

# Mead Legends Nature Magic Play Test Rules

## Spells

### LEVEL 1

#### Calm Animal -

**Duration:** 1 Hour

By means of this spell the caster can calm one creature of animal intelligence. This calm makes the creature docile and non-aggressive for the duration of one hour. The animal might wander off or simply sit down and rest for a while. This is a form of charm and will over-ride any normal behavior so long as it is effective. If anyone attacks the creature in any way this effect will immediately be dispelled. An Awaken or Dispel Magic will also work to remove this effect. In addition, this effect allows the caster to communicate with the animal in question. Beings with animal intellect are very simpleminded, and information gained in speaking with them will as a result be very limited. A creature with an intellect other than animal will not be effected by this spell, but the spell will still sets off any protectives that the creature possesses.

*"I call upon nature to Calm Animal"*

#### Detect Poison –

**Duration:** Instant

This spell will allow the caster to immediately determine the presence and nature of any alchemical substances that are active upon a single target. If successfully cast this spell will reveal all currently active poisons within a person or a single bottle, cup, or similar vessel. Alchemy that is not prepared will not be detected, and only active poisons will be detected. For the purposes of this spell, poisons are considered to be active while they are still curable by an alchemical antidote. For example, if a character has a Death Elixir in his pouch it will not be detected by this spell, but if there is a Death Elixir in a cup this spell will alert the caster to its presence. Similarly, if a character is under the effect of a Nausea Gas, then this spell will detect the effect. Instant poisons such as damage gasses will at no time be active within a person and can never be detected as such. Gasses within a trap are not active. The caster will be the only one to gain this knowledge, and he will know the type of the poison or poisons that are currently active. The caster will gain no other in-game knowledge from the casting of this spell.

*"I call upon nature to Detect Poison"*

#### Light –

**Duration:** Next Daybreak

This spell is identical to the Level 1 Earth Magic spell of the same name.

*"I grant you the power of a Light"*

### Mend –

**Duration:** Instant

By casting this spell on a character that is at 0 or – 1 body points the caster can immediately bring the target's body point total up to one. This spell will have no other effect and will not cure conditions that are still active upon the target such as Sleep, Charm, Paralysis, etc. This spell will serve to set off a Shield Magic, Reflect Magic, or similar protective. This healing is not Earth in nature and can be used to heal natural (Those not created through Magic or Undeath) creatures that are not affected or damaged by Earth. Mend will have no effect on a character that is in need of a Life spell.

*"I call upon nature to Mend you"*

## LEVEL 2

### Detect Magic –

**Duration:** Instant

This spell functions exactly as the Level 2 Celestial and Earth spells of the same name.

*"I call forth mystic power to Detect Magic"*

### Entangle –

**Duration:** Line of Sight

This spell will cause large woody vines to spring forth from the ground or floor and grab both of the victim's feet. These vines are magical in nature and will not in any way damage the surface of the floor or ground from which they spring.

The victim cannot move either foot as long as this spell is in effect. This spell can also be alleviated through the use of a Release or Dispel Magic. The standard spell defenses Shield Magic and Reflect Magic will work to prevent this effect, as will a Bane or Cloak vs. Binding. This spell has a duration of Line of Sight. In all other ways this spell functions as a physical pin effect.

*"I call upon nature to Entangle you"*

### Magic Armor –

**Duration:** Indefinite

This spell functions exactly the same as the level 2 Earth and Celestial Battle Magic Spell of the same name.

*"I grant you the power of a Magic Armor"*

### Leaf Armor –

**Duration:** Indefinite

This protection allows the caster to gain magical armor protection equal to 20% of his or her body points, plus two, rounded up. This spell will not function on any target other than the caster. The points granted by means of this spell are the last armor points lost. This spell may not be stacked with Shield, Eldritch Shield, Bless, or Eldritch Bless. If the caster is successfully targeted by any of these spells or cantrips any active Leaf Armor is immediately dispelled.

*“May Nature Grant me Leaf Armor”*

### Tyrran Beam –

**Duration:** Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 20 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except set off a Shield Magic or Reflect Magic.

*“I harness the power of Tyrra 20”*

### Weakness /Remove Weakness –

**Duration:** Indefinite

This spell functions exactly as the level 3 Earth Battle Magic spell of the same name.

*“I curse you with Weakness/I rid you of your Weakness”*

## LEVEL 3

### Charm Animal –

**Duration:** 1 Hour

This spell allows the caster to charm a single creature with animal intellect. This charm acts in all ways like a Charm spell, except that it only affects beings with animal intelligence. In addition, this effect allows the caster to communicate with the animal in question. Beings with animal intellect are very simple-minded, and information gained in speaking with them will as a result be very limited.

*“I call upon nature to Charm Animal”*

### Physical Shield –

**Duration:** Indefinite

This spell will protect the wearer from the next attack with the word “physical” in the verbal. It will only protect from one such attack and then it will be used up. Any attack that does not contain the word “physical” will be unaffected by Physical Shield. This spell is a standard protective and will function as such with regards to the details of its use. This spell may be stacked with the level 2 Earth and Celestial Battle Magic Spell Magic Armor

*“I grant you the power of a Physical Shield”*

### Poison Spittle –

**Duration:** Instant

This spell allows the caster to deliver a blast of spittle that causes 15 points of damage to the target. This damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the racial skill Resist Poison.

