## Osiris Spells

Priests of Osiris, or Osirisites, have six groups of spells that allow them to affect land creatures, plants and land itself.

**Wilderness** spells assist the priest to coexist with plants and animal life in the wild.

**Land Life** spells allow the priest to interact and assist creatures of the land. *When finessed two times, these spells may target marine creatures as well.*

**Land Morph** spells are used by the priests of Osiris to change the form of plants and land.

**Natural Harmonia** spells allow the priest to assist and shape various plants.

**Aspect of the Hunt** spells enable the priest to engage in sustainable hunting to protect biodiversity of the ecosystem as well as fend off those who wish to disturb the grove.

**Animal Form** allows the caster to assume the shape of various land creatures, taking on their attributes and abilities.

| **1. Wilderness**  1 Cloister  2 Land Sound  3 Plant Pass  4 Photosynthesis  5 Land Smell  6 Speed Run  7 Beast Blood  8 Wood Sense  9 Land Skim  10 Land Block  11 One with Nature  12 Land Port | **2. Land Life**  1 Animal Kind  2 Animal Call  3 Animal Send  4 Animal Heal  5 Animal Find  6 Animal Sing  7 Animal Ride  8 Animal Protector  9 Animal Eyes  10 Animal Tale  11 Animal Fury  12 Animal Save | **3. Land Morph**  1 Earth Sense  2 Earthbind  3 Sand Stream  4 Nature Shape  5 Encase  6 Dirt Jet  7 Land Shift  8 Earth Tremor  9 Clay Jet  10 Quagmire  11 Nature Morph  12 Stone Jet | **4. Natural Harmonia**  1 Detect Plant  2 Plant Heal  3 Speed Grow  4 Plant Sing  5 Plant Sync  6 Ground Fertility  7 Entangle  8 Mass Heal  9 Plant Warding  10 Plant Stride  11 Wild Growth  12 Force of Nature  13 Life |
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| **5. Aspect of the Hunt**  1 Mark of the Hunter  2 Track  3 Identify Abilities  4 Thrill of the Hunt  5 Lay in Wait  6 Hunter’s Pursuit  7 Death Mark  8 Impose Vulnerability  9 Vital Sight  10 Hunter’s Respite  11 Fatal Strike  12 Hunter’s Foresight | **6. Animal Form**  1–13 Animal Form |  |  |
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##### Wilderness

