

Open Channeling 2.1.6

NATURE'S LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Plant Lore	1 plant	—	10'	I
2)	Herb Lore	1 herb	—	10'	I
3)	Stone Lore	1 stone	—	10'	I
4)	Metal Lore	varies	—	10'	I
5)	Herb Finding I	varies	1 rnd/lvl	100'	I
6)	Speed Growth	1 species	1 day	10'	U
7)	Animal Tongues	caster	1 min/lvl	self	I
8)	Herb Finding III	varies	1 rnd/lvl	300'	I
9)	Animal Mastery I	1 animal	1 rnd/lvl (c)	100'	Fm
10)	Nature's Awareness	caster	C	100'	I
11)	Plant Tongues	caster	1 min/lvl	self	I
12)	Animal Mastery III	3 animals	1 rnd/lvl (c)	100'	Fm
13)	Animal Empathy	1 animal	C	100'	P
14)	Plant Control I	1 plant	1 min/lvl	100'	Fm
15)	Stonespeech	1 stone	1 min/lvl	self	I
16)	Herb Production	1 seed	P	touch	U
17)					
18)	Animal Mastery V	5 animals	1 rnd/lvl (c)	100'	Fm
19)	Plant Control III	3 plants	1 min/lvl	100'	Fm
20)	Nature's Awareness V	caster	C	500'	I
25)	Nature's Protection	caster	1 min/lvl	self	U
30)	Mastery	1 species	C	10'/lvl	Fm
50)	Animal Mastery True	1 species	P	100'	Fm

1. Plant Lore — Caster learns the nature, history and value of any 1 plant.

2. Herb Lore — Caster can understand the nature, origin and value of any 1 herb; if the target of the spell is not an herb, no information will be related.

3. Stone Lore — Caster learns the nature, history and origin of any 1 stone. This spell will also give a +25 bonus to Stone Evaluation skill.

4. Metal Lore — Caster can examine a metal object to discern what metal(s) the object are composed of. This spell can also be used on a piece of rock that contain metals.

5. Herb Finding I — Allows caster to locate any 1 specific variety of herb sought, regardless of the physical obstacles. Gives exact direction, distance and quantity.

6. Speed Growth — Caster can increase speed of growth for any 1 species of plant within the radius by 10 times.

7. Animal Tongues — Allows caster to understand and “speak” the language of any 1 animal species.

8. Herb Finding III — As Herb Finding I, except that range is 300'.

9. Animal Mastery — Caster can control the actions of any 1 animal by concentrating. He can let go of concentration without losing the spell as long as the animal remains within 100' range.

10. Nature's Awareness I — Caster can monitor activity in the area. For the duration of the spell he cannot move.

11. Plant Tongues — Caster can understand and “speak” the language of any 1 plant species.

12. Animal Mastery III — As *Animal Mastery I*, except 3 animals may be controlled.

13. Animal Empathy — Caster can understand and visualize the emotions of any 1 animal (e.g useful when finding a lose saddled horse to find out what happened to the rider).

14. Plant Control I — Caster can control the movement of any 1 plant. Note that this spell does not allow movement beyond normal allowances (i.e a tree will not pull up its own roots but can move its branches). If the caster uses the plant for attacking purposes (i.e making the branches grapple a target) the duration of this spell lowers to 1 round/lvl. Type of attack is typically Grapple, while bonus and size varies with the plant.

15. Stonespeech — Caster can communicate mentally with any stone. If the stone possesses some inanimate qualities the information that can be gained will be more useful.

16. Herb Production — Caster can grow any herb by planting the proper seed. The herb is sterile and the growth takes 1-10 rounds.

18. Animal Mastery V — As *Animal Mastery I*, except 5 animals can be controlled.

19. Plant Control III — As *Plant Control I*, except 3 plants may be controlled.

20. Nature's Awareness V — As *Nature's Awareness I*, except the radius is 500'.

25. Nature's Protection — All animals and plant life in the area within a radius of approximately 300' will try to protect the caster. If he is injured birds will bring him herbs, if he is in danger wolves or bears may come to his aid, if he needs to hide the ground may open up to give him shelter from his enemies. Roll a d100 to determine the degree of luck.

30. Mastery — As *Animal Mastery*, except caster can control all of the animals of a given species within a range equal to 10' x his level (e.g a 30th lvl caster could control all ferrets or minks within 300').

50. Animal Mastery True — As *Animal Mastery I*, except duration is permanent and concentration not required. At a given time there may only be 1 animal controlled by the caster through use of this spell.

SPECIAL NOTES

1) Note that the Plant Lore spell can be used on living or newly taken (within 1 day) plants and herbs, while the Herb Lore spell can be used on preserved herbs as well.

2) Nature's Awareness works like a magic radar. Caster is aware of all movements within the 100' radius by concentrating. He can see the size and form of the beings moving. Thus he can discern the difference between a dangerous bear and a small kitten.

3) Plant Tongues may or may not cause plants in the surroundings to tell anything depending on their alignment and degree of intelligence. Typically a 1000 year old magestic Oak has more to say than a newly sprung flower.

4) Plant Control spell can be used to control Ents and Huorns as well but remember that they are entitled to an RR and usually dislike being controlled.