*“I harness the power of poison 15”*

### Shatter –

**Duration:** Instant

This spell is identical to the level 3 Celestial and Earth spell of the same name.

*“I summon a force to Shatter <item.>”*

## LEVEL 4

### Awaken –

**Duration:** Instant

This spell functions exactly the same as the level 4 Earth and Celestial Battle magic spell of the same name.

*“I command you to Awaken”*

### Nausea –

**Duration:** 5 minutes

This spell causes the victim to become extremely nauseated. This nausea will last for five minutes or until the victim is given a Dispel Magic. During the duration of this spell the target may use any in game skills and he cannot run. The effect is identical to that of a Nausea alchemical effect, except that it is a spell, rather than alchemical in nature, and thus cannot be cured by means of antidote elixirs or similar. A Dispel Magic effect will remove the spell. During the duration of this spell the target should role-play being nauseated as much as possible. This effect is in no way necromantic.

*"I call upon nature to Nauseate you"*

### Poison Shield –

**Duration:** Indefinite

This spell is identical to the Earth Magic spell of the same name.

*"I grant you the power of a Poison Shield"*

### Treeskin –

**Duration:** Indefinite

This protection allows the caster to gain magical armor protection equal to 60% of his or her maximum body points, plus six, rounded up. This spell will not function on any target other than the caster. The points granted by means of this spell are the last armor points lost. This spell may not be stacked with Shield, Eldritch Shield, Bless, or Eldritch Bless. If the caster is successfully targeted by any of these spells or cantrips any active Treeskin is immediately dispelled.

*"May nature grant me Treeskin"*

### Tyrran Bolt –

**Duration:** Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 40 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except set off a Shield Magic or Reflect Magic.

*"I harness the power of Tyrra 40"*

## LEVEL 5

### Acid Spittle –

**Duration:** Instant

This spell allows the caster to deliver a blast of spittle that causes 25 points of acid damage. The protective Shield Magic and Reflect Magic can block this attack.

*"I harness the power of acid 25"*

### Animal Ways –

**Duration:** 1 Hour

This spell allows the caster to blend in with creatures of animal intellect. As long as the caster behaves like a member of an animal group, she will completely and utterly fool any being of animal intellect or lower that is looking on. This means that if the caster completes his incantation and begins pretending to be a wolf while being surrounded by ravenous wolves, these animals will immediately accept him as one of their kind and will not even remember that there was an intruder among them. Also, any creatures of animal intellect or lower that are looking on or encounter the caster and her "family" while the spell is still in effect will believe her to be an animal of the appropriate type. Any beings with Low intellect or higher will immediately recognize the caster for what she is. The spell will be broken if the caster is forced to speak, fight, or otherwise act normally. The caster need not be among an entire group of creatures for this spell to be effective, and one lone being could be classified as the caster's "family". The size of the caster does not change with this spell, and if the caster's "family" is larger she will be considered a runt, or possibly even young. If the size discrepancy is tremendous this spell may not function. In addition this spell allows the caster to communicate with the creatures they are blending in with. If at any time during the duration of this spell the caster attempts to change the type of creature that she is pretending to be the spell will be broken.

*"May nature grant me Animal Ways"*

### Fear –

**Duration:** 5 Minutes

This spell causes the target to fear the caster. This fear is in all ways standard and this effect can be prevented by the spell protective Shield Magic and Reflect Magic, as well as the racial skill Resist Charm. An Awaken, Remove Fear or Dispel Magic will immediately alleviate the effects of this spell.

*"I command you to Fear me"*

### Release –

**Duration:** Instant

This spell functions identically to the level 5 Earth and Celestial spell of the same name.

*"With mystic force I Release you"*

## Shield Magic

**Duration:** Indefinite

This spell functions identically to the level 5 Earth and Celestial spell of the same name.

*"I call forth mystic power to Shield Magic"*

## LEVEL 6

### Control Animal –

**Duration:** 1 Hour

By means of this spell the caster gains total control over the actions of one being of Animal Intellect. This control functions in all ways like Enslavement. The most recent Control Animal effect will take precedence in any conflict. *Please note that the effects of this may be limited by the availability of NPC's.*

*"I call upon nature to Control Animal"*

### Elemental Shield –

**Duration:** Indefinite

This spell is identical to the level 6 Earth spell of the same name.

*"I grant you the power of an Elemental Shield"*

### Sleep –

**Duration:** 5 minutes

This spell functions exactly as the level 6 Earth and celestial Battle Magic spell of the same name.

*"I command you to Sleep"*

### Tyrran Storm –

**Duration:** Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 60 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except set off a Shield Magic or Reflect Magic.

*"I harness the power of Tyrra 60"*

## Destroy –

Duration: Instant

This spell is identical to the level 6 Celestial and Earth spell of the same name.