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Land Sound** | |  |
| Time to Cast: | 1 minute | The caster attunes themselves to the sounds of the wild and nature around them. For the duration, they gain 1 + 2/F ranks of *Enhanced Hearing.* |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | enhanced hearing |
|  |  |  |
| **2 – Cloister** | |  |
| Time to Cast: | 1 round | When the priest casts this spell, the undergrowth about them moves to hide their presence. It requires an attribute check of at least two dice against PER for others to notice the caster during this spell’s effect as long as the caster is motionless. The use of additional skills or spells can increase the difficulty of this check.  Additionally, this spell can be used to assist with travel. For the duration all natural or magical undergrowth in physical contact with the targets of this spell moves aside, allowing the target to pass through without hindrance.  This spell requires the caster to be within a forested or plant rich environment. |
| Resist Check: | special |
| Target: | multitouch |
| Duration: | 10 + 5/F minutes |
| Area: | touched creatures |
| Effect: | hide in undergrowth |
|  |  |  |
| **3 – Wither** | |  |
| Time to Cast: | 1 round | The caster targets a creature within range to be hit with a blast of necrotic energy. Those who fail take 3d6 Blight damage on a failed save and half as much on a success. Plants that fail the resist check take double damage. |
| Resist Check: | 4d6 vs HEA |
| Target: | LOS 60’ + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature or plant |
| Effect: | cause blight |
|  |  |  |
| **4 – Photosynthesis** | |  |
| Time to Cast: | 1 minute | The priest’s skin gains a green hue. For the duration of this spell they do not require any food as they gain energy from sunlight and water. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F days |
| Area: | self |
| Effect: | energy from light |
|  |  |  |
| **5 – Land Smell** | |  |
| Time to Cast: | 1 minute | The caster’s sense of smell is enhanced so that they can detect, by smelling the ground and the plants nearby, which creatures have passed in the last 2 + 1/F days. They can learn the general type of creature and approximately how long ago it passed. The caster also gains one rank of *Enhanced Sense of Smell*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | enhanced smell |
|  |  |  |
| **6 – Speed Run** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the target’s movement rate is doubled as long as they are moving through a forest, field of grass or another plant-rich environment. The target can travel around trees and through underbrush without hindrance. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | run fast |
|  |  |  |
| **7 – Beast Blood** | |  |
| Time to Cast: | 1 round | This spell slows blood flow and increases its heat bearing capacity. The target feels comfortable even in freezing **or** hot temperatures. In addition, the target gains 1 + 1/4F ranks of *Resist Cold* **or** *Resist Fire* for the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | single creature |
| Effect: | resist temperature |
|  |  |  |
| **8 – Spiked Vine** | |  |
| Time to Cast: | 1 round | This spell summons a large vine from the ground at the touched location. On the turn that it is summoned and all future rounds as a Standard Action, the caster may have the vine take one of the two following actions:   * The vine lashes out at a single target within 20’. The caster rolls to hit with the vine at either +8 CMOD or their own CMOD, whichever is higher, dealing 6d6 piercing and 2d4 poison damage on a hit. * The vine sweeps wide across the field, hitting all within a 20’ cone. Creatures within may make a 5d6 AGI save or take 4d6 bludgeoning damage, half on a success. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | 20’ |
| Effect: | summon attack vine |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Land Skim** | |  |
| Time to Cast: | 1 minute | The caster sits **facing the direction they wish to travel**, then they concentrate and cast this spell. Slowly, the plants pick them and any creature they touched during the casting time and start handing them off in the chosen direction. Steadily accelerating, they soon travel at 20 + 5/F miles per hour. Affected creatures will be carried around trees and through underbrush without difficulty. The caster stays in this trance as long as the spell lasts, and they come upon no obstacles like wide rivers or man-made settlements at which point the spell ends. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 2 + 1/F hours |
| Area: | touched creatures |
| Effect: | ride fast |
|  |  |  |
| **10 – Land Block** | |  |
| Time to Cast: | 1 round | The caster manipulates plants and dirt in the area to hinder movement of creatures. Movement rate of creatures within the area is halved unless they succeed at a resistance check of five dice against their AGI attribute. The caster and touched creatures are excluded from this effect. The area does not move with the caster. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | multitouch, caster |
| Duration: | 1 + 1/F minutes |
| Area: | 120 + 30/F’ radius |
| Effect: | hinder movement |
|  |  |  |
| **11 – One with Nature** | |  |
| Time to Cast: | 1 minute | The caster adapts their body and the bodies of touched creatures to any natural land environment they are in. Affected creatures feel comfortable no matter how harsh the surrounding conditions are. They do not require food or shelter for the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | multitouch |
| Duration: | 1 + 1/F days |
| Area: | touched creatures |
| Effect: | adapt to environment |  |
|  |  |  |
| **12 – Land Port** | |  |
| Time to Cast: | 2 rounds | The caster **recalls a place they have previously memorized** and casts this spell. If that location and their current location are both on the same landmass (island, continent), however distant, a whirlwind of dirt and sand gathers up the caster, and teleports them to the memorized location, where they emerge from the whirlwind. |
| Resist Check: | none |
| Target: | memlock |
| Duration: | instantaneous |
| Area: | self |
| Effect: | teleport through land |
|  |  |  |

