

99. THE COLLEGE OF NATURAL MAGICS

The College of Natural Magics is concerned with the powers of nature and growing things. Adepts of this college will be most at home in their native wilderness and will find it difficult to function in highly populated areas. Adepts of this college are often known as druids or shamans.

[99.1] Adepts of this college will never wear metallic armor and will only use weapons of wood, bone or bronze.

Adepts of this college must perform Ritual Q-2 before they will be able to learn the Special Knowledge spells and rituals of the college.

[99.2] Practitioners of the College of Natural Magics will best be able to perform their spells when in a natural environment.

Any wilderness area is considered a natural environment except for wastelands that have been created by the actions of a sentient race through magic or pollution.

The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Earth Magics:

Caster occupies a place of power **	20
Caster is wearing a sprig of fresh mistletoe	5
Caster is in a large city*	-20
Caster is in a town*	-10
Caster is in a village*	-5
Caster is in a wasteland	-20

*For purposes of this college a village is defined as having 300 or fewer residents with predominantly dirt roads. A town is defined as having 300 to 1000 residents and a large percentage of the streets are paved. A city is defined as having greater than 1000 residents and all of the streets will be paved. The GM will choose the appropriate modifier based upon the location of the Adept.

**These can be any places frequented by worshippers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc.

These additions to the Base Chance are cumulative. They are added to the modifiers listed in 27.7.

[99.3] Talents

1. Detect Aura (T-1)

Whenever confronted by an object or being whose nature is unknown to him, the Adept's player may tell the GM that he is attempting to detect the Aura of the being or object. The GM rolls D100. If the resulting number is less than or equal to the modified Perception of the Adept, the Aura is detected. The Adept's Perception is subject to modification in the same manner as any Base Chance. This talent may be actively (but not passively) resisted. In addition to any other modifications, the Adept's Perception is modified by having the following numbers added to it:

For every 10 feet (after the first 10) separating the Adept from the being or object whose Aura he wants to read
For each Rank the Adept has with the Detect Aura Talent

The results of detection are the same as those given for this Talent in 39.3. The Experience Multiple for this talent is 75.

2. Pass Without Trace (T-2)

The Adept of this college is in tune with his surroundings and can pass through a natural environment leaving little or no trace of his passing. Subtract 20 plus 3 per Rank achieved with this Talent from the chance of anyone attempting to track the Adept. This Talent is always active and requires no conscious effort on the part of the Adept. The Experience Multiple for this talent is 100.

[99.4] General Knowledge Spells

1. Spell of Converse With Animals (G-1)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/max: 3 hours x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 50
BASE CHANCE: 45%
RESIST: May not be resisted.
EFFECTS: The caster may communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's discretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

2. Spell of Converse With Plants (G-2)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration/max: 3 hours x Rank (x 1, if unranked)
EXPERIENCE MULTIPLE: 50
BASE CHANCE: 25%
RESIST: May not be resisted.
EFFECTS: The caster can communicate with flora with which he is familiar. The mode and extent of communication is up to the GM's discretion.

3. Spell of Controlling Animals (G-3)

RANGE: 10 feet + 10 additional/Rank
DURATION: Concentration: no maximum
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%
RESIST: May be actively & passively resisted.
EFFECTS: The caster controls the actions of any animal that does not successfully resist. It will serve him so long as he continues to concentrate. If he releases the animal or his concentration is broken, it may attack him or flee. The chance to cast the spell is reduced by 5 if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5. The Spell of Converse With Animals may be used in conjunction with this spell if the animal's language is known.

4. Spell of Blending (G-4)

RANGE: May be cast over self only.

1 **DURATION:** 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 50

BASE CHANCE: 60%

5 **RESIST:** May not be resisted.

EFFECTS: In order to cast this spell, the subject must remain stationary. If successfully cast, the subject cannot be seen by non-magical means. If, at any time while the spell is in effect the caster moves, the spell is broken.

5. Spell of Walking Unseen (G-5)

RANGE: : 1 foot + 1 additional/Rank
DURATION: : 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 50%

RESIST: May not be resisted.

EFFECTS: The subject of this spell can move unnoticed, not invisible. Even if someone looks directly at the subject of the spell, he will remain unseen. However, if someone touches the subject of the spell, he is immediately located and the spell is broken.

6. Spell of Healing (G-6)

RANGE: May only be cast over adjacent character.
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%

RESIST: May be actively & passively resisted.

EFFECTS: Through a combination of magic and the application of healing herbs and salves, the caster can cure 3 (+1 per Rank) Damage Points suffered by a character due to disease or injury. The spell takes about 5 minutes to cast.

