

## NATURE'S WAY

1. **Trap Detection** — Caster has a 75% chance of detecting a trap in the area of effect. The caster can concentrate on a different area each round. There must be living plants or animals in the area of effect or no information will be gained.
2. **Water Finding I** — Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon. He will learn the approximate size and quality of source.
3. **Fire Starting I** — Allows caster to set a fire of 1'R. Fire will burn as long as there is fuel. A target in the 1'R will take an 'A' Heat critical.
5. **Food Finding I** — Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.). The food source must exceed 1 pound.
6. **Water Purification** — Allows caster to purify a number of gallons of water equal to his level.
7. **Shelter Finding I** — Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cubic feet. The shelter must have an entry (exceeding 2'R) opening onto open air.
8. **Lesser Traps** — This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, a Krush, or a Puncture; specified by the caster at the time of casting) to any one target. The size of the trap can vary from 1'R to 10'R. The time to construct the trap is 1 round per 1'R.
9. **Weather Prediction I** — Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hour period.
10. **Nature's Awareness I** — Caster can monitor animate activity in the area (e.g., he will be aware of subtle movements). For the duration of this spell, the caster cannot move.
11. **Water Finding II** — As *Water Finding I*, except range is 10 miles.
12. **Waiting Awareness I** — Allows caster to set up a natural "alarm system" in the area of effect. Any disturbing activity will cause caster to be alerted.
13. **Food Finding II** — As *Food Finding I*, except range is 10 miles.
14. **Major Traps** — As *Lesser Traps*, except trap can deliver an 'E' critical hit.
15. **Shelter Finding II** — As *Shelter Finding I*, except range is 10 miles.
16. **Nature's Awareness III** — As *Nature's Awareness I*, except for the area of effect.
17. **Water Finding True** — Finds the closest water source (as defined in *Water Finding I*). This spell gives only direction and distance; no information about the size and quality of the water source is gained.
18. **Food Finding True** — Finds the closest source of food (as defined in *Food Finding I*). This spell gives only direction and distance; no information about the quantity or quality of the food source is gained.
19. **Shelter Finding True** — Find the closest shelter (as defined in *Shelter Finding I*). This spell gives only direction and distance; no information about the size or type of shelter is gained.
20. **Nature's Awareness V** — As *Nature's Awareness I*, except for the area of effect.

### RANGER BASE LIST 2.6.5

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Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Trap Detection	5'R	1 min/lvl	50'	P
2)	Water Finding I	1 mile R	—	self	I
3)	Fire Starting	1'R	—	1'	E
4)					
5)	Food Finding I	1 mile R	—	self	I
6)	Water Purification	varies	P	touch	E
7)	Shelter Finding I	1 mile R	—	self	I
8)	Lesser Traps	1-10'R	P	touch	E
9)	Weather Prediction I	caster	—	1 mi/lvl	I
10)	Nature's Awareness I	100'R	C	self	I
11)	Water Finding II	10 mile R	—	self	I
12)	Waiting Awareness I	10'R	1 hr/lvl	self	I
13)	Food Finding II	10 mile R	—	self	I
14)	Major Traps	10'R	P	touch	E
15)	Shelter Finding II	10 mile R	—	self	I
16)	Nature's Awareness III	300'R	C	self	I
17)	Water Finding True	varies	—	self	I
18)	Food Finding True	varies	—	self	I
19)	Shelter Finding True	varies	—	self	I
20)	Nature's Awareness V	500'R	C	500'R	I
25)	Weather Prediction V	caster	—	1 mi/lvl	I
30)	Waiting Awareness II	50'R	1 hr/lvl	self	I
50)	Nature's Aware. True	100'R/lvl	C	self	I

25. **Weather Prediction** — As *Weather Prediction I*, except period is 5 days.
30. **Waiting Awareness II** — As *Waiting Awareness II*, except that the radius is 50'.
50. **Nature's Awareness True** — As *Nature's Awareness I*, except for the area of effect.

### SPECIAL NOTES

Some of the spells on this list are Passive in type. The target of the spell is allowed a RR, but success only indicates that the target is aware that a spell was cast upon him. See Section 7.1.18 for more on Passive spells.