*"I summon a force to Destroy <item.>"*

## LEVEL 7

### Charm –

**Duration:** 1 Hour

This spell is identical to the level 7 Celestial and Earth spell of the same name.

*"I command you to be Charmed"*

### Deadly Spittle –

**Duration:** Instant

This spell allows the caster to deliver a blast of spittle that causes either 35 points of poison damage or 35 points of acid damage to the target.

The former type of Deadly Spittle will act as damage poison and will not affect those beings immune to the effects of poison. This variety of Deadly Spittle can be prevented by the protectives Shield Magic, Reflect Magic, Poison Shield, and the racial skill Resist Poison.

The protectives Shield Magic and Reflect Magic can block this attack. The caster decides at the time this spell is cast which type of damage she will deliver.

*"I harness the power of acid/ poison 35"*

### Claws

**Duration:** 1 Hour

By casting this spell the caster can grow claws. These are standard short sword sized or dagger claws that deliver 4 points of normal damage with each strike.

These claws cannot be cast upon anyone but the caster. While using these claws the caster may retract them so that other actions can be performed, and each claw may be retracted independent of the other. While the claws are active (not retracted), no game skill other than touch-casting may be performed with that hand. In order to retract or reactivate the claw or claws, the wielder must perform a three-counted action. The caster must provide his or her own standard red claw phys. reps. The caster can end this spell at any time, but once ended the claws are gone and cannot be regained except by a new

casting of this spell. These claws are always visible to any that take the time to notice for the spell's entire duration. The damage dealt by Claws cannot be improved through the purchase of weapon proficiencies, but extraordinary strength and Blade effects/alchemy will function as normal. Claws cannot be sharpened.

*"May nature grant me claws"*

### Pestilence –

**Duration:** Indefinite

This spell combines the effects of Weakness, Disease, and Nausea in a single magical attack. Each of these afflictions can be healed individually or the casting of a single Dispel Magic can alleviate them all. If this is left uncured the Nausea effect will go away in 5 minutes while the other effects will last until cured or until the target reaches "Dead" status. This attack is in no way necromantic.

*"I harness the power of Pestilence"*

## LEVEL 8

### Berserk /Remove Berserk –

**Duration:** 5 Minutes

This spell causes the target to be inflicted as if by a Berserk poison. The standard spell protectives Shield Magic and Reflect Magic will protect the caster against the effects of this spell, as will the racial skill Resist Charm. A Dispel Magic or Remove Berserk will immediately alleviate this effect. This effect is not a poison and cannot be prevented or remedied as if it were.

*"I curse you with Berserk/I rid you of Berserk"*

### Dispel Magic –

**Duration:** Instant

This spell is identical to the level 8 Celestial and Earth spell of the same name.

*"I call forth mystic power to Dispel Magic"*

### Paralyze /Unparalyze –

**Duration:** Line of Sight

This spell functions exactly as the level 8 Earth Magic spell of the same name.

*"I curse you with Paralysis/I rid you of Paralysis"*

### Reflect Magic –

**Duration:** Indefinite

This spell functions exactly as the level 8 Celestial and Earth Magic spells of the same name.

*“I call forth mystic power to Reflect Magic”*

### Tyrran Blast –

**Duration:** Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 80 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except set off a Shield Magic or Reflect Magic.

*“I harness the power of Tyrra 80”*

## LEVEL 9

### Banish –

**Duration:** Instant

This spell functions exactly the same as the Level 9 Earth Magic spell of the same name.

*“With mystic force I Banish you”*

### Circle of Power –

**Duration:** 1 Hour

This spell is identical to the level 9 Earth and Celestial spell of the same name.

*“With eldritch force I build a Circle of Power”*

### Heal –

**Duration:** Instant

This spell restores the target to his or her full body points. The target may not be restored to a total of body higher than is appropriate for his race and level via this spell. This spell may not be used to aid a dead character in any way. This healing is not metabolism related, and natural beings (Those not created through Magic or Undeath) with no metabolism can be healed via this spell.

*"I call upon nature to Heal you"*

## Petrify –

**Duration:** 1 Hour

This spell turns the target to stone. The target will remain stone for the period of one hour, at the end of which the stone will crumble with the same effect of having received a successful Killing Blow. A Dispel Magic cast upon a Petrified being will immediately alleviate the effect without causing the target to crumble. The caster of a Petrify can cause his target to crumble by delivering a successful Killing Blow to it. If a Killing Blow delivered in this way is unsuccessful, the Petrified being is released from the effects of the spell without crumbling. Only the caster can deliver the Killing Blow in such a way, and no other character can deliver the blow. A character that is hit by his own Petrify can choose to crumble at any time before the full hour is up. No other standard game effect will work on a being that is under the effects of a Petrify. This spell is similar to an Imprison with respects to falling and massive mechanical damage, however a Petrified being does not breathe and will not be subject to suffocation. A petrified being cannot see, nor hear or in any other way interact with their surroundings.

*"I call upon nature to Petrify you"*

## Revised Nature Magic Runes:

Insert:

Shatter Level 3 12PP

Destroy Level 6 24PP