##### Land Life

*When finessed two times, these spells may target marine creatures as well.*

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Animal Kind** | |  |
| Time to Cast: | 1 round | The caster sees a blue glow around any land creature. The strength of the glow indicates the general health and life force of the creature. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS 300’ |
| Effect: | see land creatures |
|  |  |  |
| **2 – Animal Call** | |  |
| Time to Cast: | 1 round | Any land creature within the area of effect that is willing or fails the resistance check, approaches the caster and must stay for the spell’s duration. If a creature under this effect is attacked by the caster or the caster’s allies, the effect ends for that creature. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 250 + 50/F’ radius |
| Effect: | call forth land creatures |
|  |  |  |
| **3 – Animal Send** | |  |
| Time to Cast: | 1 minute | The target of this spell must be a non-intelligent land creature. The caster recalls a location they have previously memorized and casts this spell. If the creature is willing or fails the resistance check, it must go to that location. The creature is released from the spell when it arrives.  When fully finessed, the caster can record a short message (up to one minute) that is played back when the creature is released. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | special |
| Area: | single land creature |
| Effect: | send to location |
|  |  |  |
| **4 – Animal Heal** | |  |
| Time to Cast: | 1 round | The touched land creature gains (3 + 1/2F)d6 damage points back. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single land creature |
| Effect: | heal |
|  |  |  |
| **5 – Animal Find** | |  |
| Time to Cast: | 1 minute | The caster visualizes an object for which they are searching. Then they get the attention of a land creature and cast this spell. If the creature knows the location, it leads the caster to the object.  When fully finessed, the creature brings the object to the caster instead if the creature is capable of carrying the object. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | single land creature |
| Effect: | creature finds object |
|  |  |  |
| **6 – Animal Sing** | |  |
| Time to Cast: | 1 round | The caster can speak and be understood by any land creature within hearing. Simple commands can be communicated to non-intelligent creatures and two-way communication is possible with intelligent land creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | hearing |
| Effect: | speak to animal |
|  |  |  |
| **7 – Animal Ride** | |  |
| Time to Cast: | 1 round | After getting a land creature’s attention, and it is willing or fails the resistance check, the spell causes the creature to allow the caster to ride it for the duration. The spell grants the caster the ability required to ride the creature at full speed, but maneuvers beyond simple riding require a skill check as normal. The creature needs to be big enough and capable of hauling the caster for this spell to be effective. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single land creature |
| Effect: | hitch a ride |
|  |  |  |
| **8 – Animal Protector** | |  |
| Time to Cast: | 1 minute | After getting a land creature’s attention, the spell causes the creature to protect the caster if it is willing or fails the resistance check. The creature will attack anybody that is hostile to the caster and will follow the caster’s simple commands to the best of its ability. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single land creature |
| Effect: | animal guardian |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Animal Eyes** | |  |
| Time to Cast: | 1 round | Cast on an attentive land creature that is willing or fails the resistance check, the caster is empowered to perceive the world through all of the creature’s senses. This includes vision, smell, taste, hearing and any other senses the creature possesses. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | single land creature |
| Effect: | sense through creature |
|  |  |  |
| **10 – Animal Tale** | |  |
| Time to Cast: | 1 round | After getting a land creature’s attention and casting this spell, if the creature is willing or fails the resistance check, the caster gets a vision of one event in which they are interested if the creature witnessed the event in question. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | special |
| Area: | single land creature |
| Effect: | see creature’s memory |
|  |  |  |
| **11 – Animal Fury** | |  |
| Time to Cast: | 2 rounds | Casting this spell and pointing toward the target will cause all willing land creatures in the area of effect, and those that fail the resistance check, to attack the target for the duration of the spell. If the creature is willing, they also get a +3 bonus on their attack rolls and damage. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | enrage land creatures |
|  |  |  |
| **12 – Animal Save** | |  |
| Time to Cast: | reaction | As a reaction, the caster channels the power of nature to heal a land creature that is **about to fall unconscious or die as a result of DP loss**. The targeted creature gains 6d6 damage points. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | save animal |
|  |  |  |

