

# Nature Magic

## v3.0

NERO Empire Playtest  
Last Updated: 2/12/2016

### Roleplaying and the Naturalist

A naturalist is a character that has a deep interest in the natural balance of Tyrra. Many naturalists seek this balance by looking to protect the realm against the incursion of elementals, while others seek a balance between man and beast. In any case, all naturalists have the ability to influence animals and plants as well as limited ability to duplicate their acidic and poisonous defenses. In the fight against extra-planar forces, the Naturalist is unparalleled and many of their spells are attuned to the specific destruction of these types of beings.

One aspect of Nature Magic is known as Animism. Animism is the practice of enhancing human skills by the addition of animalistic or floral traits. Growing claws, hurling poisonous spores, or enhancing the strength of oneself can be the difference between living and dying. Generally, animists see this as a tool like any other to serve the needs of the people or the land. The races are, after all just a higher form of organism – why shouldn't they benefit from natural enhancements?

Some, however, see animism as a darkened path that inevitably leads to lycanthropy - a sickness caused by frequently taking on aspects of other creature types. These people feel that the magic not only alters the body of the subject but also alters the mind.

In order to begin studying the school of Nature Magic, the character must first acquire the skill Lore of Nature. This skill help the Naturalist gain the focus necessary in order to invoke the natural forces that fuel their enchantments.

<u>NATURE SKILL</u>	<u>E</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>PREREQUISITE</u>
Lore of Nature	6	6	3	3	None

### Selecting Nature as a Primary or Secondary School

When purchasing Spell Slots in Nature Magic, the cost is the same as a Primary or Secondary Spell Slot for the other schools as listed in the core rules. The caster's Primary School is always purchased at the appropriate cost, while all other schools will be purchased at Secondary cost. There is no such thing as a Tertiary School.

# Nature Magic Spells

This style of magic is attuned to the forces of nature, and is the most suitable path to follow for someone who wishes to either combat extraplanar forces and their incursions onto Tyrra, or augment their own fighting and defensive abilities with animalistic or plantlike traits.

Table 1-1: Spell names and levels

Level 1	Detect Poison	Level 2	Delayed Endow	Level 3	Charm Animal
	Calm Animal		Detect Magic		Claws of the Badger
	Endow		Leaf Armor		Spittle
	Improved Hearth		Magic Armor		Turn Elemental
	Illumination		Pin		Weakness/Remove
	Mend		Shun Animal		Refresh
	Repel Animal		Tyrran Beam		Shatter
	Darkness				
Level 4	Awaken	Level 5	Animal Ways	Level 6	Control Animal
	Nausea/Remove		Greater Spittle		Elemental Shield
	Bind		Release		Shroud
	Poison Shield		Shield Magic		Sleep
	Treeskin		Silence		Tyrran Storm
	Tyrran Bolt		Web		Destroy
	Calm		Tyrran Aura		Circle of Harmony
Level 7	Charm	Level 8	Cocoon	Level 9	Banish
	Claws of the Bear		Dispel Magic		Circle of Power
	Deadly Spittle		Paralyze/Unparalyze		Rejuvenate
	Pestilence		Reflect Magic		Petrify
			Tyrran Blast		
			Confine		

## Level 1

### Calm Animal

*Xavier's Bestial Soother*

Duration – 5 minutes

Tattoo: No

Manifold: No

By means of this spell the caster can calm one creature that is designated as an animal. This calm makes the creature docile and non-aggressive for the duration of five minutes. They cannot take any aggressive actions such as participating in combat nor will they attempt to remove the spell. 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 it can be stopped by the ability Resist Charm. 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. This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a Shield Magic or similar protective.

*“I command this animal to be calm.”*

## Detect Poison

*Vina’s Toxin Revealer*

Duration – Instant

Tattoo: Yes

Manifold: Yes

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 or a person has drank one and has not been down for longer than 60 seconds, this spell will alert the caster to its presence. Instant poisons such as damage gasses or Instant Death 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.”*

## Darkness

*Elmina’s Masque of the Baracoor*

Duration – Instant

Tattoo: Yes

Manifold: No

This spell will extinguish one in-game light possessed by the target, or a single light it is Touch Cast upon. In cases of dangerous footing, the light may still be maintained by the wielder, but cannot be used for any in-game purpose until it is replaced.

*“I grant you the power of Darkness.”*

## Endow

*Barantur’s Charm of Ogre Strength*

Duration – Indefinite

Tattoo: Yes

Manifold: Yes

This spell endows the recipient with the ability to do three extra points of damage on the next swing, if it hits the target. The total damage must be announced while swinging. Once called, the spell is used up whether the blow was successful or not. The spell may be stacked with two other Blade Effects see Table 5-6 on page 64 of the core rulebook, but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

Endow will not benefit creatures that have Superhuman Strength greater than +1, and will only add one to a creature with +1 strength.

*“I grant you the power of an Endow.”*

## Illumination

Duration – 5 Days

<i>Alva's Illuminator</i>	Tattoo: Yes Manifold: No
---------------------------	-----------------------------

This spell produces a glowing light and allows the caster to kindle a light wand. The light can then be used by anyone. It will not work without a phys-rep. You cannot cast a Illumination spell at a person or tree and have the person or tree glow. There must be a properly dimmed flashlight or other out-of-game light source provided. The spell lasts until it is dispelled. If using a flashlight for this spell, the lens of the flashlight must be covered by a cloth, tissue paper or a gel to diffuse the light. Do not shine the light in anyone's face. This spell cannot be thrown.

*"I grant you the power of Illumination."*

<b>Improved Hearth</b> <i>Edgar's Enhancing Area</i>	Duration – 1 Hour Tattoo: No Manifold: No
---	---

This spell must be cast on an area already prepared as a hearth using the skill *Prepare Hearth*. Once cast by the character who prepared the hearth the duration of the hearth is extended to 1 hour but only works for the school of magic from which it was cast. The hearth no longer ends if the caster leaves it, is targeted with a *Dispel Magic*, or dies but it will end if the room is targeted with a *Dispel Magic*. When cast the caster must place an individually recognizable stylized "H" up on the door or wall obviously indicating that a hearth is in affect, the "H" is OOG the way a "W" is for a ward. If the room is dispelled the "H" must be removed. A player must confirm their "H" is still present before using an improved hearth. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the "H" must reflect this to them. Multiple characters can have this effect active on the same area, but each *Improved Hearth* must have its own "H" which must be recognizable by the player who cast it and distinct from any others. This spell cannot be thrown.

*"With eldritch force I build an Improved Hearth."*

<b>Mend</b> <i>Balvar's Spark of Life</i>	Duration – Instant Tattoo: Yes Manifold: Yes
--	--

By casting this spell on a character that is Unconscious or Dying, 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 healing is not Earth in nature and can be used to heal creatures that have a normal or reverse metabolism. Mend will have no effect on a character that is in need of a Life spell. This spell can never heal a golem or extraplanar creature.

*"I call upon nature to Mend you."*

<b>Repel Animal</b> <i>Xavier's Bestial Repellant</i>	Duration – Concentration Tattoo: No Manifold: No
--	--

This spell requires the caster to hit an animal target and hold the hand used to throw the packet palm out, facing the recipient. The victim and the target must then stay at least 10 feet apart while the spell is in effect. When the spell is first cast, the recipient must move 10 feet away from the caster. After that, neither the recipient nor the caster may approach within 10 feet of each other; the caster cannot approach the recipient any easier than the recipient may approach the caster. Either could back away. If it is impossible for the recipient to move more than 10 feet away from the caster because of physical obstructions when the spell is cast, the caster must first attempt to move 10 feet away from the recipient. The caster must hold out a hand, palm out, towards the recipient. That hand cannot be used for any other purpose. This spell is not a charm effect and cannot be resisted with the racial ability Resist Charm. This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would

not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

*“I call upon Nature to Repel Animal.”*

Level 2

<b>Delayed Endow</b> <i>Midtguard’s Delayed Ogre Strength</i>	Duration – Indefinite Tattoo: Yes Manifold: Yes
--	---

This spell endows the recipient with the ability to do two extra points of damage for one swing, if it hits the target. The total damage must be announced while swinging. Once called, the spell is used up whether the blow was successful or not. Unlike a normal Endow, the recipient may choose when to use a Delayed Endow. The recipient may also expend this spell to rip from Pin as per the monster ability. Delayed Endow will not benefit creatures that have Superhuman Strength greater than +1, and will only add + 1 to a creature with +1 strength. The spell may be stacked with other Blade Effects see Table 5-6 on page 64 of the core rulebook (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

*“I grant you the power of a Delayed Endow.”*

<b>Detect Magic</b> <i>Shalizar’s Enchanted Magesight</i>	Duration – Instant Tattoo: Yes Manifold: No
--	---

Casting this spell on an object or person will reveal to the caster and only the caster if any magic is present. Any visible items worn or carried by the target will be revealed, but items hidden under clothing or in bags or boxes will not be. This spell will cover up to a door sized area. The subject must tell the caster which (if any) magic items are visible, and which schools of magic are present on all of the detected items (Earth, Celestial, Nature, or Other.) If the subject has any spell defenses currently active (such as Endow or Magic Armor), then the subject will detect as magical to the caster. This does not overshadow any items on the person. In other words, the fact that a subject has a Shield spell upon him or her does not cover the fact that a magic item is worn. If cast upon a Circle of Power or Ward, this spell will not only detect the target’s school, but also whether the target’s duration is ten minutes, one hour, one year or two years.

*“I call forth mystic power to Detect Magic.”*

<b>Magic Armor</b> <i>Robalyn’s Mystic Protection Field</i>	Duration – Indefinite Tattoo: Yes Manifold: Yes
--	---

A Magic Armor spell will protect the recipient from the next single strike by a NERO-safe weapon or any attack with the word “physical” in the verbal. The recipient must state “Magic Armor.” The attack and the Magic Armor will then be expended. This does not protect against a Killing Blow or a fall, nor does it work against any traps other than weapon traps. A Magic Armor will be blown even if the amount of damage called is “zero.”

*“I grant you the power of a Magic Armor.”*

<b>Leaf Armor</b>	Duration – Indefinite
-------------------	-----------------------

<i>Pylarius's Personal Protection</i>	Tattoo: Yes Manifold: No
---------------------------------------	-----------------------------

This protection allows the caster to gain 5 points of magical armor protection. This spell will not function on any target other than the caster. The points granted by means of this spell are the first armor points lost. This spell may not be stacked with a Shield or Eldritch Shield spell, or the racial ability Ready Armor. If the caster is successfully targeted by any of these spells or invokes a Ready Armor, an active Leaf Armor is immediately dispelled.

*"May Nature grant me Leaf Armor."*

<b>Pin</b> <i>Peranore's Minor Binding</i>	Duration – Line of Sight Tattoo: Yes Manifold: No
---	---

This spell will root the target's right foot in place. The target may pivot their body 360 degrees but may not move their right foot. The *Pin* can be removed with a *Release spell* or a *Dispel Magic*.

*"With mystic force I Pin you."*

<b>Shun Animal</b> <i>Xavier's Bestial Intimidation</i>	Duration – 5 Minutes Tattoo: No Manifold: No
--	--

This spell causes the target animal to feel great discomfort around the caster. The victim will not attack the caster, and will immediately move at least 10 feet away from the caster and stay at least that far away while the spell is in effect. If the victim is within the 10 feet when the spell is cast, the victim must move away, but never in a manner that will endanger the victim or cause direct harm to them. In other words, they cannot be made to jump off a cliff or walk towards a magical rift or do any other action which would cause harm (much like a Charm spell cannot force the victim to take self-destructive actions). This spell does not create a 10 foot magical circle around the caster which is effective only upon the victim; if the victim has to come closer than ten feet in order to get away (say for example, to pass close to the caster in order to get to an exit), then that is permissible. While within that 10 foot area however, the victim can take no in-game actions against the caster. If the caster attacks the target, the Shun ends immediately. This spell is a type of charm and can be resisted with the ability Resist Charm, and it can be cured with an Awaken spell or Dispel Magic spell. Stronger charms such as Vampire Charm or Enslavement will override its effects Table 5-6 on page 64 of the core rulebook.

This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

*"I command this Animal to Shun me."*

<b>Tyrran Beam</b> <i>Mercury's Interplanar Stinger</i>	Duration – Instant Tattoo: Yes Manifold: No
--	---

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal ten 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 blow a Shield Magic or Reflect Magic.

