 2 yardsCsD: 8CsT: 2 minutesAoE: Special

Duration: Permanent

Resistance: N/A

A cave forms over the course of 10 minutes into the ground, side of a hill or mountain, or into nature itself. The cave is about 100 yards deep. When it is created, no matter is displaced. The cave can only be made into natural surfaces, and anything enchanted or with a spell effect will nullify the spell.

The mouth of the cave then is covered, magically, with vines, roots and leaves, disguising it from anyone but the caster. To spot it, an Observation Check is needed with Target Number equal to the RO of the spell, or 3 less if using Detection.

Those who go inside the cave are hidden from any form of magical locating effect. They also cannot be heard from outside the cave.

Inside the cave, at the end, burns a great fire that causes not smoke. Anything cooked on the fire heals 1 Hit Point when eaten and restores 1 Stamina. Sleeping near the fire recovers an additional Hit Point and Stamina for a 10-hour sleep.

The cave itself is permanent. All the supernatural effects within the spell has a duration that starts when the caster enters the cave, and ends when they leave.

Homestead

Rank 5 Spell

Cost: 9 SpP **CsD:** 8 **CsT:** 1 hour Range: 0

Duration: 1 Passing

Resistance: N/A

Natural Source, The Magical Sphere of the Elements

ENCHANTMENT

The caster Wards an area in which Minor Meld with Nature's effect are ongoing. This allows he caster to meld with any applicable object within the AoE. Furthermore, while melded, the caster heals at double the natural rate, and recovers Stamina twice as fast.

Even while the caster sleeps, they are aware of everything and everyone within the AoE.

AoE: 90° Cone with a 30 yard reach,

+2 yard reach per RO

Lesser Meld with Nature

Rank 5 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 9 SpPRange: 0Duration: 1d20 hours, +1 hour per 5 ROCsD: 8CsT: 2 RoundsAoE: CasterResistance: N/A

Works just as Minor Meld with Nature in many ways. However, now an AoE is affected. While not Enchanted, anything within that AoE is allowed for the caster to meld into. They can likewise move from object to object within the AoE while melded, provided those two objects are physically touching. All else works as the Minor Power version.

As a secondary effect, the caster can opt to have all the effect just as Minor Meld with Nature, but with the ability to grab someone and pull them into nature with the caster. The someone must be relatively the same size, and willing. Unwilling targets must be fully grabbed (roll to-Hit with no mods against their Parry), and then they get a ResCheck +4 to resist.

Those who follow the caster into nature are still individuals, but unable to act in any way. They can see as the caster does, but have no ability to perform any action. When the caster exits, so does the person brough in. If nature is attacked, only the caster takes damage. If that object is destroyed, the caster is under the normal effect as per Minor Meld with Nature, and the person is simply exited unscathed.

Make Path

Rank 5 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 9 SpP Range: 0 CsD: 8 CsT: 1 Round AoE: Caster **Duration:** Special

Resistance: N/A

MIND ALTERING

Within nature, the caster identifies a place, person or thing. That place, person or thing must be something that particular portion of nature touches. The end of the path must be within that specific continuous terrain. This would be that forest, or desert, or plains, which all may be very large in size. It can also be something in nature smaller, like a pond, cave or wood. The spell must be cast inside that terrain to find something within it.

The caster does not need to have been there, or even know the name of it; only that it exists – even if just by myth. However, the caster must know of its existence, and cannot say "a magical item within this desert".

If that place, person or thing, is within that portion of nature, the caster is aware of the direction. As the caster (and group) follow that direction, a "path" is made. That path being a route that is free of danger, rough terrain, and has shelter (of some kind) and food along the way. This is not a literal path, but it functions as one.

The caster knows about how long it will take on the path to reach that person, place or thing. If the end of the route moves, the caster is aware. If it leaves that portion of nature, the caster knows and the path now leads to the same location where that person, place or thing left.