##### Land Morph

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Earth Sense** | |  |
| Time to Cast: | 1 round | For the duration the caster gains 4 ranks of *Tremor Sense* creature ability. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | tremor sense |
|  |  |  |
| **2 – Earthbind** | |  |
| Time to Cast: | 1 round | The caster launches a set of vines and rocks up to **a flying creature**. The creature must make the resistance check or be drawn to the ground and be unable to fly for the duration. The creature takes fall damage based on their initial flying height equal to 1d6 of damage per 10’ distance from the ground. |
| Resist Check: | 4d6 vs STR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | ground |
|  |  |  |
| **3 – Sand Stream** | |  |
| Time to Cast: | 1 round | The caster points in a direction, and a strong stream of sand spouts from their hand. If directed at an opponent’s unprotected eyes, they must make the resistance check or be blinded for 1d4 rounds. This spell can be active multiple times, once per hand. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 5’ x (20 + 10/F)’ line |
| Effect: | blind creatures |
|  |  |  |
| **4 – Nature Shape** | |  |
| Time to Cast: | 1 minute | The caster touches **wood, sand, dirt or clay** next to them, visualizes a shape, and then casts this spell. The material forms into that shape. Any applicable crafting skill checks should be made.  With two finesses, the object is as strong as stone and with four finesses has properties of iron. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1 + .5/F’ radius |
| Effect: | creates object |
|  |  |  |
| **5 – Encase** | |  |
| Time to Cast: | 2 rounds | After placing any **inanimate object** on the ground amidst grass or underbrush, the caster casts this spell. The plants move to form a strong, two inch thick mesh about the object, which obscures and restrains it.  When fully finessed, the plants appear to grow in a very natural way, requiring a five dice check against PER attribute to notice the object. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | 1’ radius |
| Effect: | encases non-living object |
|  |  |  |
| **6 – Dirt Jet** | |  |
| Time to Cast: | 1 round | The caster points in a direction, and a very strong stream of dirt spouts from their hand, striking anything in its path. Any creatures hit by the stream that fail the resistance check are forced back ten feet and knocked prone. This spell can be active multiple times, once per hand. |
| Resist Check: | 4d6 vs STR negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 5’ x (30 + 10/F)’ line |
| Effect: | knock down |
|  |  |  |
| **7 – Land Shift** | |  |
| Time to Cast: | 1 round | The caster points towards **the creature currently touching the ground** and makes a motion with their hand. Ground beneath the creature suddenly moves 40 + 10/F’ in the direction of the caster’s choosing. The creature may attempt the resistance check to jump away and avoid being moved. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | move creature |
|  |  |  |
| **8 – Earth Tremor** | |  |
| Time to Cast: | 1 round | The caster causes ground to shake in the area of effect. Creatures within the area must make the resistance check or be knocked prone and suffer 4d6 blunt damage. Creatures that succeed at the resistance check take halved damage and keep standing. Any free standing objects in the area fall on the ground. |
| Resist Check: | 4d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | shake the earth |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Clay Jet** | |  |
| Time to Cast: | 1 round | The caster points in a direction, and a very strong stream of wet clay spouts from their hand, hitting anything in its path. Any creature or person hit by the stream who fails the resistance check is encased in the clay and is considered grappled. The clay has an effective STR attribute of 12 + 1/F when attempting to break free from it. This spell can be active multiple times, once per hand. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 5’ x (30 + 10/F)’ line |
| Effect: | encase in clay |
|  |  |  |
| **10 – Quagmire** | |  |
| Time to Cast: | 1 round | The caster causes ground in the area of effect to turn into a swampy terrain. Any creature that failed the resistance check cannot move from their current position for the duration. Affected creatures may attempt to extract themselves by spending their entire round to reattempt the resistance check. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F’ radius |
| Effect: | swamp |
|  |  |  |
| **11 – Nature Morph** | |  |
| Time to Cast: | 10 minutes | The caster sits motionlessly on the ground and concentrates. The caster visualizes their desired result and over the casting time, dirt, sand, stone and plant material in the area shifts and morphs into structures from the caster’s imagination. This includes but not limited to making shelters, creating holes or walls, etc. Any appropriate crafting skill checks should be made otherwise structures will collapse at the end of casting time. Magical materials get a resistance check. Small objects cannot be created with the help of this spell. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 120 + 30/F’ radius |
| Effect: | shape surroundings |
|  |  |  |
| **12 – Stone Jet** | |  |
| Time to Cast: | 1 round | The caster points in a direction, and a stream of sharp rocks shoot from their hand, hitting anything in its path. Any creature or person hit by the stream who fails the resistance check suffers 6d6 points of earth damage. This spell can be active multiple times, once per hand. |
| Resist Check: | 5d6 vs AGI halves |
| Target: | caster |
| Duration: | 2 + 1/F rounds |
| Area: | 5’ x (60 + 15/F)’ line |
| Effect: | stream of stones |
|  |  |  |