*"I harness the power of a Tyrran Beam 10."*

## LEVEL 3

### Charm Animal

*Xavier's Animal Friendship*

Duration – 5 Minutes

Tattoo: No

Manifold: No

This spell allows the caster to charm a single creature which must be an animal. This spell duplicates the Charm spell, except that it may only be cast on ordinary animals. Since the Animal will not understand the common tongue this in general only keeps the caster safe from the animal attacking him. If the caster is attacked the animal will generally attempt to defend him and if the caster interposes himself between the animal and another target the animal will understand that it shouldn't attack the target. If the animal has been trained to follow commands it will listen to the caster as if he were the one who normally gives the commands and will perform any commands he is trained to at the request of the caster, this does not mean the animal will do anything they are not specifically trained to do. This spell is a type of charm and can be resisted with the ability Resist Charm, and it can be cured with an Awaken spell or Dispel Magic spell. Stronger charms such as Vampire Charm or Enslavement will override its effects Table 5-6 on page 64 of the core rulebook.

This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

*"I command this Animal to be charmed."*

### Claws of the Badger

*Annik's Body Weaponry*

Duration – 1 Hour

Tattoo: No

Manifold: No

By casting this spell the caster can grow claws. These are standard short sword sized claws that deliver 2 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 spells/poisons will function as normal.

*"May nature grant me Claws of the Badger."*

### Refresh

*Perdita's Stretching Surrogate*

Duration – Instant

Tattoo: No

Manifold: Yes

This spell instantly refits dexterity armor or natural armor to its full value. This spell does not work on physical armor.

*"I call upon Nature to Refresh you."*

<b>Shatter</b> <i>Zalinarik's Shattering Force</i>	Duration – Instant Tattoo: Yes Manifold: No
---	---

This spell may be cast upon any weapon or shield or any item up to a shield in size. It may also be cast at a creature, to affect such an item. This spell will not shatter a shield-like hole in something larger than a shield, nor will it have any effect on armor. The item affected is rendered completely useless. This spell will not work on an unshatterable item or a magically protected item. Shattering an item that has other items within or fastened to it will destroy all of the items. This spell will shatter not only a shield but also any scrolls attached to the back. Shattering a box or door will set off any traps present as well as the items within. After the item is shattered the prop for the item remains, but is unusable.

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

<b>Spittle</b> <i>Xavier's Bestial Smite</i>	Duration – Instant Tattoo: Yes Manifold: No
---	---

This spell allows the caster to deliver a blast of acid or poison spittle that causes 15 points of damage to the target. If delivered as damage poison, this damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the skill Resist Poison if the damage delivered is 'damage poison' or a Resist Physical or Magic Armor if the damage delivered is 'physical acid'.

*"I harness the power of <physical acid/damage poison> 15."*

<b>Turn Elemental</b> <i>Alipostos's Planar Frightening</i>	Duration – 5 Minutes Tattoo: No Manifold: No
--	--

This spell will affect lesser elemental creatures, causing them to leave the area of combat immediately by attempting to break Line of Sight. A Dispel Magic will rid the creature of this spell, allowing it to return. Greater elementals are not affected by this spell in the same manner. This spell will not affect a tyrann target, although it will remove any creature's Shield Magic or Reflect Magic.

*"I call upon nature to Turn Elemental."*

<b>Weakness</b> <i>Tyrr's Damage Reducer</i>	Duration – Indefinite Tattoo: Yes Manifold: No
---	--

This spell will curse the victim to do 5 points less damage with every swing (minimum damage being zero, of course). This spell does not actually reduce a creature's strength. It affects all weapon and natural weaponry damage in the same way, whether the weapon is used with one hand or two hands. This spell lasts until removed with a Remove Weakness or a Dispel Magic. Multiple Weakness effects do not stack.

*"I curse you with weakness."*

<b>Remove Weakness</b> <i>Tyrr's Damage Restorer</i>	Duration – Indefinite Tattoo: Yes Manifold: Yes
---	---



This spell will remove all active Weakness effects on a creature.

*“I rid you of your Weakness.”*

## LEVEL 4

### Awaken

*Althena’s Mental Clarifier*

Duration – Instant

Tattoo: Yes

Manifold: Yes

This spell awakens the recipient from a Waylay, any sleep effect, and the charm effects Calm, Calm animal, Shun, shun Animal, Silence, Fear, and Vampire Charm. It does not in any way affect Enslavement.

*“I command you to Awaken.”*

### Bind

*Lasset’s Mystic Binding*

Duration – Line of Sight

Tattoo: Yes

Manifold: No

This spell snares the victim’s arms, binding them straight to its sides. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may walk, run, or leave the combat area as desired. This spell does not prevent the victim from being searched or being given a Killing Blow, although a moving victim is unlikely to allow either action.

*“With mystic force, I Bind you.”*

### Calm

*Golem’s Charm to Sooth the Savage*

Duration – 5 minutes

Tattoo: No

Manifold: No

By means of this spell the caster can calm one target. This makes the target docile and non-aggressive for the duration of five minutes. The target might wander off, head for the tavern for a drink, or simply sit down and rest for a while. They cannot take any aggressive actions while under the effect of this spell, they will not participate in combat nor will they attempt to remove the spell. This is a form of charm and will over-ride any normal behavior so long as it is effective it can be stopped by the ability *Resist Charm*. If anyone attacks the target in any way this effect will immediately be dispelled. An *Awaken* or *Dispel Magic* will also work to remove this effect.

*“I command you to be Calm.”*

### Nausea

*Arborland’s Instant Sickness*

Duration – 5 minutes

Tattoo: Yes

Manifold: No

This spell causes the victim to become extremely nauseated. This nausea will last for five minutes or until the victim is effected by a *Dispel Magic*, *Purify Blood*, or *Remove Nausea*. During the duration of this spell the target may not perform any game actions. 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."*

<b>Poison Shield</b> <i>Klarissa's Poison Protector</i>	Duration – Indefinite Tattoo: Yes Manifold: Yes
--	---

This spell protects the recipient from the next attack with the word "*poison*" in the verbal. It is then immediately used up. It will not protect against ingested elixirs. When used, the call is "*Poison Shield*."

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

<b>Remove Nausea</b> <i>Alarain's Tummy Settler</i>	Duration – Instant Tattoo: Yes Manifold: Yes
--	--

This spell removes the effect Nausea.

*"I call upon nature to Remove Nausea."*

<b>Treeskin</b> <i>Sarina's Tree Aspect</i>	Duration – Indefinite Tattoo: Yes Manifold: No
--	--

This protection allows the caster to gain 10 points of magical armor protection. This spell will not function on any target other than the caster. The points granted by means of this spell are the first armor points lost. This spell may not be stacked with Shield or Eldritch Shield, or the racial ability Ready Armor. If the caster is successfully targeted by any of these effects, an active Treeskin is immediately dispelled.

*"May nature grant me Treeskin."*

<b>Tyrran Bolt</b> <i>Mercury's Interplanar Welter</i>	Duration – Instant Tattoo: Yes Manifold: No
---	---

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 blow a Shield Magic or Reflect Magic.

*"I harness the power of a Tyrran Bolt 20."*

## LEVEL 5

<b>Animal Ways</b>	Duration - 5 minutes Tattoo: Yes
--------------------	-------------------------------------

<i>Xavier's Bestial Kinship</i>	Manifold: No
---------------------------------	--------------

This spell allows the caster to be perceived by natural animals and plants as the declared natural animal or plant type creature. As soon as the caster has completed the incant, they must begin acting like the declared creature. While this spell is in effect, the caster is able to communicate and comprehend the language or communication type used by the declared creature type. The spell will be broken if the caster uses any game skills or ceases roleplaying. If at any time during the duration of this spell the caster attempts to change the type of creature that they are pretending to be the spell will be broken.

*"May nature grant me Animal Ways as <animal type or plant>."*

<b>Greater Spittle</b> <i>Xavier's Bestial Destructor</i>	Duration – Instant Tattoo: Yes Manifold: No
--	---

This spell allows the caster to deliver a blast of acid or poison spittle that causes 25 points of damage to the target. If delivered as damage poison, this damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the skill Resist Poison if the damage delivered is 'damage poison' or a Resist Physical or Magic Armor if the damage delivered is 'physical acid'.

*"I harness the power of <physical acid/damage poison> 25."*

<b>Tyrran Aura</b> <i>Fleeta's Extraplanar Exterminator</i>	Duration – Instant Tattoo: Yes Manifold: Yes
--	--

This spell will allow the recipient to use the carrier Tyrran against one opponent in the manner of a *critical attack*. It will not confer any additional damage. The target may choose to end the effect at any time but cannot reactivate it without using another casting of the spell. The spell may be stacked with two other Blade Effects see *Table 5-6 on page 64* of the Nero Rulebook, but the spells will only work one at a time.

*"I Grant you the Power of a Tyrran Aura."*

<b>Release</b> <i>Hiro's Splendid Unbinding</i>	Duration – Instant Tattoo: Yes Manifold: Yes
--	--

This spell will release a creature caught in a *Pin, Bind, Web* or *Confine* effect, as well as negating all active *Paste of Stickiness* effects upon the creature. It will not free someone who has been *Paralyzed* or *Imprisoned*. A *Release* spell can also be used to free someone bound by any non-magical means (such as handcuffed, tied up, or gripped by a tentacle). It will not unlock a cell door, but will open a stock if the creature is locked in one.

*"With mystic force I Release you."*

<b>Shield Magic</b> <i>Tyler's Improved Protection from Enchantment</i>	Duration – Indefinite Tattoo: Yes Manifold: Yes
--	---

This spell will cancel the next spell cast at the recipient, including beneficial spells, after which it is used up. You must say *"Shield Magic"* immediately when this spell is used. Shield Magic will only work on spells delivered via packet, Glyph (*See the Formal Magic*

section for more details), or Spell Strike. *Shield Magic* cannot be used in conjunction with a *Reflect Magic*. If you have a *Shield Magic* active, you may still “accept” spells that are touch-cast. You cannot “accept” thrown spells. See “*Spell Disruption*” on page 46 (of the *NERO 9<sup>th</sup> Edition Rulebook*) for more details.

*“I call forth mystic power to Shield Magic.”*

### **Silence**

*Turing’s Mystical Muzzler*

Duration – 5 Minutes

Tattoo: Yes

Manifold: No

The victim of this spell cannot talk and cannot cast any spell. The victim must still call out the damage points his or her weapons do if combat ensues while the spell is in effect, as well as any out-of-game “trigger” phrases such as “*Reflect Magic*” or “*Parry*.” The silence can be removed by either *Aw aken* or *Dispel Magic*. This is not a charm spell and thus it cannot be resisted by those with the *Resist Charm* ability.

*“I command you to Silence.”*

## **LEVEL 6**

### **Circle of Harmony**

*Edgar’s Symbolic Hearth*

Duration – 1 Hour

Tattoo: No

Manifold: No

The caster may draw out or construct an intricate circle which acts as a prepared hearth, for the school of magic from which this spell was cast, without the need to be indoors. The circle must consist of a circle within a circle to form a circular band. Between the two circles there must be no less than eight symbols or glyphs. The circle must be fully prepared before the spell is cast. The maximum radius of the outer circle is six feet, and the inner circle must be at least six inches smaller in radius. The area within the outer circle represents the area of effect. The spell lasts for one hour or until the circle is in part or whole erased, pulled apart, destroyed, or a *dispel magic* is cast upon the phys-rep. The caster must place an individually recognizable styled “H” in the center of the circle as if it were a hearth indicating it is active, the “H” is OOG the way a “W” is for a ward. The circle remains active even if the caster leaves it but if dispelled or otherwise disrupted the “H” must be removed. A player must confirm their “H” is still present before using a *Circle of Harmony*. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each *Circle of Harmony* must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

*“With eldritch force I build a Circle of Harmony.”*

### **Control Animal**

*Xavier’s Animal Enslavement*

Duration – 5 minutes

Tattoo: No

Manifold: No

By means of this spell the caster gains total control over the actions of one natural animal or plant creature. This control functions in all ways like Enslavement except that it will last for only 5 minutes. The most recent Control Animal effect will take precedence in any conflict. This spell is a type of charm and can be resisted with the ability Resist Charm, and it can be removed with a *Dispel Magic* spell or enslavement antidote. This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it

would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

*"I call upon nature to Control Animal."*

## **Destroy**

*Zalinarik's Improved Shattering Force*

Duration – Instant

Tattoo: Yes

Manifold: No

This spell will render any tagged object up to the size of a normal door, useless. It can not be used to create a door-sized hole in an object larger than a door. It can target a suit of armor, although the *Shield* spell, and *Dexterity Armor* will be unaffected. Armor successfully destroyed will require the tag to be discarded as useless. This spell will not work on an item that has been Rendered Indestructible. It may also be cast at a creature to affect such an item, or to target the creature directly as some creatures may be harmed by this spell. If the caster does not specify an item or if the spell is received from a carrier attack, then it is the target's choice as to which currently non-rendered item matching the description becomes Destroyed. If no item exists call "got it" see stacking spells "*Stacked Effects*" on page 47 of the core rulebook. Destroying an item that has other items within, hanging from, or fastened to it will destroy all of the items. This spell will destroy not only a shield but also any scrolls, or Gas globes, etc. attached to the back. Destroying a trapped door or item will set off and destroy the trap as well. After the item is destroyed the prop for the item remains, but is unusable.