Greater Venomous Bite

Rank 6 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 11 SpP Range: 0 CsD: 9 CsT: 17M AoE: Caster Duration: 5 Rounds, +1 Round per 3 RO

Resistance: +0

The caster's arm (one of them), grows scales and looks very much like a snake. On the caster's fingers are fangs. The caster strikes in melee with a +1 to-Hit per 2 RO, plus any Dexterity Light Weapon bonus, against a target's Parry.

Successful hit means the fangs magically pierce into the target, By-Passing up to 5 Absorb against Piercing. The strike itself does 1d2+3 Piercing Damage, and the caster may strike twice per Round. Any target taking damage (after Absorb) is *Poisoned B* (χ), where X is 1 per 3 RO +d2 to a maximum of Poison B (5 + d2) at RO 15.

Nature's Wrath

Rank 6 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 11 SpP Range: 30 yards CsD: 9 CsT: 6M AoE: 1 Target

Duration: Instant

Resistance: +0

The caster summons all the harm and torture that area of nature has faced by the hands of people, spells, or unnatural occurrences. The Damage Type resulting is dependent on what had happened. If in a forest, it may be Fiery Damage from a forest fire started by a boy long ago; in the fields, it may be Electrical from a caster that used a call lightning spell, and so on.

The spell itself sends forth a bolt that effects the target, and the closest 3 targets to that one, who are within the AoE and are not enemies of nature. Therefore, it does not distinguish between friend and foe of the caster, but friend or foe of nature. It also means that only the main target is indistinguishable and will always be affected by the spell; there may be up to 3 others, or none other at all.

The spell inflicts 5d8 damage, +1d8 per 3 RO to a maximum of 10d8 at RO 15. If the primary target is a friend of nature, they may make a R.Mag.0 to reduce the damage by 1 per 2 RO. If not, to ResCheck is allowed.

A "friend of nature" is anything that is somehow bound to nature. For Character Classes, the Draelon, Caller, Shaman and Warden are all intrinsically nature bound as part of their Class. Monsters who have some kind of nature-protective description are friends of nature. For other characters, they must be someone who actively protects nature for the sake of protecting nature.

Pacify Nature

Rank 6 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 15 SpP CsD: 9 CsT: 1 Round

Range: 0

AoE: 200 yard Radius

Duration: 1 hour

Resistance: None

DISPEL

Instantly pacifies nature within the AoE. The effect is lessening, but not altogether eliminating for natural occurrences. It will calm the weather, but not eliminate it; it will lessen tides, but not take them away, and so on.

Against any environmental effect that is nature-bound and brought on by non-natural sources, it eliminates completely. These effects must be something that occurs in nature, i.e. a lightning bolt but not a fireball. Even non-Nature-Sourced spells that have natural effect (again, that occur in nature) are eliminated.

Against Nature Source spells, this will eliminate the effect if the RO of casting this spell is greater than the ongoing or cast spell

True Fighting Nature

Rank 6 Spell

Natural Source, The Magical Sphere of the Elements

Cost: 14 SpP Range: 10 yards

Duration: 3 Rounds, +1 Round per 2 RO

CsD: 9 CsT: 24M AoE: 10 radial yard Initial, growing 4

radial yards per Round

Resistance: +0

ENCHANTMENT

Nature, within the AoE, comes to life and attacks anything the caster identifies. The caster makes a Full Action to attack and must remain within the initial range of the spell to the edge of the AoE, or the spell ends. With that Full Action, the caster may attack 3 separate targets within the AoE, freely changing targets between Rounds. Or, the caster may attack a single target once. Again, always against Dodge Evade.

Against multiple targets, the caster rolls to-Hit as normal, with only a +1 to-Hit per RO. Successful hits cause 1d3+9 Whip-Like Damage. Any Critical Strikes *Root* the target for the rest of that Round and allow for a second attack on that same target.

If a single target is hit twice in a single Round, they must make a ResCheck vs Naturals or Stand Stupid for that Round.

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If the caster chooses a single target, they roll to-Hit as before, but a very large tendril of nature strikes the target for 6d6 Smashing Damage.

