

Nature's Lore

Level	Spell	Area of Effect	Duration	Range	Type
1)	Orient Self	caster	—	self	
2)	Find Water	100'R/lvl		100'/lvl	
3)	Marker I	1 target	1 day/lvl	-	
4)	Weather Prediction I	caster	—	1 mi/lvl	
5)	Nature's Awareness I	10'R/lvl	C	self	
6)	Locate Marker I	500'/lvl		self	
7)	Detect Ambush I	10'R/lvl	1 min/lvl	self	
8)	Memory's Path I	caster	1 hr/lvl	self	
9)	Animal Location	100'R/lvl		self	
10)	Marker II	1 target	10 days/lvl	-	
11)	Weather Prediction II	caster	—	1 mi/lvl	
12)	Nature's Awareness II	50'R/lvl	C	self	
13)	Locate Marker II	2500'/lvl		self	
14)	Detect Ambush II	50'R/lvl	1 min/lvl	self	
15)	Memory's Path II	caster	1 hr/lvl	self	
16)	Herb Finding	100'R		100'	
17)	Marker III	1 target	1 month/lvl	-	
18)	Locate Marker III	2 mile/lvl		self	
19)	Nature's Awareness III	250'R/lvl	C	self	
20)	Memory's Path True	caster	1 hr/lvl	self	
25)	Locate Marker IV	10 mile/lvl		self	
30)	Assess Nature	1000'R/lvl	C	self	
35)	True Marker	1 target	1 year/lvl		
40)	Locate Marker True	50 mile/lvl		self	
50)	True Awareness	1000'R/lvl	C	self	

1. Orient Self – Caster knows which way is north, which way is up, and his distance above or below the ground's surface.

2. Find Water - Caster can detect the location and quantify of any substantial amount(100 cu' or more) of water within the area of effect.

3. Marker I - Spell creates a magical tag that can be cast upon a creature or object that can be located later. Is detectable and can be dispelled. Caster can have 1 Marker/ranks in this list.

4. Weather Prediction I – Caster has a 95% chance of predicting time, type, and severity of weather over next 24 hr period.

5. Nature's Awareness I – Allows caster to monitor animate activity in the area (e.g., the caster will be aware of movements, subtle and overt). Caster cannot move while concentrating. Caster does not receive a picture of what is movement, just an awareness of the movement. This will allow distinguishing general size and shape of a moving object. The spell is blocked by earth, rock, walls etc. So activity inside a building, below the ground or in a cave will be undetectable.

6. Locate Marker I - Caster knows the direction and distance to a Marker within range.

7. Detect Ambush I – Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The

being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).

8. Memory's Path I – Caster can remember an exact route he has traveled; whether or not he was without one or more of his senses when he made his original journey (e.g., a 12th level caster could remember the course of 12 hours of a trip, even if he had been blindfolded). To be effective, this spell must be cast within one month of the journey.

9. Animal Location – Caster can locate members of any 1 species of animal within the area of effect **or** he can find out what species are in the area.

10. Marker II - As Marker I, but duration is 10 days/lvl

11. Weather Prediction II – Caster has a 95% chance of predicting time, type, and severity of weather over next 10 day period.

12. Nature's Awareness I – As Nature's Awareness I, but area is 50'R/lvl.

13. Locate Marker I - As Locate Marker II, but range is 2500'/lvl.

14. Detect Ambush II – Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e., driving the being to perform aggressive actions), not passive (i.e., hate exists, but no action is planned).

15. Memory's Path II – As Memory's Path I, but spell must be cast within 1 year of journey to be recalled.

16. Herb Finding – Allows caster to locate any 1 specific variety of herb that he is familiar with, if it exists within the range of the spell.

17. Marker III - As Marker I, but duration is 1 month/lvl

18. Locate Marker III - As Locate Marker I, but range is 2 mile/lvl.

19. Nature's Awareness III – As Nature's Awareness I, but area is 250'R/lvl.

20. Memory's Path True – As Memory's Path I, but spell must be cast within 1 year/lvl of journey to be recalled.

25. Locate Marker IV - As Locate Marker I, but range is 10 mile/lvl.

30. Assess Nature – Caster is made aware of the ecological health of the area and anything that is causing significant ecological impact on the area (e.g., the water from the magic spring makes everything here grow fast, poison is leaching out from the pile of mine tailings, or the unicorns prevent disease from spreading through the wildlife).

35. True Marker - As Marker I, but duration is 1 year/lvl

40. Locate Marker True - As Locate Marker I, but range is 50 mile/lvl.

50. True Awareness – As Nature's Awareness I, but caster will get a general sense to the type of creature.