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

## **Elemental Shield**

*Peldin's Elemental Barrier*

Duration – Indefinite

Tattoo: Yes

Manifold: Yes

This spell protects the recipient from the next effect with the word "*elemental*" in the verbal. It is then immediately used up. When used, the call is "*Elemental Shield*."

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

## **Shroud**

*Balvar's Mystical Swaddling*

Duration – 5 minutes

Tattoo: No

Manifold: No

When cast upon a Dead target, this spell will pause the five minute Death Count for it's duration. Characters under the effect of a shroud are immune to all game effects, but can be moved. If the Shroud is dispelled or its duration runs out the Death Count will resume where it left off. If a Life Spell is cast upon the Shroud, the character inside will receive it successfully and the effect will end. An active Shroud is a visible effect, and if asked, the player should respond with 'Cocooned'. A Dispel Magic will remove a Shroud before the duration is complete. This spell will not have any effect if cast upon a character that is not Dead. This spell can never grant beneficial effect to a golem or extraplanar creature.

*"I call upon Nature to build a Shroud."*

## **Sleep**

*Folson's Somnolent Vapors*

Duration – 5 minutes

Tattoo: Yes

Manifold: No

Sleep causes the target to instantly fall into a deep sleep. The target will not awaken for 5 minutes unless someone shakes them vigorously while shouting for them to wake. It takes one minute of shaking and shouting to wake a person this way. An *Awaken* or *Dispel Magic* spell will wake the victim immediately. This spell will not work on some creatures without a metabolism, such as undead creatures, golems, or some giant insects. It can be resisted by creatures with a *Resist Sleep* ability.

*"I command you to Sleep."*

### **Tyrran Storm**

*Mercury's Interplanar Smiter*

Duration – Instant

Tattoo: Yes

Manifold: No

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 30 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 blow a Shield Magic or Reflect Magic.

*"I harness the power of a Tyrran Storm 30."*

## **LEVEL 7**

### **Charm**

*Dalton's Mystic Befriending*

Duration – 5 minutes

Tattoo: No

Manifold: No

This spell makes the victim view the caster as his or her best friend in the whole world. While this spell is in effect, no amount of logic or role-playing will convince the victim that he or she has been Charmed, and the victim will not remember the casting of the spell until after it has worn off or been cured. An attack on the victim by the caster's party will not immediately break the spell, but if the caster cannot come up with a good reason why he or she is not helping to defend the victim, then that will. If the caster attacks the victim, then the spell is broken immediately. A victim of this spell will not do anything completely against his or her own nature (such as attack his or her own party) unless a very good reason can be given by the caster. The spell does not turn the victim into a mindless robot blindly following orders, but it does require the victim to stay by the side of the new *"friend"* and listen to his or her *"suggestions."* (Note that this assumes that they both speak the same language. You cannot obey a *"suggestion"* that you don't understand.) This spell only works on creatures that have a mind as defined by the game. Several creatures (such as lesser undead, golems, or some giant insects) do not have a mind that can be affected by this spell. After the spell's duration expires, the victim remembers everything that happened except the actual casting of the Charm spell. Depending upon the circumstances, the victim might sometimes realize that he or she had been charmed. Note that this spell is not strong enough to override *Control Undead*, *Fear*, *Enslavement* or *Vampire Charm* Table 5-6 on page 64 of the core rules.

*"I command you to be Charmed."*

### **Deadly Spittle**

*Xavier's Bestial Slayer*

Duration – Instant

Tattoo: Yes

Manifold: No

This spell allows the caster to deliver a blast of acid or poison spittle that causes 35 points of damage to the target. If delivered as damage poison, this damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the skill Resist Poison if the damage delivered is 'damage poison' or a Resist Physical or Magic Armor if the damage delivered is 'physical acid'.

*"I harness the power of <physical acid/damage poison> 35."*

<b>Claws of the Bear</b> <i>Annik's Improved Body Weaponry</i>	Duration – 1 Hour Tattoo: No Manifold: No
---	---

By casting this spell the caster can grow claws. These are standard short sword sized 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 spells/poisons will function as normal.

*“May nature grant me Claws of the Bear.”*

<b>Pestilence</b> <i>Arborlond's Creeping Death</i>	Duration – 5 Minutes Tattoo: Yes Manifold: No
--	---

This spell induces a Drain effect on the target. Drain causes the victim to be unable to use any in game skills or run. This effect can be removed with a Dispel Magic, Remove Drain, or Life spell. This attack is in no way necromantic.

*“I harness the power of Pestilence.”*

## LEVEL 8

<b>Cocoon</b> <i>Cedarlock's Wrapped Stasis</i>	Duration – 10 minutes Tattoo: No Manifold: No
--	---

When cast upon a Dead target, this spell will pause the five minute Death Count for its duration. Characters under the effect of a Cocoon are immune to all game effects except Life, but can be moved. If the Cocoon is dispelled or its duration runs out the Death Count will resume where it left off. If a Life Spell is cast upon the Shroud, the character inside will receive it successfully and Revive with full body on a three-count. An active Cocoon is a visible effect, and if asked, the player should respond with 'Cocooned'. A Dispel Magic will remove a Cocoon before the duration is complete. This spell will not have any effect if cast upon a character that is not Dead. This spell can never grant beneficial effect to a golem or extraplanar creature.

*“I call upon Nature to build a Cocoon.”*

<b>Confine</b> <i>Mannaria's Advanced Eldritch Binder</i>	<b>Duration</b> - Line of Sight Tattoo: No Manifold: No
--	---

This spell snares the arms of its victim, binding them straight to its sides, and immobilizes the victim completely from the neck down making them helpless. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may not walk, run, or be moved in any way. Any item the

victim is holding cannot be dropped. However, since the effect allows the victim to be searched, anyone else can choose to physically remove a hand-held item from the victim by simply “searching” them. Even a victim with Superhuman Strength cannot prevent himself from being “searched” in this manner. This spell does not prevent the victim from being given a Killing Blow.

*“With mystic force, I Confine you.”*

<b>Dispel Magic</b>	Duration – Instant
<i>Killraven’s Diabolical Disruptor</i>	Tattoo: Yes
	Manifold: Yes

This spell will dispel all active non-formal magical effects on a given creature or object unless specifically noted by the spell description. A *Shield Magic* or *Reflect Magic* will protect all other spells on a person from a *Dispel Magic*, but will be used up in the process. A *Dispel Magic* potion isn’t stopped by a *Shield Magic* or a *Reflect Magic*, and will dispel those spells and all others spells active upon the drinker.

*“I call forth mystic power to Dispel Magic.”*

<b>Paralyze</b>	Duration – 5 minutes
<i>Nyrina’s Nerve Blocker</i>	Tattoo: Yes
	Manifold: No

This spell completely immobilizes the victim. The target may not move any part of their body and may be given a Killing Blow while thus trapped. If the victim is rendered unconscious or someone attempts to pose them, they will collapse to the ground but will remain Paralyzed.

An *Unparalyze* spell or a *Dispel Magic* will release a victim from the *Paralyze*. A *Release* spell will not work. This spell only works on creatures that have a metabolism. Some creatures such as undead, golems or some elementals are not affected by this spell.

*“I curse you with Paralysis.”*

<b>Unparalyze</b>	<b>Duration:</b> Instant
<i>Nyrina’s Nerve Restorer</i>	Tattoo: Yes
	Manifold: Yes

This spell will free the subject from all paralyzing effects.

*“I rid you of Paralysis.”*

<b>Reflect Magic</b>	Duration – Indefinite
<i>Kincaid’s Enchantment Reflection</i>	Tattoo: Yes
	Manifold: Yes

This spell will reflect the next spell cast at the recipient back upon the caster, after which it is used up. The recipient must say “*Reflect Magic*” to inform the caster that the spell was returned. The original caster is still the caster of the spell. This spell lasts until used up or *Dispelled*, and cannot be used in conjunction with a *Shield Magic*. If you have a *Reflect Magic* active, you may still “accept” spells that are touchcast. You cannot “accept” thrown spells. See “*Spell Disruption*” on page 46 of the core rulebook for more details. Reflect Magic will only work on spells delivered via packet, Glyph (See the *Formal Magic packet* for more details), or Spell Strike.



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

<b>Tyrran Blast</b> <i>Mercury's Interplanar Abolisher</i>	Duration – Instant Tattoo: Yes Manifold: No
---	---

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 45 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 blow a Shield Magic or Reflect Magic.

*“I harness the power of a Tyrran Blast 40.”*

## LEVEL 9

<b>Banish</b> <i>Lititia's Elemental Banishment</i>	Duration – Instant Tattoo: No Manifold: No
--	--

This spell sends any extraplanar creature from Tyrra to its plane of origin and will keep the creature on its own home plane for 24 Tyrran hours. All items carried by the creature will be left behind unless Spirit Linked. This spell cannot be used to return to Tyrra from another plane.

*“With mystic force I Banish you.”*

<b>Circle of Power</b> <i>Lania's Power Circle</i>	Duration – 10 minutes Tattoo: No Manifold: No
---	---

This spell allows the caster to inscribe a circle for protection. Before casting the spell, a visible physical representation of the circle must be drawn in the dirt or represented by something physical (chalk, string, etc). A shield may not be used as the physical representation, including attaching a circle to the shield or marking a circle on it in any way. If any object not in the possession of a character (such as a table or chair) would obstruct the circle going up then the spell will fail and be wasted. Any character not fully within the circle representation when the spell is cast is ejected and must move to outside the boundary. The representation is in-game. The caster must be fully within the completed circle before casting. The circle may be a maximum of 6 feet in radius and must be in the shape of a circle. No effect, person or object may pass across the circle while it is active. The Circle will last for 10 minutes, though it may be dropped by the caster at any time if he or she touches the circle and states “*Circle down.*” The statement “*Circle down*” is out-of-game, although any observers who hear the statement are aware that the Circle was dropped. The Circle will also go down if the caster leaves the Circle (via spirit walk, gate, rift, etc.) or dies (needing a Life spell). The Circle is not affected by Dispel Magic. Circle of Power and Ward effects may not overlap in any way, though they may be concentric.

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

<b>Rejuvenate</b> <i>Balvar's Healing Grace</i>	Duration – Instant Tattoo: No Manifold: No
--	--

Once the spell is successfully cast, the target will begin to regenerate as per the rules of the special ability *Regeneration*. *Rejuvenate* requires that the character stand or sit in one place for one minute and concentrate. If this process is interrupted before its

completion, the spell is lost for no effect. This spell may not be used to aid an extraplanar creature in any way. This spell affects targets regardless of their metabolism. This spell does not remove any other negative effects.

*"I call upon Nature to Rejuvenate you."*

## **Petrify**

*Allizdog's Revenge*

Duration – 10 minutes

Tattoo: No

Manifold: No

This spell encases the target in stone. The target will remain trapped for the period of 10 minutes, at the end of which the stone will collapse with the same effect of the target having received a successful Killing Blow. A Dispel Magic cast upon a Petrified being will immediately alleviate the effect without causing the target harm. The caster of a Petrify can cause their target to collapse 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 harm. 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 their own Petrify can choose to collapse at any time before the full duration is up, with the effect of having successfully received a Killing Blow. 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.

