

TOOTH & CLAW (Arcane)

	Area of Effect	Duration	Range
1.			
2.			
3.Minor Magic Fang	1 target	1 rnd/lvl	T
4.			
5.			
6.Magic Fang I	1 target	1 rnd/lvl	T
7.Extend Magic Fang I	1 spell	varies	self
8.			
9.			
10.Magic Fang II	1 target	1 rnd/lvl	T
11.Extend Magic Fang II	1 spell	varies	self
12.			
13.Magic Fang III	1 target	1 rnd/lvl	T
14.			
15.Enlarge Attack	1 target	1 rnd/lvl	T
16.			
17.Magic Fang IV	1 target	1 rnd/lvl	T
18.			
19.			
20.Extend Magic Fang III	1 spell	varies	self
25.Magic Fang V	1 target	1 rnd/lvl	T
30.Holy Claw	1 target	1 rnd/lvl	T
50.Slaying Claw	1 target	1 rnd/lvl	T
75.Extend Magic Fang True	1 spell	varies	self

3. Minor Magic Fang (F) One of the target's natural attacks (bite, claws, horn etc.) becomes a magic weapon for the duration of the spell. This means that it will strike creatures that require magic to hit. The caster chooses which natural attack is affected. The target can be under the effect of more than one *Magic Fang I* at once, but each spell affects a different natural attack. For the purposes of this spell, martial arts, punches, kicks etc. are natural attacks. This spell cannot have its duration extended by normal means – the *Extend Magic Fang* spells on this list must be used.

6. Magic Fang I (F) One of the target's natural attacks (bite, claws, horn etc.) becomes a +5 magic weapon for the duration of the spell. This means not only that the attack strikes with a +5 bonus, but also that it will strike creatures that require +5 magic to hit. The caster chooses which natural attack is affected. The target can be under the effect of more than one *Minor Magic Fang* at once, but each spell affects a different natural attack. This spell will stack with spells such as *Deadly Dance* and *Body Weaponry* which give bonuses to OB. For the purposes of this spell, martial arts, punches, kicks etc. are natural attacks. This spell cannot have its duration extended by normal means – the *Extend Magic Fang* spells on this list must be used.

7. Extend Magic Fang I (U) The next *Magic Fang* spell cast (within three rounds of this one), has a duration of 1 minute a level.

10. Magic Fang II (F) As *Magic Fang I* except the bonus is +10, and the attack will now affect creatures which require +10 magic to hit.

11. Extend Magic Fang II (U) The next *Magic Fang* spell cast (within three rounds of this one), has a duration of 10 minutes a level.

13. Magic Fang III (F) As *Magic Fang I* except the bonus is +15, and the attack will now affect creatures which require +15 magic to hit.

15. Enlarge Attack (F) The natural attack chosen by the caster has its maximum damage threshold increased by one step i.e. a Medium attack become Large, and Large

becomes Huge, and a Martial Arts Rank II attack becomes Rank III etc. This spell cannot be extended.

17. Magic Fang IV (F) As *Magic Fang I* except the bonus is +20, and the attack will now affect creatures which require +20 magic to hit.

20. Extend Magic Fang III (U) The next *Magic Fang* spell cast (within three rounds of this one), has a duration of 1 hour a level.

25. Magic Fang V (F) As *Magic Fang I* except the bonus is +25, and the attack will now affect creatures which require +25 magic to hit.

30. Holy Claw (F) As *Magic Fang I* except the natural weapon now strikes as a Holy weapon. *Holy Claw* can be stacked with a *Magic Fang* spell, but it cannot be extended.

50. Slaying Claw (F) As *Magic Fang I* except the natural weapon now strikes as a Slaying weapon, against one type of creature specified by the caster at the time of casting. *Slaying Claw* can be stacked with a *Magic Fang* spell, but it cannot be extended.

75. Extend Magic Fang True (U) The next *Magic Fang* spell cast (within three rounds of this one), has a duration of 1 day.