7. Spell of Detecting Traps and Snares (G-7)

RANGE: 20 feet + 5 additional/Rank
DURATION: D10 minutes +10 additional per Rank
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 60%
RESIST: May not be resisted.
EFFECTS: This spell reduces the Base Chance of being trapped or ambushed while outdoors by 10 (+ 1 additional point per Rank).

8. Spell of Detecting Poisons (G-8)

RANGE: Must be in touch with object or substance
DURATION: Immediate
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 55%
RESIST: May not be resisted.
EFFECTS: The spell requires a wand of either ash wood, ivory or unicorn horn. The caster touches the object or substance in which he suspects poison. The wand will momentarily turn black if poison is; in fact, present.

9. Spell of Lesser Enchantment (G-9)

RANGE: 10 feet + 10 additional/Rank
DURATION: : Ranks 1-10=a fortnight; Ranks 11-19 = 3 months; Rank 20 = spell lasts until dispelled.
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 20%
RESIST: May be actively & passively resisted.

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EFFECTS: The target of this spell is either blessed or cursed (caster's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every dice roll in which the character is directly involved. Note: This spell cannot be cast over oneself.

10. Spell of Herbal Lore (G-10)

RANGE: May be cast over self only

DURATION: Immediate

EXPERIENCE MULTIPLE: 75

BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The spell gives the caster the ability to recognize herbs of magical significance growing Wild.

11. Spell of Tracking (G-11)

RANGE: May be cast over self only

DURATION: 1 day + 1 additional/Rank

EXPERIENCE MULTIPLE: 100

BASE CHANCE: 15%

RESIST: May not be resisted

EFFECTS: The caster adds 10 (+2 additional/Rank) to his chance of Tracking while outdoors.

[99.5] General Knowledge Rituals

1. Ritual of Summoning Animals (Q-1)

The Adept must spend 1 hour implementing this ritual and may not move or engage in any other activity during that time. If his concentration is broken, the ritual is destroyed and must be abandoned or restarted. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Adept's Magical Aptitude, then a number of small animals appear equal to the Adept's Rank (1 if the Adept has no Rank with the ritual). The animal the Adept attempts to summon must be a native of the area. Experience Multiple for this ritual is 150. If the Adept chooses to vocalize his summons (assuming he is not attempting to go undetected since the vocalization must be in the form of a shout or call), the Base Chance is increased by 25.

2. Ritual of Finding Totem Animal (Q-2)

This ritual requires a complete day of fasting and ritual preparation followed by a night spent in dream state. The ritual may be performed at any time after the completion of the Adepts training in the General Knowledge of the college and it is only ever performed once for each Adept of this college. The ritual is automatically successful and upon its completion the Adept will have found his totem animal. The totem animal is selected by rolling on the Totem Animal Table 99.8. The Adept must complete this ritual to be able to learn Special Knowledge spells and rituals. At the completion of the ritual the Adept will automatically learn S-13 Spell of Animal Form.

[99.6] Special Knowledge Spells

1. Sticks & Stones Spell (S-1)

RANGE: 25 feet + 10 additional/Rank

DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May only be passively resisted.

EFFECTS: The caster causes sticks, stones and other natural detritus to fly from the ground at a target of the caster's choosing. If the target fails to resist the spell, it takes [D-5] (+ 1 per Rank) damage.

2. Entanglement Spell (S-2)

RANGE: 20 feet + 5 additional/Rank

DURATION: 1 hour+ 1 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 25%

RESIST: May only be actively resisted.

EFFECTS: The spell causes the local grass, vines or other plants to rapidly grow and entangle one entity plus one per Rank within the range of the spell. The entangling plants will only rise to a height of 3 feet from the ground and so humanoids of 4 feet or more in height will still have their hands and arms free. Prone figures when the spell is cast will be completely entangled and unable to move. If an entangled entity can roll under (PS - Rank) X 3 on D100 they may move one hex each turn through sheer strength. Additionally an entity that is armed with a Class B weapon, and who is able to swing it, may roll damage for the weapon as if a successful hit. Damage greater than the Rank of the spell will allow the entity to move one hex each turn they make the roll.

3. Strength of the Bear Spell (S-3)

RANGE: 10 feet

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The target of this spell has his Physical Strength increased by 1 plus 1 for each Rank the caster has achieved with the spell. During the duration of the spell the target will take on a slightly ursine cast to their facial features. This spell may not be combined with S-4 or S-5. The spell may not be cast over oneself.