*"I call upon nature to Petrify you."*

# **Runic Tattoos**

In addition to the normal casting of Battle Magic, a Naturalist can learn to Create Runic Tattoos. Each time that the Naturalist uses this skill to create a new tattoo or to imbue the magic into an existing one, the target will gain the ability to cast a Nature Magic spell. This spell is designated by the creator at the time of the tattoo's creation, and each spell stored must have its own tattoo. The tattoo can be as simple or complex as the creator sees fit, and existing tattoos can actually be used as the phys rep for a Runic Tattoo, but each Runic Tattoo must have its own phys rep. The location of this tattoo is restricted only by the fact that there must really be a phys rep, and it must be in a location that can be checked by a marshal. Each Runic Tattoo must cover at least a 4" by 4" area. No character may have more than five Runic Tattoos on his or her body at any one time.

If a character that has Runic Tattoos dissipates and is forced to resurrect, any Runic Tattoos on them are lost and the spells stored within them will fade. If the spells contained in a tattoo are not lost in this way or used, they will last for 2 years from the time created.

Runic tattoos can be created and stored on pieces of parchment before being applied to a character's skin. These stored tattoos can then be transferred to the skin of the user by any character with a single purchase of Create Runic Tattoo in their skill set. The transfer process takes 60 seconds and follows the rules for refitting armor with the Tattoo Artist roleplaying the transfer to the target. The tag and expiration date for the Tattoo do not change when it is applied. The phys rep for an unapplied tattoo is a piece of paper with a picture of the tattoo on it.

A character that has the skill Lore of Nature can cast spells from a Runic Tattoo that are up to 4 levels above the level of Nature Magic that they possess. A character with no skill in Nature Magic who has Lore of Nature will be able to cast up to and including a 4th level Runic Tattoo.

The skill Create Runic Tattoo is a Production Skill similar to the skills Create Potion and Create Scroll. The prerequisites are that the Naturalist must first be able to cast level 4 Nature Magic, and they must be able to cast a Nature Magic spell of the same level as the one duplicated by the tattoo. The build costs to purchase Create Runic Tattoo are:

<u>NATURE SKILL</u>	<u>F</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>PREREQUISITE</u>
Create Runic Tattoo	6	5	3	4	4th Lvl Nature Spell

Each purchase of runic tattoos grants one base production level. Tattoos cost one level of production per level of spell.

## Visible Effects Supplement

This playtest adds the following to the list of valid effects that can be determined by an out of game inquiry regarding visible effects:

*Petrified*

*Reviving*

*Active Claws* (as per Claws of the Badger/Bear/Beast)

*Cocooned* (as per Shroud, Cocoon, and Nature's Revival)

# Nature Cantrips

## h3

NERO Empire Playtest  
Last Edited: 4/3/2016

**Nature cantrips follow all of the cantrip rules beginning on page 57 of the 9th edition NERO Formal Magic System document.**

<b>Armored to Magic</b> <i>Indessa's Dweomer Barrier</i>	Type: Personal Duration: Day Cost: 0 Components
---	---

*"I grant myself Armor to <spell type>."*

The caster gains a dumb magic shield which goes under their normal protectives and will protect them from the first spell of a given type which hits them. A Shield Magic or Reflect Magic will come into play before an Armored to Magic does. The caster may accept touch cast spells through an Armored to Magic. The types are based upon the caster's school and are as follows:

Nature: Curse, Called Nature, Mystic Force, Harnessed Power, Summoned Force, Command, Damage Poison.

The Armored to Magic will be triggered by any spell (incanted, spellstrike, or magic but NOT arcane, physical, or elemental) which has one of the words listed above in its incant. Only one Armored to Magic, regardless of school, may be in effect at a given time. Armored to Magic is lost if the caster dies and requires a Life spell. A new casting of Armored to Magic will replace an old casting of it.

The caster must call "<Type> Shield" when the effect is triggered

<b>Acidic Weapon</b> <i>Ryanar's Acidic Aura</i>	Type: Personal Duration: Invoked Cost: 1 Components
---	---

*"By Nature I gain an acid aura."*

The caster of this Cantrip gains the damage type Acid against one opponent when invoked. Acid as a carrier has no special properties except that it is not Normal. This works on melee but not ranged attacks. If the caster dies and requires a Life spell the Acid Aura is lost.

<b>Carrier Immunity</b> <i>Karvecki's Protection From Dweomered Claws</i>	Type: Personal Duration: Invoked Cost: 1 Component
--	--

*"I grant myself Carrier Immunity to <effect>."*

The formal caster who uses Carrier Immunity may declare one effect type from which they may invoke a limited immunity where they choose to not take any extra effect other than damage. The type of carrier attack is chosen at the time of the casting of this Cantrip and may not be changed except by the casting of a second Carrier Immunity, which removes the first.

Weapon and Damage Types are not effects and cannot be subject to carrier immunity. Only one Carrier Immunity may be in effect at a given time, regardless of school. Carrier Immunity is lost if the caster dies and requires a life spell. The proper call when struck by a carrier attack the caster has invoked against is "Carrier Immunity" to indicate that the caster is still taking the numerical damage, but not the effect.

The caster must call "I Invoke Carrier Immunity <effect> against you" to the opponent to activate it.

<b>Channeling</b> <i>Erol's Mnemonic Spellstrike</i>	Type: Personal Duration: Day Cost: 1 Component
---	--

*"I grant myself the ability of Channeling."*

Allows two spells from the memory of the Formal caster to be delivered as a spellstrike. The spells must be of a level less than or equal to the number of levels the caster has of the appropriate school of Formal Magic and must be of the same school as the Channeling Cantrip which was cast. Thus a caster with nine levels of Formal Magic Earth could spellstrike any Earth spell by casting Channeling. A caster with seven levels of Formal Magic Earth could spellstrike any seventh level or lower Earth spell by casting Channeling. Neither of these casters can use an Earth Channeling Cantrip to spellstrike a Celestial spell. The caster chooses when to use these spellstrikes. Only one Channeling may be in effect at a given time, regardless of school. Channeling is lost if the caster dies and requires a Life spell. The caster must say the full incant of the spell being Channeled and then strike the target with their weapon while calling "spellstrike <Name of spell just incanted> <Option for spell just incanted>". Spell Disruption applies to the delivery of the Channeled spell as well as the initial casting of the Cantrip.

<b>Claws of the Beast</b> <i>Annik's Animalistic Offense</i>	Type: Personal Duration: 1 Hour Cost: 2 Components
---	--

*"By Nature I Grow Claws of the Beast."*

By casting this spell the caster can grow a pair of claws. These are standard short sword sized Body Weaponry that deliver 5 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 extend or retract 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 spells/poisons will function as normal.

<b>Contingency</b> <i>Karvecki's Grant of Hope</i>	Type: Personal Duration: Day Cost: 2 Components
---	---

*"I grant myself a <spell name> spell Contingent upon my <trigger state>."*

One spell from the memory of the caster is used and placed in a state in which it will take effect on the caster if a certain condition is met. Once Contingency is cast, the spell is gone from memory and may only be used for the Contingency.

The conditions for Nature Magic are: Charmed, Drained, Dying, Death, Bound (Pin, Bind, Web, Confine), Silenced, Sleeping, Poisoned, Paralyzed, Petrified, or Unconsciousness.

The contingent spell is triggered as soon as the caster enters the triggering state and will not be stopped by anything. The caster must invoke the Contingency when the condition is met. A new casting of Contingency will replace an older casting of it, regardless of school. Contingency is lost if the caster resurrects. The contingent spell will still trigger a Shield Magic; the caster may choose to accept the spell if he is in a state capable of accepting a spell.

The caster must call "Contingency <spell name>" when the spell is triggered.

<b>Copy Formal Cantrip</b> <i>Pasadelin's Cantrip Duplication</i>	Type: Item Duration: 2 Years (Or until the Tome expires) Cost: 1 Component
--	--

*"I scribe this Cantrip into my Tome."*

This Cantrip will copy any Cantrip of the same school from one Cantrip Tome to another Cantrip Tome which has free space. Limitations on the use and copying of certain Cantrips may be included in the text of a given Tome. The caster must touch both the book which is the source of the Cantrip being copied and the book which is the destination.

<b>Create Water</b> <i>Pylarius's Magic Spring</i>	Type: Broad Duration: Indefinite Cost: 2 Components
---	---

*"By Nature I Create Water."*

This cantrip creates an amount of clean, pure, Tyrran water that can be used to fill a small lake or reservoir, container, well, or even to water crops or plants. At plot approval, this cantrip can optionally be used to generate seasonal or permanent springs. The volume of static water created is up to 10 cubic feet of water per level of Formal Nature Magic possessed by the caster – the caster can choose to make less at his or her own discretion. If the caster chooses, the water can be distributed among distinct containers, but all must be within arm's reach and accessible to the caster via normal means (i.e. the removal of a lid) – no creating water within an Imprison or other inaccessible or otherwise sealed container to drown anyone. When created, this water will not drop or otherwise flow to cause damage. This water can be added to existing water in order to cause an increase in the level of a pond, lake, stream, or cistern. At plot's discretion created water can be packet delivered as a 150 point pool delivered as '10 Tyrran Water' for purposes such as fighting natural fires.

<b>Crumble Construction</b> <i>Jendor's De-Civilizer</i>	Type: Broad Duration: Instant Cost: 2 Components
---	--

*"By Nature I crumble these structures."*

Crumble Construction will weaken all man-made structures in a 10' radius area per level of Nature Formal Magic of the caster. This cantrip will cause new structures to reach a damage state, damaged structures to reach an aged state, and aged structures to crumble entirely. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster the dimensions increase by 10', so that someone with 2 levels has a 20' maximum radius around them and someone with 8 levels has an 80' maximum radius.

<b>Enchant Cantrip Tome</b> <i>Tamir's Enchanted Tome</i>	Type: Item Duration: 2 Years Cost: 2 Components
--	---

*"I Enchant this book as a(n) <school> cantrip tome."*

This Cantrip causes a book with minimum dimensions of 6" by 4" to become usable as a Cantrip Tome. A Cantrip Tome can hold up to 10 Cantrips of its school. A Cantrip Tome may not have any other Formal Magic cast upon it or it will cease functioning, but it may be the target of a Rendering Cantrip. The caster must touch the Tome being enchanted. The enchanted Tome is still a shatterable object and is vulnerable to any force which may destroy a normal book. Cantrip Tomes can be strengthened by the Smithing skill prior to being enchanted by the Enchant Cantrip Tome Cantrip.

<b>Imbue</b> <i>Yolathurn's Transfer of Spell Ability</i>	Type: Spirit Duration: Day Cost: 1 Component
--	--

*"I enchant you with a <spell name> spell Imbued from my knowledge."*

This Cantrip allows the caster to touch cast an additional spell from memory into the spirit of another. The target of the spell then gets the ability to cast that spell as if from his/her own memory for the remainder of the day. If the spell in question is reversible, only one version is placed within the target when Imbued. If the spell is Eldritch Blast then one element must be chosen when Imbued. Once the spell is cast it is used from memory as normal.

<b>Mark</b> <i>Madaline's Magical Imprint</i>	Type: Item Duration: 2 Year Cost: 1 Component
--	---

*"I scribe a Mark upon this <item>."*

The caster may place a Mark of up to 4" by 4" and any two colors upon a target item. The caster decides what the Mark looks like. The Caster is responsible for initial placement of the Mark in a manner that does not destroy or damage personal property. The possessor of the item is responsible thereafter for placement of the Mark. The caster must touch the target during the incantation and breaking of the component. This Cantrip in no way confers indestructibility upon the Marked item. The Mark counts against the limits for number of effects that can be on a single item.

<b>Magic Deliverance</b> <i>Erol's Innate Aura</i>	Type: Personal Duration: Day Cost: 0 Components
---	---

*"I grant myself the ability of Magic Deliverance."*

Allows one spell from the memory of the formal caster, chosen at the time the spell is actually used, to be delivered as magic instead of by full incantation. The spell must be of a level less than or equal to the number of levels the caster has of the appropriate school of Formal Magic and must be of the same school as the Magic Deliverance Cantrip which was cast. Thus a caster with nine levels of Formal Magic Earth could cast as magic any Earth spell by casting Magic Deliverance. A caster with seven levels of Formal Magic Earth could cast as magic any seventh level or lower Earth spell by casting Magic Deliverance. Neither of these casters can use an Earth Magic Deliverance Cantrip to cast a Celestial spell as magic. The caster chooses when to deliver this spell as magic. Only one Magic Deliverance may be in effect at any given time, regardless of school. The caster must be able to speak but need not have use of their arms. Delivering the spell as Magic is subject to Spell disruption. Magic Deliverance is lost if the caster dies and requires a Life spell.

