

<u>Dansart</u>				
Level	Spell	Area of Effect	Duration	Range
1)	Familiar	1 Animal	P	Self
2)	Lope I	Caster	1 hr/lvl	Self
3)	Predator Sense	Caster	10 min/lvl	Self
4)	Invisible Prey	Caster	10 min/lvl	Self
5)	Scent of Prey	1 Target	P	100'
6)	Waterless	Caster	1 day/lvl	Self
7)	Fell Hunter I	1 Target	10 min/lvl	1 mi
8)				
9)	Lope II	Caster	1 hr/lvl	Self
10)	Howl of Despair	100'r	--	100'
11)	Death's Scent	500'/lvl	10 min/lvl	500'/lvl
12)	Fell Hunter II	1 Target	10 min/lvl	5 mi/lvl
13)	Summon Pack	1 Creature/lvl	--	500'/lvl
14)	Command Pack	1 Creature/lvl	10 min/lvl	500'/lvl
15)	Breath of Dansart	Cone 10'w @ 50'	-	50'
16)	Lope III	Caster	1 hr/lvl	Self
17)	Fell Hunter III	1 Target	10 min/lvl	10 mi/lvl
18)				
19)	Terror of the Night	100'/lvl	1 min/lvl	100'/lvl
20)	Dread Hound	Caster	1 min/lvl	Self

1. Familiar - Caster can summon and bond a Desert Owl or Hyena/Wild Dog to act as a *Familiar*.

2. Lope I - Caster can jog (1.5x pace) without fatigue or penalties for duration of spell.

3. Predator Sense - Caster has a acute sense of smell, equal to a canine.

4. Invisible Prey - Caster is invisible to creatures of animal intelligence (or less).

5. Scent of Prey - Caster can memorize the scent of 1 target.

6. Waterless - Caster can go without water for 1 day/lvl.

7. Fell Hunter I - Caster can track any target that has been Scented if within spell range.

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9. Lope II - As Lope I, but Caster can move at 2x pace.

10. Howl of Despair - Caster emits a eerie, chilling howl.. All within range must make an RR vs Fear.

11. Death's Scent - Caster can detect any recently dead corpses within range.

12. Fell Hunter II - Caster can track any target that has been Scented if within spell range.

13. Summon Pack - Caster can Summon a nearby pack of feral animals/creatures that will travel at all haste.

14. Command Pack - Caster can Command up to 1 creature/lvl for

15. Breath of Dansart - A powerful blast of hot, scalding wind is projected from the Casters mouth. Attacks as Fireball.

16. Lope III - As Lope I, but Caster can move at 3x pace.

17. Fell Hunter III - Caster can track any target that has been Scented if within spell range.

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19. Terror of the Night - Caster emanates a powerful wave of fear. All targets in area of effect must make an RR at -50.

20. Dread Hound - Caster changes into a horse size Hound with glowing red eyes.