##### Natural Harmonia

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Detect Plant** | |  |
| Time to Cast: | 1 round | The caster of this spell can see all plants in the area of effect. All plants are outlined for the caster with a shimmering green glow. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 300’ radius |
| Effect: | see plants |
|  |  |  |
| **2 – Plant Heal** | |  |
| Time to Cast: | 1 round | The caster summons the power of nature to heal 2d6 points of damage or any non magical diseases that might affect the plant. Additionally, this spell may be fully finessed to affect all plants in a 20’ radius. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single plant |
| Effect: | heal plant |
|  |  |  |
| **3 – Speed Grow** | |  |
| Time to Cast: | 1 minute | All plants in the area grow 50 + 50/F % faster for the duration. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | LOS 60’ |
| Duration: | 1 + 1/F weeks |
| Area: | 50’+25/F’ radius |
| Effect: | grow faster |
|  |  |  |
| **4 – Plant Sing** | |  |
| Time to Cast: | 1 round | The caster can speak and be understood by any plants within hearing. What the plants do in response is up to them. Two-way communication is possible with intelligent plants. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | speak to plants |
|  |  |  |
| **5 – Plant Sync** | |  |
| Time to Cast: | 1 round | For the duration, the caster disappears into the targeted plant. They can feel anything the plant can feel in addition to their normal senses. If the plant dies while under this effect, the caster perishes with it. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single plant |
| Effect: | become one |
|  |  |  |
| **6 – Ground Fertility** | |  |
| Time to Cast: | 1 minute | The caster casts this spell, then tastes the ground of the area they are in. They can detect the approximate level of fertility of the ground. If this spell is used in conjunction with farming or gardening, the caster can find out how to make the ground healthier or what might be ailing the land. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | detect fertility |
|  |  |  |
| **7 – Entangle** | |  |
| Time to Cast: | 2 rounds\* | During the first round of casting roots and vines appear in the area. The plants are thick and slow all movement by half unless those affected can make a 4d6 vs AGI. On a success, their base movement is only reduced by 10’. On the second round, the roots and vines attempt to hold creatures in the area in place with a +8 grapple attack, preventing them from moving around. Any creature grabbed by the roots must break the grapple against roots’ 9 + 3/F STR to move again. The caster may exclude any number of creatures from this effect, and may release them at any time. At the end of duration, the plants wither and retreat. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 80 + 20/F’ radius |
| Effect: | root |
|  |  |  |
| **8 – Mass Heal** | |  |
| Time to Cast: | 2 rounds | Land creatures and plants in the area of effect heal 6d6 damage points. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | LOS 20 + 10/F’ |
| Duration: | instantaneous |
| Area: | 50 + 20/F’ radius |
| Effect: | mass heal |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Plant Warding** | |  |
| Time to Cast: | 1 minute | This spell creates an invisible barrier that prevents harmful insects, creatures or diseases from getting to the plants within the area. Anything harmful already in the area must make the resistance check or leave. |
| Resist Check: | 3d6 vs INT negates |
| Target: | LOS 60’ |
| Duration: | 1 + 1/F days |
| Area: | 150 + 30/F’ radius |
| Effect: | protect plants |
|  |  |  |
| **10 – Plant Stride** | |  |
| Time to Cast: | 1 round | The caster gains an ability to instantly travel from one touched tree to any other tree of the same kind within 200’. The caster knows the location of other trees of the kind within 200’ as they touch the tree with the intention of traveling. The caster may teleport with this ability only once every round as part of their movement. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | travel through plant |
|  |  |  |
| **11 – Wild Growth** | |  |
| Time to Cast: | 4 rounds | The targeted plant grows to twice its original size. This can be further amplified with finesses.  A detailed table of resulting effects is located in *Appendix D* under *Enmass*. |
| Resist Check: | 2d6 vs PWR negates |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | single plant |
| Effect: | make big |
|  |  |  |
| **12 – Force of Nature** | |  |
| Time to Cast: | 2 rounds | 4 + 1/F plants in the area of effect failing the resistance check “come alive” and will follow the caster's orders for the duration. All plants can move about like they were sentient and had muscles. Ivy/Vine based plants have a 10 grapple modifier while most other plants like bushes, trees, etc. have a 10 combat modifier. Plant defense values are equal to 10/10/10 and it has 20 DP.  For grapples, the plants have 12 STR. The plants that attack with combat mod do 1d12 damage, and ones that grapple, deal 1d4 damage. The plants can move at 50’ a round. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | LOS 50’ |
| Duration: | 10 + 5/F minutes |
| Area: | 80 + 20/F’ radius |
| Effect: | plants come alive |
|  |  |  |
| **13 – Life** | |  |
| Time to Cast: | 1 minute | This spell will bring a single corpse, plant, or a 50’ radius of non-intelligent plants back to life. This spell only functions on land creatures and land based plants unless fully finessed.  Refer to *Appendix D: Spell Clarifications* for general resurrection mechanics. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single corpse\* |
| Effect: | bring back to life |
|  |  |  |