When used the caster must state "Magic <spell name> <option/number for that spell>".

<b>Nature's Carapace</b> <i>Annik's Chitinous Shell</i>	Type: Personal Duration: 1 Hour Cost: 2 Components
--	--

*"By Nature I grow a carapace."*

By casting this spell the caster can grow a carapace that will act as Natural Armor. Natural armor cannot be stolen or destroyed, and will require a 60-second count to refit. The Caster will receive Natural Armor equal to their current armor wear total for the duration of the effect. This armor can be effected by the battle spell Refresh.

<b>Nature's Harmony</b> <i>Vina's Malignancy Culling</i>	Type: Broad Duration: Instant Cost: 1 Components
---	--

*"By Nature I bring harmony to this place."*

Nature's Harmony will bring a 10' radius area per level of Nature Formal Magic of the caster more in line with the natural flow of Tyrran energy. This will undo the effects of corruption and interplanar influences that blight the land and its denizens. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster the dimensions increase by 10', so that someone with 2 levels has a 20' maximum radius around them and someone with 8 levels has an 80' maximum radius.

<b>Nature's Revival</b> <i>Balvar's Spiritual Respite</i>	Type: Personal Duration: Day Cost: 2 Components
--	---

*"By Nature I gain the power of Revival as a <type>."*

This cantrip allows the caster to Revive per the core rules, with the added restriction that at the end of the Revive the target will become a Tyrran animal or plant creature. This effect does not take up a slot on the target's spirit. A character using this cannot be prevented from Reviving in any way. No game effects other than Life will work to target a character Reviving by means of this effect, and any that strike a character while they are Reviving should get the response of "no effect." A single character may never have more than one Revive upon their person at any time.

Revive begins as soon as the target is in need of a life spell, thus all active effects lost when the character needs a Life spell will still be lost. Effects lost at resurrection will be maintained because the character will not resurrect. Creatures that are immune to Life spells or crumble at 0 body cannot be effected by this cantrip. This cantrip can never provide benefit to extraplanar creatures. As soon as the target of this Cantrip begins to Revive they must say, "begin Revive." This is an out-of-game statement. After the 60



second count for Reviving, the character must state “end Revive,” again as an out-of-game statement. Any character who takes the time to notice will be able to tell if a character is Reviving. No skills are reset by Reviving in this way.

When the character revives, they will return in the form of a Tyrran animal or plant creature. Upon successful revival, the character must drop all tagged items, as their new form is unable to wield or wear equipment. The caster's form is chosen from the chart below and declared at the time of casting.

The creature will have 40 body points, short claws at 2 Normal, and a unique strength based on its type (shown in Table 1-1). The player is responsible for providing their own red claw reps.

Table 1-1

Type	Special Ability
Giant Beetle	20 Natural Armor
Giant Lizard	Threshold 4
Fungaloid	Immune to Poison
Bear	+6 Strength

In all cases the target retains their own intellect, but cannot use any of their character skills. The character under this effect will be unable to communicate except in the manner appropriate for their creature type, although they will understand what is going on around them as well as they normally would. The change in form will require the target to provide proper phys reps of the innate weaponry and appropriate makeup and/or costuming. The change will occur slowly over the course of the Revive count. If the proper costuming is not added prior to the end of the 60 second Revive count, the Nature’s Revival will not work and the character will begin their death count as usual.

In order to return to their natural form the target must either wait for the effect to wear off at the end of the Game Day, must be the target of the Reverse Nature’s Revival cantrip, or must spend one minute concentrating in an Extended Nature Circle of Power to retake their natural form.

<b>Pooled Spittle</b> <i>Xavier’s Damaging Reservoir</i>	Type: Offensive Duration: Day Cost: 2 Components
---	--

*"By Nature I gain a pool of <Physical Acid or Damage Poison>."*

The caster may choose a type (Physical Acid or Damage Poison) in which they will receive a pool of 150 points. The caster may throw attacks of 10 Physical Acid or 10 Damage Poison (depending on the type selected) until the pool is used up. The caster may only have one Pooled Spittle at any time. This pool is lost if the caster dies and requires a life spell. A new casting of Pooled Spittle will replace an old casting of it. Casting the packets for this effect follow the same rules as casting a spell and thus may not be done if taking body damage or if the caster cannot speak or use their hands. The damage caused by the Physical Acid packets is NOT destructive in nature beyond the damage amount being delivered. The damage caused by the Damage Poison packets will bypass Armor and go directly to Body.

<b>Rampant Growth</b> <i>Balvar’s Supernatural Stimulant</i>	Type: Broad Duration: Instant Cost: 2 Components
---	--

*"By Nature I grow this flora and fauna."*

Rampant Growth will cause all natural plants and animals within a 10’ radius per level of Nature Formal Magic of the caster to grow by 10% immediately. This growth is natural and irreversible. Plants and animals can only be affected by this spell once per calendar year. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster the dimensions increase by so that someone with 2 levels has a 20’ maximum radius around them and someone with 8 levels has an 80’ maximum radius.

<b>Rendering</b> <i>Tamir's Temporary Indestructibility</i>	Type: Item Duration: Hour Cost: 1 Component
--	---

*"I enchant this <item> to be Rendered invulnerable to harm."*

Renders one object immune to the effects of the spells Shatter and Destroy and most physical harm (including acid, fire, and explosive damage) for a period of one hour. The object may be no larger than 6 feet in its largest dimension. Massive mechanical damage will still destroy an object under the effects of Rendering. The caster must touch the item being Rendered during the full incantation and the breaking of the components.

<b>Reverse Nature's Revival</b> <i>Georg's Spiritual Restoration</i>	Type: Spirit Duration: Instant Cost: 0 Components
---	---

*"By Nature I reverse your Revival."*

By means of this cantrip the caster can return one being back to his or her true form from an Alteration caused by the Nature's Revival cantrip. Once this is successfully cast, the target will require a full, uninterrupted 60-seconds to return to form. This will follow the rules of Meditation, and the count will start as soon as this cantrip is successfully delivered. If the Meditation is interrupted, the Reverse Nature's Revival cantrip will be interrupted for no effect and the Altered character will remain in animal form until a successful casting of this cantrip is received or the effect ends in another manner, whichever comes first.

<b>Shillalegh</b> <i>Neveah's Threshold Breaker</i>	Type: Item/Personal Duration: Day/Invoked Cost: 1 Component
--	---

*"By Nature I Make a Shillelagh."*

When cast onto a small blunt, one handed blunt, two handed blunt, or staff, this Cantrip adds a Tyrran Aura to that weapon for the remainder of the Game Day or until the second part of this effect is Invoked. Only the caster of this Cantrip will gain the Tyrran Aura and Invoked portion of this effect, and any other character using the weapon will deliver their usual damage and the carrier appropriate for the weapon.

When Sillalegh is Invoked against a single target, the weapon's damage will be increased to one point higher than the target's Threshold against that target only. As soon as the Shillalegh is Invoked, the wielder will be able to ask the target what their Threshold is. If the target does not have a Threshold the weapon damage remains unchanged. Either way, the increased damage can only be used against the targeted opponent for the remainder of the duration of the Invocation, and it will deal the character's typical damage against all other creatures. When the creature this effect is Invoked against is destroyed or the Invocation expires, the weapon will lose the Tyrran Aura and will take a Shatter effect. Weapons that can Resist Shatter or are Indestructible will be able to avoid destruction, and will continue to function as normal with no lasting effect. This effect only has one invocation per casting.

<b>Spirit Mark</b> <i>Madaline's Magical Spirit Imprint</i>	Type: Spirit Duration: 2 Year Cost: 1 Component
--	---

*"I scribe a Spirit Mark upon this being."*

The caster may place a Spirit Mark of up to 4" by 4" and any two colors upon a target person with a spirit. The caster decides what the Spirit Mark looks like and where it is. The Spirit Mark will appear on any body inhabited by the spirit who has been marked it will appear in a location equivalent to that which the caster originally chose. When the body is reformed through resurrection, the Spirit Mark will not move from its pre-resurrection location. The caster must touch the target during the incantation and breaking of the component. The Spirit Mark counts against the limits for number of effects that can be on a single spirit. The caster is responsible for initial placement of the Spirit Mark with suitable makeup or prosthetics. As with Hex Curse, the player subject to the Spirit Mark may bargain with the caster for a different one if the chosen Spirit Mark is uncomfortable or personally offensive.

<b>Spirit Unmark</b> <i>Madaline's Spirit Imprint Eraser</i>	Type: Spirit Duration: Instant Cost: 1 Component
---	--

*"I remove this Spirit Mark."*

This will remove a Spirit Mark (Formal or Cantrip) of the appropriate school from a spirit which has one. The caster must touch the target during the incantation and breaking of the component.

<b>Tyrra's Well</b> <i>Mercury's Tyrran Geyser</i>	Type: Personal Duration: Indefinite Cost: 1 Component
---	---

*"By Nature I tap the mana flow of Tyrra... 20 Elemental Tyrran... 20 Elemental Tyrran..."*

At the time of casting, the caster must plant both feet. As long as both feet remain planted and the cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "20 Elemental Tyrran". While the cantrip is in effect, the caster can perform no other skill nor cast any other spell or cantrip. Each packet thrown acts as a separate Elemental attack doing 20 points of Tyrran damage to the target. The call "20 Elemental Tyrran" is considered part of the verbal and like any other verbal the cantrip is lost if the caster takes body damage, performs an in game skill, or speaks other words to interrupt the verbal. Tyrran damage only effects extra planar beings. Against any being that is native to the plane of Tyrra this spell will do nothing except blow an Elemental Shield.

<b>Unmark</b> <i>Madaline's Imprint Eraser</i>	Type: Item Duration: Instant Cost: 1 Component
---	--

*"I remove this Mark."*

This will remove a Mark (Formal or Cantrip) of the appropriate school from an item which has one. The caster must touch the target during the incantation and breaking of the component.

# Nature Formal Magic v3

NERO Empire Playtest  
Last Updated: 03/30/2016

**Nature Formals follow all of the formal rules as listed in the 9th edition NERO Formal Magic System document.**

Level 1	Level 2	Level 3
Create/Destroy Mark	Awakening I	Acid Aura
Enchant	Cloak, Minor	Arcane Armor
Glyph of Protection	Create Limited Formal Magic Scroll	Bane, Minor
Identify	Destroy Magic, Lesser	Create Nature's Cudgel
Investiture/Divestiture	Regeneration	Spirit Totem
Planar Asylum	Render Indestructible	Dreamvision
Water Ability	Whispering Wind	Extend Enchantment

Level 4	Level 5	Level 6
Awakening II	Channel Spell	Awakening III
Create Unlimited Formal Magic Scroll	Cloak	Bane
Delimit	Create Spirit Vessel	Expanded Enchantment
Race Reaver	Rip from Binding	Recall
Spell Store	Extend Formal Magic	Spirit Link
Tyrran Aura	Protection Aura	

Level 7	Level 8	Level 9
Exile	Destroy Magic, Greater	Create Extended Circle of Power
Spell Parry	Spirit Walk	Greater Extension
Curse of Transformation	Tree Meld	Spirit Lock
Vengeance		Spiritual Cleansing

#### LEVEL 1

<b>Create Mark / Destroy Mark</b> Create - P1, C1 / Destroy - P1, D1	Target: Item or Spirit Duration: Create - 2 Years / Destroy - Instantaneous
---	--

This formal magic will create or destroy an indelible Mark of the appropriate school upon a spirit or an item.

The creation of a Mark can take one of three forms:

Spirit Mark will always show itself on the surface of the spirit's body.

Item Mark will always show itself on the surface of the item enchanted.

Mark of Ownership will always show itself on the surface of the body whose spirit possesses the item (it appears after one hour of possession, and disappears one hour after the item is no longer in possession).

The Mark can be up to two colors chosen by the caster and a size between one and ten square inches at the choice of the caster, at any location upon the target chosen by the caster. A Mark may not be drawn over an existing Mark in such a way as to confuse or obscure either Mark.