4. Agility of the Cat Spell (S-4)

RANGE: 10 feet

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The target of this spell has his Agility increased by 1 plus 1 for each Rank the caster has achieved with the spell. During the duration of the spell the target will take on a slightly feline cast to their facial features. This spell may not be combined with S-3 or S-5. The spell may not be cast over oneself.

5. Stamina of the Wolf (S-5)

RANGE: 10 feet

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The target of this spell has his Fatigue increased by 1 plus 1 for each Rank the caster has achieved with the spell. During the duration of the spell the target will take on a slightly lupine cast to their facial features. This spell may not be combined with S-3 or S-4. The spell may not be cast over oneself.

6. Spell of Warping Wood (S-6)

RANGE: 15 feet + 15 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May not be resisted

EFFECTS: The Adept may cause 1 piece of wood (plus 1 additional per 3 or fraction of 3 Ranks) to warp and twist into any shape of his choosing. Each piece may be no larger than 1" x 4" x 6'. Weapons constructed of wood can be rendered unusable with this spell.

7. Spell of Animal Growth (S-7)

RANGE: 10 feet + 10 additional/Rank

DURATION: 1 day + 1 additional/Rank

EXPERIENCE MULTIPLE: 225

BASE CHANCE: 15%

RESIST: May be actively & passively resisted

EFFECTS: One mammal of the caster's choice is doubled in size. The effects of this radical change are determined by the GM.

8. Spell of Enchanting Plants (S-8)

RANGE: 10 feet +10 additional/Rank

DURATION: 1 day + 1 additional/Rank

EXPERIENCE MULTIPLE: 225

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: The spell may impart partial mobility to a number of plants (including trees) equal to the caster's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the caster so long as he maintains his concentration. If his concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the caster reestablishes control and could conceivably attack the caster.

9. Spell of Binding Animals (S-9)

RANGE: 10 feet + 10 additional/Rank

DURATION: Infinite until dispelled

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 10%

RESIST: May be actively & passively resisted.

EFFECTS: This spell is similar to the Spell of Controlling Animals except that the caster does not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken.

10. Wall of Brambles Spell (S-10)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: The caster causes a 1 foot thick wall of brambles 10 foot high x 20 foot long or a 10 foot high ring with a 20 foot radius to spring from the earth. The caster may increase any dimension by 1 foot per Rank. Any entity attempting to move through the brambles will take D – 4 damage per foot of thickness which may be absorbed by armor. The caster may not attempt to cast the spell on top of a character.

11. Spell of Pathfinding (S-11)

RANGE: 15 feet + 5 additional per Rank

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 15%

RESIST: May not be resisted.

EFFECTS: For the duration of this spell the Adept plus one additional entity per Rank can move through even the densest jungle unhindered and in the direction of his choosing. Any obstructing foliage will open up before the Adept, closing behind after his passing. All members of the Adepts party must stay within the range of the spell for the duration.

12. Hide of Iron Spell (S-12)

RANGE: Caster must touch

DURATION: 1 minute + 10 additional seconds/2 Ranks (or fraction)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The caster may increase the protection of hide or leather armor by touching it and casting this spell. The protection of the armor is increased by 1 plus 1 additional per 3 or fraction of 3 Ranks.

13. Spell of Animal Form (S-13)

RANGE: May only be cast over self

DURATION: 10 minutes + 10 additional/rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 25%

RESIST: May not be resisted

EFFECTS: The Adept may take the shape of his totem animal with the maximum characteristics for an animal of that type except for Willpower and Magic Aptitude which will stay the same. While in his animal form the Adept will be unable to use any magic other than Talent magic. The Adept gains this spell at the completion of the Q-2 ritual.

[99.7] Special Knowledge Rituals

1. Ritual of Calling the Wild Hunt (R-1)

The Adept may summon the Wild Hunt and set it upon a specific entity. The Wild Hunt may only be summoned at night and will vanish with the rising of the sun. The Ritual takes one hour to perform and when it is complete the Wild Hunt will appear at the Adepts location to begin their pursuit. As soon as the Wild Hunt has begun pursuit the target of the hunt will hear the baying of hounds and the sounding of hunting horns. Others will only hear these sounds if within one quarter-mile of the hunters.

The chance to successfully summon the

Wild Hunt is the Magical Aptitude of the caster plus 2 per Rank that the caster has achieved with the Ritual. To cast the Ritual the caster must have an article of clothing for the hounds to get a scent from. If the caster should roll a backfire then the Wild Hunt will appear and immediately attack the caster for his impertinence. The Experience Multiple for this ritual is 500.

The Wild Hunt cannot enter consecrated ground and will abandon the hunt if the hunted remains on consecrated ground for one hour or more.

