

Nature's Defenses

| Level | Spell | Area of Effect | Duration | Range | Type |
|-------|------------------------------|----------------|------------|-------|------|
| 1) | Repel Insects | caster | 10 min/lvl | self | |
| 2) | Drink Safely | caster | 10 min/lvl | self | |
| 3) | Eat Safely | caster | 10 min/lvl | self | |
| 4) | Repel Plants | caster | 10 min/lvl | self | |
| 5) | Heat Resistance I | caster | 10 min/lvl | self | |
| 6) | Cold Resistance I | caster | 10 min/lvl | self | |
| 7) | Light Resistance I | caster | 10 min/lvl | self | |
| 8) | Disease Resistance I | caster | 10 min/lvl | self | |
| 9) | Poison Resistance I | caster | 10 min/lvl | self | |
| 10) | Repel Animals | caster | 10 min/lvl | self | |
| 11) | Protection from Elements I | caster | 10 min/lvl | self | |
| 12) | Heat Resistance II | caster | 10 min/lvl | self | |
| 13) | Cold Resistance II | caster | 10 min/lvl | self | |
| 14) | Light Resistance II | caster | 10 min/lvl | self | |
| 15) | Disease Resistance II | caster | 10 min/lvl | self | |
| 16) | Poison Resistance II | caster | 10 min/lvl | self | |
| 17) | Repel | caster | 10 min/lvl | self | |
| 18) | Protection from Elements II | caster | 10 min/lvl | self | |
| 19) | Repel Elementals | caster | 10 min/lvl | self | |
| 20) | Purge | caster | 10 min/lvl | self | |
| 25) | Protection from Elements III | caster | 10 min/lvl | self | |
| 30) | | | 10 min/lvl | | |
| 35) | Protection from Elements IV | caster | 10 min/lvl | self | |
| 40) | | | 10 min/lvl | | |
| 50) | Natural Immunity | caster | 10 min/lvl | self | |

1. Repel Insects - Caster is immune to normal, non-magical insects.
2. Drink Safely - Caster can drink any water as if it was safe and pure.
3. Eat Safely - Caster can eat any food, no matter what condition, as if it was safe and nutritious.
4. Repel Plants - Aggressive plants must make an RR before making a physical direct attack on caster.
5. Heat Resistance I – Target is totally protected from all natural heat to 200° F; +10 to all RRs or DBs vs. elemental heat/fire attacks.
6. Cold Resistance I – Target is totally protected from all natural cold to -20° F; +10 to all RRs or DBs vs. elemental cold/ice attacks.
7. Light Resistance I - Target is protected from natural light(including Sudden Light), +10 to all RR's and DB's vs. elemental light/electricity attacks.
8. Disease Resistance I - Target is protected from natural diseases, +10 to all RR's and severity reduced by 1 to existing diseases.

9. Poison Resistance I - Target is protected from natural poisons, +10 to all RR's and severity reduced by 1 to existing poisons.
10. Repel Animals - Aggressive animals must make an RR before making a physical direct attack on caster.
11. Protection from Elements I - Caster is protected from any natural cold, heat, light, or electricity (treat as if target were in 70°F [21°C] temperature). Caster also receives a +10 to all RRs vs. heat, fire, cold, ice, light, and electricity; +10 DB vs. elemental cold/ice, fire/heat, and electricity attacks.
12. Heat Resistance II - Target is totally protected from all natural heat to 200° F; +20 to all RRs or DBs vs. elemental heat/fire attacks and crit severity is reduced by 1.
13. Cold Resistance II - Target is totally protected from all natural cold to -20° F; +20 to all RRs or DBs vs. elemental cold/ice attacks and crit severity is reduced by 1.
14. Light Resistance II - Target is protected from natural light(including Sudden Light), +10 to all RR's and DB's vs. elemental light/electricity attacks and crit severity is reduced by 1.
15. Disease Resistance II - Target is protected from natural diseases, +20 to all RR's and severity reduced by 2 to existing diseases.
16. Poison Resistance II - Target is protected from natural poisons, +20 to all RR's and severity reduced by 2 to existing diseases.
17. Repel - As Repel Insects, Plants and Animals but no RR is required. Caster will not be attacked unless he attacks first, and then opponent must make an RR.
18. Protection from Elements II - Caster is protected from any natural cold, heat, light, or electricity (treat as if target were in 70°F [21°C] temperature). Caster also receives a +20 to all RRs vs. heat, fire, cold, ice, light, and electricity; +20 DB vs. elemental cold/ice, fire/heat, and electricity attacks and crit severity is reduced by 2.
20. Purge - Spell removes all poisons, toxins and diseases from Caster, each making a RR at -50 vs the Purge spell.
25. Protection from Elements III - Caster is protected from any natural cold, heat, light, or electricity (treat as if target were in 70°F [21°C] temperature). Caster also receives a +30 to all RRs vs. heat, fire, cold, ice, light, and electricity; +30 DB vs. elemental cold/ice, fire/heat, and electricity attacks and crit severity is reduced by 3.
35. Protection from Elements IV - Caster is protected from any natural cold, heat, light, or electricity (treat as if target were in 70°F [21°C] temperature). Caster also receives a +30 to all RRs vs. heat, fire, cold, ice, light, and electricity; +40 DB vs. elemental cold/ice, fire/heat, and electricity attacks and crit severity is reduced by 4.
50. Natural Immunity - Caster is protected from any natural cold, heat, light, or electricity (treat as if target were in 70°F [21°C] temperature). Caster also receives a +50 to all RRs vs. heat, fire, cold, ice, light, and electricity; +50 DB vs. elemental cold/ice, fire/heat, and electricity attacks, and +50 vs natural Diseases and Poisons. Elemental crit severity are reduced by 5 and poison/disease severity reduced by 3.