Upon completion of Create Mark, the caster draws the Mark. Upon completion of Destroy Mark, one (non-hidden) mark of the appropriate school present on the target, if there are any, disappears immediately. If more than one mark is present on an item, the caster decides which one is destroyed. If more than one mark is present on a spirit, the target decides which one is destroyed.

Note this is one scroll capable of being used as both Create Mark and Destroy Mark. Any deliberate attempts to violate the spirit of the Mark of Ownership effect by passing the item around quickly will be dealt with by the local chapter disciplinary committee.

<b>Enchant</b> C1, E1, +P equal to half the level of the spell, round up	Target: Item or Spirit Duration: Until used, for a maximum of one year
---	---

This formal magic will place one magic spell of the appropriate school onto the target. The caster must state the words, "I imbue this target with the spell <spell name>" and then the spell must be cast from the caster's memory at the end of the formal magic. An Enchant upon a spirit counts against the 5 formal magic limit.

The possessor of the Item or the spirit is imbued with the ability to cast the spell, once, using the word "Activate" followed by the full incantation of the spell. For example, an item with a Flame Bolt Enchanted upon it may be used by touching the item and saying "Activate - I call forth a Flame Bolt" and throwing a packet. A packet is required even if the item is activated upon the person possessing the item. Other than requiring the word "Activate" before the incantation, the use of an enchanted item follows all normal spell casting rules.

The tag should be marked accordingly when the Enchant is cast. If completely expended, it should be rendered useless and turned into Logistics for return to the chapter of origin for tracking purposes.

<b>Glyph of Protection</b> P1, C1, E1 +P designated by type of glyph (see below)	Target: One doorway Duration: 5 days
---	---

This formal magic will create a visible marking on both sides of the target and place one battle magic spell of the appropriate school (or an Alarm effect) onto the target. The marking must be at least 6" x 6" and cannot be covered by any means.

If a first, second, or third level spell, or the Alarm effect is used, add an additional point of Power. If a fourth, fifth, or sixth level spell is used, add two points of Power. If a seventh or eighth level spell is used, add three points of Power. Ninth level spells cannot be used.

The following spells can be used in a Nature Glyph of Protection: Pin, Bind, Web, Tyrran Beam/Bolt/Storm/Blast, Spittle, Greater/Deadly Spittle, Weakness, Nausea, Sleep, Silence, Paralyze, Pestilence

The spell must be cast from the caster's memory (or a message up to twenty words in length must be spoken) at the end of the formal magic. The caster draws the symbol and all creatures within the casting circle are invested in the glyph.

Any person (with enough spirit to be affected by spells) who passes through the doorway must be invested to the Glyph of Protection or recognized by someone who is invested to the Glyph of Protection. Otherwise the Glyph will activate its selected effect. The Glyph instantaneously resets for each breaking of the plane throughout the duration of this formal magic. This means that multiple persons breaking the plane at the same time will each be affected as if they were breaking the plane in sequence. The effect of a Glyph of Protection may not be dodged or phased but may be resisted if applicable.

Casting Detect Magic upon the Glyph will reveal that it is a magical glyph, and it's school, but it does not provide any other information. Casting Dispel Magic upon the doorway will deactivate the glyph allowing passage through the plane of the doorway. The Glyph will remain deactivated as long as the caster of the Dispel Magic maintains line of sight on it. Once the spell caster loses line of sight or is himself affected by Dispel Magic, the Glyph will reset and trigger the next time someone breaks the plane. A Dispel Magic cast upon the glyph will also break any line of sight effects currently active due to the Glyph of Protection.

No matter what the effect of the Glyph of Protection no creature passing through the portal the glyph is upon may be healed by the functioning of the Glyph.

Each portal may only have one Glyph of Protection upon it. Multiple Glyphs of Protection on a single structure must be at least five feet apart.

A person may be invested in the Glyph of Protection by use of the Investiture formal magic of the school of magic to which the Glyph of Protection belongs.

All Glyphs of Protection that duplicate a spell are as per the description in the 9th edition NERO rulebook or applicable playtest packets. The Glyph itself is considered the caster of the spell. Any area with a Glyph of Protection must be marked to indicate a marshal is needed to enter it.

A Marshal's Note must accompany each Glyph of Protection, listing the type of glyph, the expiration date, and the invested members (IG and OOG names).

<b>Identify</b> P1, C1, E1	Target: One or more Items, Bodies, or Spirits Duration: Instantaneous
-------------------------------	--

This formal magic will allow a caster to perform an Identify upon a number of targets equal to the number of levels of Formal Nature Magic he possesses.

At the completion of the formal magic, the Identify is performed on the named items by touching them in a sequential order of the caster's choosing.

<b>Investiture / Divestiture</b> Investiture - P1, C1, S1, T1 / Divestiture - P1, D1, S1, V1	Target: Spirit and Circle of Power or Glyph Duration: Create - 2 Years / Destroy - Instantaneous
---	---

This formal magic will create or destroy a link between two targets. If used as Investiture, this formal magic creates a link between the two targets. If used as Divestiture, this formal magic destroys one of the links, if any exist, between the two targets.

The caster must already have an Investiture that links him to the second target. The school of this scroll must be the same as the school of the second target. Note this is one scroll usable as both Investiture and Divestiture.

<b>Planar Asylum (Scroll Specific)</b> P1, C1, E1, +P equal to additional people in the Asylum	Target: Spirit Duration: 5 days, May Not Be Extended
---	---

This formal magic will allow the targets to survive on the scroll-specified plane even though its natural environment might be fatal to the targets. This formal magic does not confer any special resistance to attacks similar to the nature of the plane (i.e. Planar Asylum - Elemental Plane of Fire does not grant immunity to flame based attacks).

This formal magic may protect one person per level of formal magic ability, in the appropriate school, of the caster.

<b>Water Ability</b> P1, E1, S1 +P equal to each additional target	Target: Body(s) Duration: 5 days (cannot be extended)
---	--

This formal magic will cause the target(s) to temporarily grow amphibious gills, allowing them to breathe underwater. This must be visibly represented to have effect. This formal affects the body of the target and will not take up a spot on the target's spirit, nor will it remain active through resurrection. All penalties and restrictions with regards to Movement and Speech in the Local Under Water Rules still apply to characters under effect of this formal.

The caster can target a number of individuals equal to his or her levels of Formal Nature Magic with a single casting of this effect.

## LEVEL 2

<b>Awakening I</b> P2, S3, V3	Target: A living creature (see below) Duration: 5 days
----------------------------------	---

This effect follows the rules of creating and summoning in addition to the rules outlined below.

This formal magic will alter a living being in such a way that an entirely new type of creature is created. The caster can target different types of beings with this spell, and the result of it will depend upon the type of creature targeted.

The valid targets for this effect and the results of its successful casting are outlined below.

Fungus - By targeting a patch of living fungus of at least 6 cubic inches, the caster can cause that fungus to grow into a Shreiker Mushroom.

Plant - By targeting a green plant of at least 3' height or larger, the caster can cause that plant to become a Vine Whip.

Tree - By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Dryad.

For the first five days of this enchantment the caster remains in control of the target. After this time however, the target literally becomes a typical creature of its listed type, and it will behave accordingly.

<b>Cloak, Minor (Scroll Specific)</b> P2, C1, D1, E1, V1	Target: Item or Spirit Duration: Until used, for a maximum of one year
---	---

This formal magic will create a single use protection that will stop a certain type of effect. It works at will even before a spell defense if desired. The user of this formal magic calls "Cloak" when using the protective. The following cloak effects are allowed:

Acid - Protects from any effect that, if cast normally, includes the word 'Acid' in the incantation

Binding - Protects from Pin, Bind, Web and Confine

Called Nature - Protects from any effect that, if cast normally, includes the words 'I call upon Nature' in the incantation

Charm - Protects from Calm, Calm Animal, Charm, Charm Animal, Shun, Shun Animal, Dominate, Dominate Animal, Fear, Enslavement, and Vampire Charm.

Command - Protects from any effect that, if cast normally, includes the word "Command" in the incantation.

Curse - Protects from any effect that, if cast normally, includes the word "Curse" in the incantation.

Harnessed Power - Protects from any effect that, if cast normally, includes the words "I harness the power of" in the incantation.  
 Poison - Protects from any effect that, if cast normally, includes the word 'Poison' in the incantation. Does not protect against ingestids.  
 Sleep - Protects from any attack that, if cast normally, includes the word 'Sleep' in the incantation.  
 Summoned Force - Protects from Disarm, Shatter, Destroy and Enflame  
 <Spell Name> - Protects from the specific spell chosen (below 9th level), but not a gas which duplicates the spell's effect

<b>Create Limited Formal Magic Scroll</b> P2, C1, E1 +components equivalent to base casting cost of the scroll being copied, not including power or requiring rares or singulars	Target: Formal Magic Scroll other than this one Duration: Until Used, for a Maximum of One Year
---	--

This formal magic will create an exact copy of any other Formal Magic scroll of the appropriate school.

The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Limited, regardless of the target scroll's original type. The new scroll will be limited to a number of uses equal to 1/3 the number of levels (round up in all cases) of the appropriate school of formal magic possessed by the caster, to a maximum of fifteen. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied" or "Flaw: This scroll is destructible". These words will also appear on the new scroll if any flaw changes the new scroll in any way. If this formal casting is flawed via Dark Territory then any rolls that indicate a roll on a Formal-specific Flaw Table are re-rolled.

<b>Destroy Magic, Lesser</b> P2, D1, V1	Target: Item, Spirit, Glyph of Protection, Circle of Power, or Ward Duration: Instantaneous
--	--

This formal magic will bring to a conclusion all existing magic of the appropriate school, both Formal Magic and Battle Magic, on the target.

The caster must touch the target with a spell packet at the beginning of the formal magic and at the conclusion and must be able to do so, if desired, during the entire casting of the formal magic. This formal magic can only be cast within a fishtail that is within the boundaries of an Extended Circle of Power.

If cast upon a spirit, then all magic present on the body is also affected, although items carried are not affected. In this case, all formal magic, including Spirit Link(s), is affected. While each Spirit Link is gone forever, other magic upon any applicable item is unaffected.

If cast upon an item, then all magic present on the item, including Spirit Link, is affected. While that particular Spirit Link is gone forever, other magic present upon the spirit is unaffected.

<b>Nature's Rejuvenation</b> P2, S1, C1, T1	Target: Body Duration: 5 Day
--	---------------------------------

This formal magic allows the target to gain the effects of the Rejuvenation spell once per game day. This effect can be made to work multiple times if cast in a pyramid fashion upon the target's spirit, up to a total of ten castings, or 4 Rejuvenates a day. Rejuvenation is not an Earth Magic effect, and it will work to heal any creature, regardless of metabolism, so long as the creature isn't extraplanar. The verbal for activating this formal effect is "I invoke Rejuvenation", which must be followed by 60 seconds of concentration. This call is out of game. If the target's concentration is broken before the 60 second count has completed, the regeneration does not complete and the effect is lost for the day. This formal targets the Body and not the Spirit, and is therefore lost if the target seeks resurrection.

<b>Render Indestructible</b> P2, C2, E2, T1	Target: Item Duration: 5 Days
--	----------------------------------

This formal magic will render the target Indestructible, which prevents an item from being affected by normal destructive means such as Shatter and Destroy spells or normal physical damage including traps. This formal magic may only be cast upon a weapon,



shield, armor, pouch, door, or any other item up to a normal door in size. If cast upon a suit of armor, the armor will be immune to the Destroy effect but may still be reduced to zero points via normal combat damage.

### **Whispering Wind**

P2, E1, S1, V1

Target: Spirit

Duration: One Message

This formal magic causes a message to be delivered on the wind to anyone who meets the following conditions: that person has a spirit; the caster has met them; they are not permanently dead; and presently on this plane of existence.

The wind will carry the message to the recipient where only he will be able to hear it. The recipient may choose to ignore any Whispering Wind that comes to him. The recipient will be aware of the identity of the message sender.

The message is limited to five words plus one word per level of formal magic ability possessed by the caster. The time for the message to be delivered varies. Certain effects and fluctuations of magic may prevent the message from being delivered.

The marshal is responsible for delivering the message or finding an NPC to deliver the message. The message will take as long to deliver as it takes for the formal magic marshal or the designated NPC to find the recipient. If the recipient is not on site the message delivery will obviously be delayed. The time allowed for delivery of the message is 2 hours or the formal magic will fail, this time limit is extendable by the plot committee. This formal magic may not be used for communication between chapters without prior agreement between the staff/plot committees of both chapters. If communication between chapters is attempted, the player may be responsible for obtaining such agreements.