| Grove The ritual can be performed by any Osirisite with at least 48 divine spells, 12 of which are ‘Natural Harmonia’. Time to complete is 7 days. This spell must be casted in the wilderness or largely untouched area of land, or a section of land that has been reclaimed from civilization.  When this ritual is completed, Osiris herself will judge the individual to see if they have become worthy of becoming a grove leader, and/or founding their own grove. Without mitigating circumstances, Osiris will usually bless them and land the Osirisite has claimed in the surrounding wilderness as their grove.  A Osirisites grove is their charge, and their grove will never be larger than they can handle. For many Osirisites, creating their own grove is one of the final acts they do, in a way to pass down the traditions and knowledge they have found during their experience and travels. It's also an area the Osirisite is dedicated to preserving and growing to the best of their ability.  (This ritual essentially creates a national park in the name of Osiris) |
| --- |

##### Aspect of the Hunt

You may use the rank of this group as an attack modifier when making attacks against a creature affected by the Mark of the Hunter.

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Mark of the Hunter** | |  |
| Time to Cast: | 1 round\* | **This spell can be used in conjunction with a successful simple attack.** The caster leaves a mark of Osiris on a creature within range. While not doing much on its own, this spell enables many other spells and effects of the group. If the marked creature dies, the caster may move the mark to another creature within range as a free action by spending 1 DU. Only one creature can be marked at the same time. |
| Resist Check: | none |
| Target: | caster, LOS 120’ |
| Duration: | 2 + 1/F hours |
| Area: | self, single creature |
| Effect: | mark prey |
|  |  |  |
| **2 – Track** | |  |
| Time to Cast: | 1 round | The caster pulls upon their connection with the land, and enhances their senses for tracking. For the duration, they take one die off any checks to track or stalk land creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | enhanced tracking |
|  |  |  |
| **3 – Identify Abilities** | |  |
| Time to Cast: | 1 round | By studying traces and marks left by the marked creature, the caster of this spell may identify abilities of the creature based on number of finesses, with higher finesses including information of lower ones.  0 - Movement type (land/swim/fly) and rate.  2 - Defense values **or** Base damage die  4 - Highest Susceptible **or** Highest Resistance, type and rank.  If the information is unattainable for any reason, the spell fizzles and no units are spent. |
| Resist Check: | none |
| Target: | caster, special |
| Duration: | instantaneous |
| Area: | self, single creature |
| Effect: | identify abilities |
|  |  |  |
| **4 – Thrill of the Hunt** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster may take one die off weapon and maneuver skill checks while attacking a marked creature. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | hunt better |
|  |  |  |
| **5 – Lay in Wait** | |  |
| Time to Cast: | 1 minute | The hunter enters the state of patiently waiting for their prey, focusing their mind and body onto that one task. For the duration of this spell the caster does not require food, water, air and sleep. Their metabolism slows down to a point of appearing as an inanimate object to non-magical detections like Thermal Vision, Echolocation, Tremor Sense, etc. The caster stays at full alert, cannot rest for the duration and can start moving at a moment's notice which ends the spell. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 6 + 2/F hours |
| Area: | self |
| Effect: | wait for prey |
|  |  |  |
| **6 – Hunter’s Pursuit** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster may move their full movement rate without being tired if they follow the marked creature’s tracks.  When fully finessed, the caster may move their full movement rate during combat and take their full action if their actions are directed at the marked creature. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | pursue prey |
|  |  |  |
| **7 – Death Mark** | |  |
| Time to Cast: | 1 round | Mark of the Hunter allows the hunter to perceive weak points of the target, direct attacks there. For the duration of this spell, the caster deals an additional 1d6 + 1/F points of damage on every successful attack against the currently marked creature. The type of additional damage is based on their weapon’s main damage type. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | increase damage |
|  |  |  |
| **8 – Impose Vulnerability** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the marked creature is granted 2 ranks of *Susceptible to* the damage type of the caster’s choice.  If the creature is slain, the caster may move this effect to a newly marked creature at which point, the creature attempts the resistance check and the caster may choose a different damage type. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | special |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | weaken |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Vital Sight** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster adds 6 to all rolls to hit the marked creature. In addition, the caster ignores the -8 penalty to hit if the creature is invisible or within any effect that obscures vision. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | precise strikes |
|  |  |  |
| **10 – Hunter’s Respite** | |  |
| Time to Cast: | 1 round | The caster of this spell gains 4d6 damage points up to their maximum every time a marked creature is slain. Damage points gained cannot exceed the slain creature’s maximum DP amount. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | heal |
|  |  |  |
| **11 – Fatal Strike** | |  |
| Time to Cast: | 3 rounds\* | The hunter must be patient to deliver the fatal blow at the right moment. For the first two rounds of the casting time, the caster stands motionlessly with their weapon drawn. On the final round of casting, the caster takes their full action which can include moving, rolling weapon skills and maneuvers, etc. Any successful attack against the marked creature during this round of actions is considered to roll maximum possible base damage.  If the caster is undetected during their preparation rounds, attacks are rolled against the creature’s touch defense values. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | massive damage |
|  |  |  |
| **12 – Hunter’s Foresight** | |  |
| Time to Cast: | 1 round | The hunter gains supernatural insight into the marked creature’s fighting style, allowing them to predict and avoid attacks. The caster takes 1 die off any resistance or attribute check that originated from the marked creature.  The caster’s magic defense values are increased by 5 for the purpose of avoiding the marked creature’s attacks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | insight |
|  |  |  |