The Wild Hunt will be lead by the Master of the Hunt who will have 2D5 huntsmen and 1D5 hounds with him.

Master of the Hunt

Description: The Master of the Hunt appears as a large male human dressed in black chain mail armor and wearing a helmet with a visor shaped like a snarling wolf. He will appear riding a black warhorse with maximum characteristics.

Talents, Skills & Magic: The Master of the Hunt is a Rank 10 Ranger, has Rank 10 in Horsemanship and can use all of the General Knowledge Spells of the Natural Magics college at Rank 15 as if they were Talents. The sounding of his hunting horn instills fear in any who hear within 100 yards and they must make a roll under 3 x Willpower or roll on the Fright Table 44.8.

Movement: Running 300 yards per minute.

PS: 22 MD: 20 AG: 20 MA: 15

WP: 21 EN: 18 FT: 20 PC: 23

PB: 12 TMR: 6 NA: Armor absorbs 8 DP.

Weapons: The Master of the Hunt will be armed with a hand & half sword and a boar spear. Both items are enchanted. He is Rank 7 with the Hand & Half Sword and Rank 5 with the Spear. Both weapons have normal BC and Damage but give the wielder +2 ranks with the weapons. The spear is also enchanted such that any hit with it that penetrates armor causes 1 pt of bleeding damage each round until healed.

Comments: The Master of the Hunt isn't interested in combat but in the hunt and will not directly engage the target of the hunt unless half or more of his huntsmen are killed or it appears that the target might escape. If attacked the Master of the Hunt will attempt to use his talent magic or his hunting horn to disengage from his attackers if possible. If not, he will use his not inconsiderable combat skills in an attempt to slay the target, attacking others only if he is frustrated in his attempts to reach the target. If the Master of the Hunt is slain both he and the rest of the Wild Hunt will disappear returning back to whence they came.

Huntsmen of the Wild Hunt

Description: The Huntsmen are a motley collection of men dressed in bits and pieces of castoff armor providing protection equivalent to leather armor.

Talents, Skills & Magic: The Huntsmen all have Rank 8 with the Ranger skill.

Movement: Running 300 yards per minute.

PS: 18 MD: 15 AG: 17 MA: 10

WP: 12 EN: 16 FT: 20 PC: 15

PB: 12 TMR: 5 NA: Armor absorbs 4 DP.

Weapons: Each Huntsmen will be armed with a boar spear and dagger and will be Rank 4 with both weapons. Their weapons will have normal characteristics for their type.

Comments: The Huntsmen are just barely above the level of savages and delight in tormenting their prey. They will not attack anyone other than the target of the hunt unless interfered with.

Hounds of the Wild Hunt

Description: The Hounds of the Wild Hunt appear as large black hounds of indeterminate breed with glowing green eyes.

Talents, Skills & Magic: The hounds can track prey as Rank 10 Rangers.

Movement: Running 350 yards per minute.

PS: 15 MD: 20 AG: 20 MA: None

WP: 20 EN: 20 FT: 30 PC: 24

PB: 6 TMR: 8 NA: Fur absorbs 4 DP

Weapons: The hounds can attack in either Melee or Close Combat with their bite. (Base Chance of 60% +3 Damage) The hounds will have Rank 3 with their bite attack.

Comments: The hounds will only attack others if attacked or blocked from their prey.

[99.8] Totem Animal Table

The following table is used in conjunction with Ritual Q-2 to select the Adepts totem animal. The player rolls D100 on the table and may take result of that roll or they may add or subtract exactly their Willpower to the roll to select one of those results.

Example: Vircius has completed his Ritual of Finding Totem Animal and rolls a 51. Vircius has a Willpower of 13. Vircius may choose from either Monkey (51 – 13 = 38), Owl (51) or Turtle (51 + 13 = 64) as his totem animal.

D100	Totem	D100	Totem
1-2	Baboon	50-53	Owl
3-5	Cheetah	54-57	Buffalo
6-9	Bear	58-61	Lion
10-14	Wolf	62-63	Seal
15-17	Weasel	64	Turtle
18-21	Eagle	65-68	Deer
22-24	Snake	69-71	Gorilla
25-25	Dolphin	72-74	Ferret
26-29	Boar	75-77	Jackal
30-31	Rat	78-80	Swan
32-36	Panther	81-84	Tiger
37	Shark	85-88	Otter
38-41	Monkey	89-91	Badger
42-43	Lizard	92-96	Mustang
44-46	Hyena	97	Frog
47-49	Mongoose	98-100	Wolverine

The GM has final say over whether or not a totem animal is appropriate for his campaign and if none of the choices from a players roll is acceptable, he should have the player roll again.