## **LEVEL 3**

### **Acid Aura**

P3, C2, E2

Target: Item, must be a weapon

Duration: 5 Days

This formal magic causes a weapon to be sheathed with an Acid Aura. This will allow the wielder to use the Acid carrier when desired. This in no way confers the Magic carrier or any damage bonus to the weapon. Acid Aura may only be cast on a weapon.

### **Arcane Armor**

P3, C1, E1, S1

Target: Item, which must be a piece of armor

Duration: 5 Days

This formal magic provides 2 points of armor to the wearer of the item per casting of the formal to a maximum of five castings. These points of armor will be lost first when a player takes damage. It requires a minute of concentration to refit back to full value and cannot be attempted while refitting physical or Dexterity Armor. Multiple arcane armor items may be worn and their bonuses add together but never to more than 10 points of armor total. Any formal magic which targets a suit of armor represented by one or more tags, including Arcane Armor, will target the entire suit and a single tag for the total value of the suit with any magical effects placed on it will be issued for the item and all old tags collected. The suit will be a single magic item and to steal it the entire suit must be taken. Arcane Armor of any value counts as a single effect toward the five effect limit.

### **Bane, Minor (Scroll Specific)**

P3, C2, D1, E1, V1

Target: Item or Spirit

Duration: Until used, for a maximum of one year

This formal magic provides single use protection that will reflect the listed effect back upon the attacker. It works at will even before a spell defense if desired. The user of this formal magic calls "Bane" when using the protective. The following Bane effects are allowed:

Acid - Protects from any effect that, if cast normally, includes the word 'Acid' in the incantation

Binding - Protects from Pin, Bind, Web and Confine

Called Nature - Protects from any effect that, if cast normally, includes the words 'I call upon Nature' in the incantation

Charm - Protects from Calm, Calm Animal, Charm, Charm Animal, Shun, Shun Animal, Dominate, Dominate Animal, Fear, Enslavement, and Vampire Charm.

Command - Protects from any effect that, if cast normally, includes the word "Command" in the incantation.

Curse - Protects from any effect that, if cast normally, includes the word "Curse" in the incantation.

Harnessed Power - Protects from any effect that, if cast normally, includes the words "I harness the power of" in the incantation.

Poison - Protects from any effect that, if cast normally, includes the word 'Poison' in the incantation. (Does not protect against ingesteds.)

Sleep - Protects from any attack that, if cast normally, includes the word 'Sleep' in the incantation.

Summoned Force - Protects from Disarm, Shatter, Destroy and Enflame

<Spell Name> - Protects from the specific spell chosen (below 9th level), but not a gas which duplicates the spell's effect

### Create Nature's Cudgel

P3, C1, D1, S1, V1

Target: None

Duration: 5 days or one killing blow, may not be extended

This formal magic creates a temporary Cudgel of living wood that is attuned to an element. A creature of the appropriate type can be killing blowed with a three-count, followed by the statement "Nature's Cudgel vs <element>". The element the Cudgel is effective against must be declared at the time of casting and marked on the tag. The Cudgel is only good for one killing blow. It withers and dies immediately after the killing blow is completed, regardless of if the killing blow is successful.

If used to killing blow an elemental, that elemental will be completely destroyed on Tyrre as if killing blowed on their own plane. If used to killing blow a character that has an Active Elemental Transform on their spirit, it will drop the Transform and destroy the effect on their spirit as if that specific effect was targeted by a Destroy Magic of the appropriate school. The affinity, if any, will remain. It will in no way affect a character that has an inactive Transform on their spirit.

The Cudgel Created by this Formal magic may not be extended in any manner.

### Dreamvision

P3, S2, T2

Target: Spirit

Duration: One Vision

This formal magic allows the target to have a prophetic or fact revealing vision of a general nature on a topic designated at the time of the casting. Be forewarned that the contents of the vision will never reveal specific information and may even fail to reveal anything. At the end of the formal magic the target will fall into a deep sleep (if not already asleep) during which the vision will take place as a dream. Any action taken against the person may, at the person's option, break the sleep interrupting the vision. The duration of the vision is variable depending on how much is revealed on the given topic. The target must be able to fall asleep normally. Plot should be notified in advance of the casting of this formal magic so a proper vision may be supplied. The information revealed by this formal magic is completely up to the plot committee. This formal magic is meant for use in situations between PCs and NPCs and plot generated scenarios. It will not be allowed to target one group of PCs by another group of PCs; in such cases no vision will be received regardless of the success of the formal magic.

### Extend Enchantment

P3, T2

Target: Batch of Formal Magic of the appropriate school

Duration: 6 months

This formal magic increases the duration of any Formal Magic previously cast in the current batch to six months. If successful, the batch immediately terminates at the completion of this formal magic. Extend Enchantment does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

### Spirit Totem

P3, C2, S1, T1

Target: Spirit

Duration: Four Years

This formal magic will grant the target Tyrran a spiritual bond to a type of natural animal or plant creature, to be chosen from the chart below. Extraplanar creatures or permanently dead individuals who have an active elemental transform can never be affected by this formal magic. If a character with an active Spirit Totem permanently dies and a dormant transform to extraplanar creature effect becomes active, the Spirit Totem will cease to function as if the effect successfully targeted by a Destroy Formal Magic effect. In all cases, the Player, not the Character, will have choice over which category of creature applies to them. Successive castings of this formal may not always yield the same totem type.

Category	Examples
Avian	Sparrow, hawk, ostrich
Canine	Wolf, dog, fox
Hooven	Cow, pig, goat, deer
Feline	Leopard, tiger, sand cat
Fish	Angler, trout, shark
Insect	Beetle, wasp, termite
Weasels	Weasel, otter, wolverine
Primate	Ape, baboon, lemur
Reptile	Lizard, turtle, frog
Rodent	Squirrel, bat, mouse
Plant	Tree, vine, weed
Ursine	Bear, sloth, koala
Waterborne Mammals	Whale, beaver, platypus
Slimes	Worm, slug, jellyfish

This formal grants a constant Animal Ways on the target, in regards to their totem creature type. However, this effect is not bounded by the roleplay and skill use limitations of the spell. This communication will be bounded by the limits of the creature's intelligence in all cases.

At some point within a year of casting of the Spirit Totem spell, the target will receive a vision as to where an animal companion or familiar can be found. This generally leads to a quest of one type or another that will involve the target saving the life of their animal. This vision may take a while to materialize, and the animal companion will be gained if the quest to save it is completed. In all cases, the player is responsible for supplying their own rep for their familiar. These creatures are not intended for combat purposes.

## Level 4

<b>Awakening II</b> P4, S4, V4	Target: A living creature (see below) Duration: 5 days
-----------------------------------	---

This effect follows the rules of creating and summoning in addition to the rules outlined below.

This formal magic will alter a living being in such a way that an entirely new type of creature is created. The caster can target different types of beings with this spell, and the result of it will depend upon the type of creature targeted.

The valid targets for this effect and the results of its successful casting are outlined below.

Fungus - By targeting a patch of living fungus of at least 6 cubic inches, the caster can cause that fungus to grow into a Fungaloid.

Plant - By targeting a green plant of at least 3' height or larger, the caster can cause that plant to become a Doom Bush.

Tree - By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Trunk Warrior.

For the first five days of this enchantment the caster remains in control of the target. After this time however, the target literally becomes a typical creature of its listed type, and it will behave accordingly.

<b>Create Unlimited Formal Magic Scroll</b> P4, C2, E2, T2, +components equivalent to base casting cost of the scroll being copied, not including power or requiring rares or singulars	Target: Formal Magic Scroll other than this one Duration: 2 years or 1 year (see below)
--	--

This formal magic will create an exact copy of any other Unlimited Formal Magic scroll of the appropriate school.

The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Unlimited. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied" or "Flaw: This scroll is destructible". These words will also appear on the new scroll if any flaw changes the new scroll in any way. If this formal casting is

flawed via Dark Territory then any rolls that indicate a roll on a Formal-specific Flaw Table are re-rolled. The caster must choose to have the scroll last only one year, in which case the scroll may be used any number of times each day, or to have the scroll last two years, in which case the scroll may only be used once each day. The number of times that the scroll may be used per day must be noted on the scroll.

<b>Delimit</b> P4, C1, S3	Target: Item Duration: 5 days
------------------------------	----------------------------------

This formal magic Delimits the use of an item based on race, profession, ability to perform a skill, or general experience. Only those who match the Delimitations upon the item may use the item. The caster decides a single Delimitation to put on the item at the time of casting, the options are: Only usable by a (fighter, rogue, scholar, templar), only usable by someone with the skill <x>, only usable by someone under <y> level, only usable by someone over <z> level, only usable by race <q>. If there is more than one Delimit on an item due to multiple castings, they both take effect. For example, an item with Delimit: Dwarf and Delimit: Elf will only be usable by elves or dwarves, not an “elf-dwarf”. This formal magic may be used to allow use of an item limited in use by formal magic flaw. Delimit prevents the use of active effects (e.g. Cloak, Bind, Damage Aura), but does not prevent the passive effects of Render Indestructible, Spirit Link, Spirit Lock and other Delimits.

<b>Race Reaver</b> P4, C2, D2, V2	Target: Weapon and Race Duration: 5 days
--------------------------------------	---

This formal magic gives a +1 Damage Aura to a weapon when used against the target race. If multiple Race Reaver formals are cast, each additional casting will provide another +1 Damage Aura, up to a max of +5. Each casting of Race Reaver will take up one slot of the magic item's limit. This additional damage may only be called when swinging against a creature of the appropriate race. If the blow for some reason lands on a character of a different race, you must inform them immediately as to the appropriate damage. Race Reaver may only ever be cast on a weapon- the target race is the race the Damage Aura functions against.

In addition to the standard components required for this formal, the caster must have blood from the target race, at least enough to coat the striking surface of the weapon.

No effect may make the damage bonus of the weapon greater than +5.

Unlike the celestial formal Damage Aura, this formal in no way grants the ability to swing “Magic”.

A Race Reaver is always “sensed” by creatures of the race it is attuned to. A character carrying a Race Reaver will announce “Race Reaver vs. <Race Effected>” whenever seen by a creature of the appropriate type. This call is out of game, and cannot be prevented by a Silence spell. This effect is role-played as an uncomfortable feeling towards the weapon specifically, though they may not understand why.

<b>Spell Store</b> P4, C2, E1	Target: Item or Spirit Duration: 5 days
----------------------------------	--

This formal magic will create a rechargeable Battle Magic spell slot of the appropriate school in the target. The first casting will allow storage of a first, second or third level Battle Magic spell from a magic user's memory only. Each additional casting in a pyramid fashion will allow up to three additional levels for the spell slot. Thus after an additional two castings, up to six spell levels may be stored within the target. After an additional three castings (for a total of six) up to nine levels may be stored within the target. Six castings is the maximum per school of magic on a single item. Once the item or person is charged, anyone in possession of the item or the person into which the Spell Store was cast may cast the spells stored within as if they were casting from a magic item. The spells stored can be of any combination of levels up to the maximum spell levels allowed by the formal magic performed. Thus a sixth level spell store item or person could hold a sixth level spell or six first level spells. If the spell in question is reversible, only one version is placed within the target at the time of original enchantment. If the spell is Eldritch Blast then one element must be chosen at time of enchantment. To charge the item or person it must be touched by the individual casting the spells with which it is to be charged. Upon the casting of the spell into the item or person, the possessor of the item or the person must announce “Absorbed”. A Spell Store item or person may not intercept a thrown spell and absorb it in any circumstances. A Spell Store item always discharges at the end of an event and always begins an event empty. The spells within do

not remain from event to event and may not transfer between chapters. The level of the pyramid (1-3 spell level=1, 4-6 spell levels=2, 7-9 spell levels=3) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

<b>Tyrran Aura</b> P4, D2, E2, V2	Target: Item Duration: 5 days
--------------------------------------	----------------------------------

This formal magic causes a weapon to be sheathed with a Tyrran Aura. This will allow the wielder to use the Tyrran carrier when desired. This in no way confers the Magic carrier or any damage bonus to the weapon. Tyrran damage only effects extraplanar creatures. This formal effect may only be cast on a weapon.

