

TERRAIN MASTERY

Ranger Base List by *Tommaso Galmacci*

Level	Spell	Area of Effect	Duration	Range	Class
1	Study Terrain	caster	1 day	self	U
2	Terrain Lore I	caster	1 hr/lvl	self	U
3	Terrain Knowledge I	caster	1 hr/lvl	self	U
4	Terrain Movement I	caster	1 min/lvl	self	U
5	Terrain Combat I	caster	1 rnd/lvl	self	U
6	Caving	caster	1 hr/lvl	self	U
7	Terrain Lore II	caster	1 hr/lvl	self	U
8	Terrain Knowledge II	caster	1 hr/lvl	self	U
9	Terrain Movement II	caster	1 min/lvl	self	U
10	Terrain Combat II	caster	1 rnd/lvl	self	U
11	Survivalist	caster	1 day	self	U
12	Terrain Lore III	caster	1 hr/lvl	self	U
13	Terrain Knowledge III	caster	1 hr/lvl	self	U
14	Terrain Movement III	caster	1 min/lvl	self	U
15	Terrain Combat III	caster	1 rnd/lvl	self	U
16	Wanderer	caster	1 day	self	U
17	Terrain Lore IV	caster	1 hr/lvl	self	U
18	Terrain Knowledge IV	caster	1 hr/lvl	self	U
19	Terrain Movement IV	caster	1 min/lvl	self	U
20	Terrain Combat IV	caster	1 rnd/lvl	self	U
25	Terrain Movement X	caster	1 min/lvl	self	U
30	Terrain Combat X	caster	1 rnd/lvl	self	U
50	Terrain Mastery	caster	1 min/lvl	self	U

1. Study Terrain: Caster “studies” a terrain to attune himself with it. This spell must be cast each day for 30 days to have an effect. The caster must spend at least 8 hours a day wandering through the terrain, alone. He must survive in the wild using only his own means (GM's discretion) so some terrains are easier to study than others. At the end of the 30 days, the caster has attuned himself with the terrain, which now becomes one of his “chosen” terrains. He can now use many of the spells on this list with that terrain.

For a complete description of various types of terrain, see the notes, below.

2. Terrain Lore I: The caster gains a +10 bonus to any Herb Lore, Fauna Lore, Flora Lore, and Region Lore maneuvers performed while in one of his chosen terrains.

3. Terrain Knowledge I: The caster gains a +10 bonus to any Survival, Shelter Finding, Fire Starting, Weather Watching, Foraging, Hunting, Star Gazing, Orienteering, and Direction Sense maneuvers performed while in one of his chosen terrains.

4. Terrain Movement I: The caster gains a +10 bonus to any Swimming, Sprinting, Climbing, Distance Running, Scaling, Hiding, Stalking, Riding, and Boat Piloting maneuvers performed while in one of his chosen terrains.

5. Terrain Combat I: The caster gains a special bonus of +10 to OB/DB and Ambush maneuvers

while fighting in the outdoors in one of his chosen terrains. He also gains a +2 bonus to his Initiative Rolls and +2 ranks to his Ambush skill.

6. Caving: Caster gains a bonus of +30 to any Caving maneuver while underground in one of his chosen terrains.

7. Terrain Lore II: As *Terrain Lore I*, except the bonus is +15.

8. Terrain Knowledge II: As *Terrain Knowledge I*, except bonus is +15.

9. Terrain Movement II: As *Terrain Movement I*, except the bonus is +15.

10. Terrain Combat II: As *Terrain Combat I*, except the bonuses are +15 and +4, respectively.

11. Survivalist: While outdoors in one of his chosen terrains, the caster may go without food or drink without suffering penalties. He only need 2 hours rest per day to be fully restored. He also can resist extremes temperatures, gaining a special +20 bonus to Resistance Rolls against mundane heat and cold.

12. Terrain Lore III: As *Terrain Lore I*, except the bonus is +20.

13. Terrain Knowledge III: As *Terrain Knowledge I*, except bonus is +20.

14. Terrain Movement III: As *Terrain Movement I*, except the bonus is +20.

15. Terrain Combat III: As *Terrain Combat I*, except the bonuses are +20 and +6, respectively.

16. Wanderer: While outdoors in one of his chosen terrains, the caster can travel at double normal speed (overland movement only). He spends no exhaustion points, does not become fatigued, and may go without rest without suffering penalties. He also gains Nightvision for the duration. The caster's normal healing rate while outdoors is doubled, and he recovers from injuries without resting.

17. Terrain Lore IV: As *Terrain Lore I*, except the bonus is +25.

18. Terrain Knowledge IV: As *Terrain Knowledge I*,

except the bonus is +25.

19. Terrain Movement IV: As *Terrain Movement I*, except the bonus is +25.

20. Terrain Combat IV: As *Terrain Combat I*, except the bonuses are +25 and +8, respectively.

25. Terrain Movement X: As *Terrain Movement I*, except the bonus is +50.

30. Terrain Combat X: As *Terrain Combat I*, except the bonuses are +50 and +10, respectively.

50. Terrain Mastery: While in one of his chosen terrains, the caster gains the benefits of each lower level spell on this list at once.

Notes: For the spells on this list to work, the caster must "study" a terrain with the 1st level spell on this list. By studying a terrain, the caster "attunes" himself with the environment and becomes an expert at moving, fighting and surviving in it. Each terrain must be studied separately, but GM may rule that very similar terrains may be eligible to apply spells in this list.

Here's a brief list of the type of terrains the caster may study.

Forest/Woods (temperate)	Plains/Prairie/Savannah	Hills	Aerial/Sky (requires flight capabilities)
Rainforest/Jungle	Coastal	Lake/Inland waters	Underwater (requires the ability to breathe water)
Desert/Wasteland (hot)	Fluvial/Riverside	Sea/Ocean	Extrplanar*
Arctic/Tundra/Wasteland (cold)	Marsh/Swamp	Underground/Caves	Void/Outer space*
Countryside/Rural/Mixed	Mountain	Volcanic	

(*) These terrains must be studied separately for each sub-type (for example, extraplanar fire or extraplanar ethereal) and may involve special requirements and other spells/abilities to be studied (GM's discretion).