##### Animal Form

Transformations for the *Animal Form* spell are listed in Appendix G: Book of Beasts.

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1–13 – Animal Form** | |  |
| Time to Cast: | 4 - 2/F rounds | The caster calls upon the power of nature to change their physique to one of another land animal of the **rate equal or below (rank of *Animal Form* used) x 5**. Buying up ranks in this group covers the process of studying all manual land creatures at and below the maximum allowed rate. The spell can function in two different ways.  **Full Transformation:** The caster’s body fully transforms into a beastial form. Their base attributes or mental facilities do not change, but all their creature abilities are replaced with creature abilities of the chosen land animal. That includes their movement rates, *Exceptional Attributes* (only physical), natural attacks, natural armor without penalties, any resistances and susceptibilities, any sensory abilities, any racial abilities and bonuses.  While in this form, the caster cannot use their regular weapons and make gestures required for spell casting. The caster may choose for their equipment to disappear during transformation or drop on the ground next to them. Spell casting is still possible with a proper *Arcana: Verbal Casting* check.  The caster’s current and maximum DP does not change. This spell can be finessed to add 5 temporary DP per finesse while the caster is transformed.  **Partial Transformation:** The caster commands the magic with much higher precision allowing them to turn only a portion of their body into one of the land animal’s. They can replace one of the following with corresponding abilities of the animal:   * Movement rates and movement creature abilities such as *Jumping* or *Burrowing* * Physical (STR, HEA, AGI, COM) *Exceptional Attributes* * Natural Attacks * Natural Armor, including resulting penalties * Resistances and Susceptibilities * Sensory Abilities   The caster’s own abilities of the chosen category are fully replaced with ones from the creature. With multiple castings it is possible to replace more than one category of abilities to ones from the same or different creature.  While in this form, the caster does not lose the ability to utilize their equipment or cast their spells.  The caster’s current and maximum DP does not change. This spell can be finessed to add 5 temporary DP per finesse while the caster is transformed. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | change to animal |
|  |  |  |

| Mutation Ritual Gradually over time, the process of mutation of living or undead creatures moved from being a closely guarded secret of Mages’ Guild into a more of a common, but costly occurrence. Many psions, mages and priests joined their efforts to develop a ritual that would use rare ingredients, potions and reagents instead of straining the mind of the caster to change the targeted creature in the controlled way.  The ritual can be performed by any of the following:   * A Psion with at least one rank 12 Psychometabolism ability * A Water mage with at least 12 ranks of Changings group * A Priest of Osiris or Neptune with at least 12 ranks of Animal/Sea Form   Total cost of ingredients is 1500 gc for 1 change, 1800 gc for 2 changes, and 2100 gc for 3 changes to the target’s body following normal *Mutation* rules. |
| --- |