

## Ranger Base List 2.6.4

### NATURE'S SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Fog Prayer	500'R/lvl	varies	10'	E
2)	Rain Prayer	500'R/lvl	varies	10'	E
3)	Summon Animal I	1 creature	24h	varies	U
4)	Animal Tongues	caster	1 min/lvl	self	I
5)	Storm Prayer	500'R/lvl	varies	10'	E
6)	Summon Animal II	1 creature	24h	varies	U
7)	Senses	caster	10 min/lvl	50'/lvl	U
8)	Mind Tongue	caster + animal	1 min/lvl (C)	50'/lvl	I
9)	Hail/Snow Prayer	500'R/lvl	varies	10'	E
10)	Lightning Prayer	500'R/lvl	varies	10'	E
11)	Summon Animal III	1 creature	24h	varies	U
12)					
13)					
14)					
15)	Tornado Prayer	500'R/lvl	varies	10'	E
16)	Summon Flock	varies	24 h	varies	U
17)					
18)	Clear Weather Prayer	500'R/lvl	varies	10'	E
19)					
20)	Summon Animal True	1 creature	24h	varies	U
25)	Weather Prayer True	500'R/lvl	varies	10'	E
30)					
50)	Summon Flock True	varies	24h	varies	U

**1. Fog Prayer** — Caster pray to his deity for fog and within 10+d100 minutes a "natural" fog fills the area. The fog will dissipate naturally, which for a dry area might be minutes, whilst in a humid climate it may last for days.

**2. Rain Prayer** — As *Fog Prayer*, except generates a light rain.

**3. Summon Animal I** — Within 10+d100 minutes a small animal will arrive willing to serve caster. Caster must be able to communicate with the animal in some way to make it perform tasks for him, i.e through a common language, spells (i.e Animal Tongues, Mind Tongue) or gestures. See notes below.

**4. Animal Tongues** — Allows caster to understand and "speak" the language of any 1 animal species.

**5. Storm Prayer** — As *Fog Prayer*, except will generate a heavy thunderstorm.

**6. Summon Animal II** — As *Summon Animal I*, except summons an animal of medium size.

**7. Senses** — Caster is able to use the senses (i.e see through its eyes, hear through its ears, smell through its nose) of one summoned animal as long as it remains within range.

**8. Mind Tongue** — Caster may mentally communicate with a summoned animal as long as it remains within range.

**9. Hail/Snow Prayer** — As *Fog Prayer*, except generates either hail or snow, casters choice.

**10. Lightning Prayer** — As *Fog Prayer*, except will generate a lightning storm.

**11. Summon Animal III** — As *Summon Animal I*, except summons a large animal.

**15. Tornado Prayer** — As *Fog Prayer*, except will generate stormy weather that results in a tornado.

**16. Summon Flock** — The caster may summon a group of animals to aid him. The animals might be of small or medium size. If small, caster may summon as many as ½ his level. If medium, caster may summon ¼ his level. I.e a 16th level caster could summon 8 birds or 4 hounds.

**18. Clear Weather Prayer** — As *Fog Prayer*, except will ensure clear weather for 24-72 hours.

**20. Summon Animal True** — As *Summon Animal I*, except may summon an animal of any size (i.e Huge).

**25. Weather Prayer True** — As *Fog Prayer*, except caster's deity will grant whatever weather would be most beneficial to the caster's current goal.

**50. Summon Flock True** — As *Summon Flock*, except caster summons one animal per 10 levels and they can be of any size. I.e a 50th level caster could summon 5 flying animals of huge size to aid him... (lets hope the Great Eagles aren't to far away).

### SPECIAL NOTES

1) With the *Summon Animal* spells caster may ask summoned animal to gather nourishment, provide warmth, guide him to a place known to the animal, guard him, act as mount, hunt for him, spy/scout for him etc. However the means of communication, and the animals degree of intelligence, will determine the complexity for the tasks performable.

2) Any summoned animal will arrive by its natural means of transportation. If the animal cannot reach the caster (i.e he is inside a building without entries), it will stay in the vicinity for the duration of the spell.

3) The size limit for the respective *Summon Animal* spell (Small, Medium, Large and Huge) is determined from size of the creature, according to the *Creatures of Middle Earth 8.1 Master Animal Table*.

4) When summoning animals, the caster can specify a specific type of animal (bird, squirrel, deer, etc.) within the size limits for the spell. An animal of the specified type must exist within the region **and** the animal must be able to reach the caster within the specified time (this is usually a range of about 20 miles). One animal of the specified type will be summoned. If more than one animal exists, a random individual is summoned (not necessarily the closest). The animal will take 10+d100 minutes to arrive. The summoned animal must leave when the spell expires. If the spell is cast again, a different animal may be summoned.

5) For the duration of the spell(s), the animal(s) summoned will ignore their natural instincts. For example, if a creature is summoned for warmth and a creature is summoned as a guardian, the two creatures will not be antagonistic to each other (regardless of their natural instincts towards each other).

6) If a summoned animal is attacked by caster, it will attack back in its natural fashion (and will no longer be under the influence of the spell). However, this violates the "trust" of the animal (see below).

7) The animal summoning spells on this list require that the caster has done nothing to violate the trust of the animals in the area. If this trust is violated, the summoning spell types change to Fm and all animals will now get an RR (+50 mod) to resist (e.g., harming a Summoned animal would be a violation).