## Level 5

<b>Channel Spell</b> P5, C2, E2, S2, +P equal to the level of spell	Target: Weapon Duration: 5 days
--	------------------------------------

This formal magic will create a channel in the target for a particular spell of the appropriate school. The effect will transfer that particular spell of the appropriate school from the wielder's memory and deliver it as a Spellstrike through the target once per day. Power components equal to one additional point per level of the spell must be added to the components normally required for this formal magic. The caster must state the words, "I attune this <target> to the spell <spell name>" and then the spell must be cast from the caster's memory at the end of the formal magic. Channel cannot be used for 9th level spells or confining effects (Pin, Bind, Web, and Confine). The proper call for a channeled spell is "Spellstrike <full spellname> <option/number>" (Option/Number is for when the spells allows for a choice such as Wither Limb- i.e., right arm or Shatter-i.e., shield, or if the spell has an associated number such as Cure Light Wounds) The spell to be channeled must come from the user's memory. The caster's hand need not be empty but may only be holding the weapon that will channel the spell. When the verbal is complete the caster's next action within three seconds must be to swing the weapon as per a normal weapon attack and deliver the spell with the call as described above. A spellstrike may not be accepted under a shield magic or reflect magic.

<b>Cloak</b> P5, C2, D2, E1, V1	Target: Item or Spirit Duration: 5 days
------------------------------------	--

This formal magic will create a once per day protection that will stop a certain type of effect. It works at will even before a spell defense if desired. The user of this formal magic calls "Cloak" when using the protective. The following cloak effects are allowed:

Acid - Protects from any effect that, if cast normally, includes the word 'Acid' in the incantation

Binding - Protects from Pin, Bind, Web and Confine

Called Nature - Protects from any effect that, if cast normally, includes the words 'I call upon Nature' in the incantation

Charm - Protects from Calm, Calm Animal, Charm, Charm Animal, Shun, Shun Animal, Dominate, Dominate Animal, Fear, Enslavement, and Vampire Charm.

Command - Protects from any effect that, if cast normally, includes the word "Command" in the incantation.

Curse - Protects from any effect that, if cast normally, includes the word "Curse" in the incantation.

Harnessed Power - Protects from any effect that, if cast normally, includes the words "I harness the power of" in the incantation.

Poison - Protects from any effect that, if cast normally, includes the word 'Poison' in the incantation. Does not protect against ingested.

Sleep - Protects from any attack that, if cast normally, includes the word 'Sleep' in the incantation.

Summoned Force - Protects from Disarm, Shatter, Destroy and Enflame

<Spell Name> - Protects from the specific spell chosen (below 9th level), but not a gas which duplicates the spell's effect

<b>Rip from Binding</b> P5, S4, V3, +P equal to additional uses	Target: Body Duration: 5 days
--	----------------------------------

This skill allows the character to rip free from one binding effect with a 3-second counted action (regardless of delivery method). Binding effects are Pin, Bind, Web, or Confine. No damage is dealt to the character when using this ability. This formal grants three

once-ever Rip from Binding skills, plus one additional use for each power component to a maximum of five uses of this skill. A new casting of this formal will replace an existing one.

### **Extend Formal Magic**

P5, T4

Target: Batch of formal magic of the appropriate school

Duration: 1 year

This formal magic increases the duration of any Formal Magic previously cast in the current batch to one year. If successful, the batch immediately terminates at the completion of this formal magic. Extend Formal Magic does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

### **Protection Aura**

P5, C2, D1, E1, V2 (Unrestricted components only)

Target: Spirit

Duration: 5 days

This formal magic will provide a Protection Aura 2. If multiple Protection Auras are cast, they will provide protection in a pyramid fashion. An additional two castings will provide a Protection Aura 3, an additional three castings (for a total of six castings) will provide a Protection Aura 4, and an additional four castings (for a total of ten castings, the maximum) will provide a Protection Aura 5. Any damage up to the value of the Protection Aura will be decreased to one point of damage. (For example, a weapon blow of 2 against a single protection aura will be reduced to 1 point of damage but a blow of 3 will do a full 3 points.) Protection Aura falls outside all armor and protectives except Magic Armor. Protection Aura is not cumulative with other Protection Auras nor is it cumulative with the monster ability Threshold. Protection Aura does not provide any protection from carrier attacks. For example, a carrier attack of "2 Normal Taint Blood" against a single Protection Aura will do 1 point of damage, and if the person is taking body damage then the person is affected by the Taint Blood effect. All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer. The level of the pyramid (Protection Aura 2=1, Protection Aura 3=2, Protection Aura 4=3, Protection Aura 5=4) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

### **Create Spirit Vessel**

P5, T3, C1, S4

Target: Item

Duration: 2 years

This formal magic prepares an item for the permanent death of the bearer. Once cast on a item, if the item is among the immediate possessions of a spirit that has died its permanent death, the spirit will have the option of returning to the item and be stored within it. This will create an intelligent item, with the personality and possible abilities of the spirit stored within (Plot's discretion). This item is now considered an NPC of the chapter of the place of permanent death. This formal magic conveys no particular abilities, but is intended to provide Plot with an interesting tool, and the Player with an interesting legacy in-game

## **LEVEL 6**

### **Awakening III**

P6, S6, V5

Target: A living creature (see below)

Duration: 5 days

This effect follows the rules of creating and summoning in addition to the rules outlined below.

This formal magic will alter a living being in such a way that an entirely new type of creature is created. The caster can target different types of beings with this spell, and the result of it will depend upon the type of creature targeted.

The valid targets for this effect and the results of its successful casting are outlined below.

Fungus - By targeting a patch of living fungus of at least 6 cubic inches, the caster can cause that fungus to grow into a Spore Knight.

Plant - By targeting a green plant of at least 3' height or larger, the caster can cause that plant to become a Shambling Mound.

Tree - By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Treant.

For the first five days of this enchantment the caster remains in control of the target. After this time however, the target literally becomes a typical creature of its listed type, and it will behave accordingly.

<b>Bane (scroll specific)</b> P6, C2, D2, E1, V3	Target: Item or Spirit Duration: 5 days
---	--

This formal magic will create a once per day protection that will reflect a certain type of effect back upon the original caster. It works at will even before a spell defense if desired. The user of this formal magic calls “Bane” when using the protective. The following Bane effects are allowed:

Acid - Protects from any effect that, if cast normally, includes the word 'Acid' in the incantation

Binding - Protects from Pin, Bind, Web and Confine

Called Nature - Protects from any effect that, if cast normally, includes the words 'I call upon Nature' in the incantation

Charm - Protects from Calm, Calm Animal, Charm, Charm Animal, Shun, Shun Animal, Dominate, Dominate Animal, Fear, Enslavement, and Vampire Charm.

Command - Protects from any effect that, if cast normally, includes the word “Command” in the incantation.

Curse - Protects from any effect that, if cast normally, includes the word “Curse” in the incantation.

Harnessed Power - Protects from any effect that, if cast normally, includes the words "I harness the power of" in the incantation.

Poison - Protects from any effect that, if cast normally, includes the word 'Poison' in the incantation. Does not protect against ingested.

Sleep - Protects from any attack that, if cast normally, includes the word 'Sleep' in the incantation.

Summoned Force - Protects from Disarm, Shatter, Destroy and Enflame

<Spell Name> - Protects from the specific spell chosen (below 9th level), but not a gas which duplicates the spell's effect

<b>Create Protective Circle</b> P6, C3, E3, S3, T4	Target: Physical Representation Duration: 1 year
---	---

This formal magic is cast upon a physical representation that is appropriate for a protective Circle of Power spell, but has not yet been enchanted. Unlike the Circle of Power spell, the representation may be up to 2 feet in radius per level of formal magic of the appropriate school possessed by the caster to an absolute maximum of a 40 foot radius. To cast this formal magic spell, the fishtail circle is placed adjacent to and fully within the target physical representation. The target representation will become an Extended Circle of Power of the appropriate school ; but can never perform the function of Commune with Nature or allow a character with an active Nature’s Revival to reverse their revival. Anyone within the target representation during the entire casting of this formal magic will receive an Investiture to the Extended Circle of Power. This formal magic will not create an Extended Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than ten minutes. If this is attempted, the formal magic will automatically fail. When the circle is identified, the number of spirits invested will be revealed as well as any invested members who are presently in the circle. There is no limit to the number invested. A marshal’s note must be included with each circle listing the type and expiration date for the circle and all invested members (IG and OOG names). Formally created Nature circles cannot be erected within or around a building or other similarly permanent man-made object, or within 100' of such an object. When in question, anything with a foundation is to be considered a man-made structure.

<b>Expanded Enchantment</b> P6, C3, E3, +P equivalent to level of spell being expanded	Target: Item or Spirit Duration: 5 days
---	--

This formal magic will place one battle magic spell of the appropriate school onto the target. The caster must state the word, “I imbue this <target> with a <spellname> spell” and then the spell must be cast from the caster’s memory at the end of the formal magic. The person whose Spirit is enchanted or who possesses the enchanted Item is imbued with the ability to cast the spell, once per reset or limited reset, following the rules for Activating Magic Items. If the spell in question is reversible, only one version is placed within the target at the time of original enchantment. If the spell is Eldritch Blast then one element must be chosen at time of enchantment.

<b>Recall</b> P6, S4, C2, T2, V2	Target: Self and Nature Circle Duration: One year, or duration of Circle, or until used
-------------------------------------	--

This formal allows the caster to invoke a single Recall, by means of a three count. "One I Recall, Two I Recall, Three I Recall", followed by "Body dissipates" as an out of game statement. The caster then goes out of game, and travels back to the Nature Circle where the Recall was originally cast. Once there, they reform on a ten count. All items which are not spirit linked are left behind, in the fashion of Resurrections, at the spot where the Recall was invoked. Dissipating in this fashion causes the character to lose all effects that would normally be lost upon resurrection.

During the three count the character is substantial enough to be effected by attacks. After the count the caster removes tagged items and leaves them where they recalled from.

The character will then reform within the circle during a 10 count in the same manner as the 3 count. During the reentry count the character is substantial enough to be effected by attacks.

If the original Circle where this formal magic was cast is destroyed, this formal magic is also destroyed. You cannot recall through a Ward or a Circle unless you are invested in it, whether it is around the caster at the time of activation or around the destination Circle. If a Ward or Circle prevents the Recall from occurring the effect is the same as if the destination Circle was destroyed. If this occurs when the spirit is in transit, the spirit will return to the spot where the Recall occurred as if the circle existed there. Items will still have been dropped so will need to be picked up. If the point the character Recalled from is contained within a Ward or Circle they are not invested in when they return, their spirit will die and seek resurrection. If the caster permanently dies, the body will likewise reform where the Recall was invoked.

A Recall will not work to bring the target back from another plane.

A character can only have one Recall on their spirit, and any additional castings of Recall will replace an existing one.

<b>Spirit Link</b> P6, C3, E2, S3	Target: Spirit and Item Duration: 5 days
--------------------------------------	---

This formal magic creates a link between the targets. The targets must both be in physical contact with the caster during the entire casting of the formal magic. The item must be considered a possession of the target spirit and must be movable by that spirit when in their normal body. While the item is linked, it cannot be separated from the person until the duration of the Spirit Link expires or the person's spirit suffers a final death. While the spirit is separated from the body, the item is intangible and invisible and will reform at the place of the spirit's resurrection. If the spirit's resurrection fails, the item is reformed with the dead body and then becomes the possession of and spirit linked to the next person to pick it up as a possession, if that person has a spirit. If that person is at the limit of the formal magics on their spirit they will realize that the item attempted to spirit link to them and failed.

## LEVEL 7

<b>Exile</b> P7, E4, S3, T2, V4, +essence of creature to banish	Target: A single extra-planar being Duration: Permanent
--	--

This formal magic spell will allow the Naturalist to permanently exile an extra-planar being from the plane of Tyrra. In order to do so, the formal caster will need to collect the essence of the being to be exiled. This essence can be collected at the time of, or shortly after, the target creature's death.

The properly collected essence of an extra-planar being can be used within this formal magic at any time within five days of its collection. When used as a component for the casting of the Exile spell in this way, the essence will be consumed along with the other material components. At the conclusion of this formal magic, the specific being that the essence was collected from will be permanently banished from Tyrra, and will be unable to travel to this plane via any form of magical transportation, including Summoning, Rifts, Gates, Portals, etc.

<b>Spell Parry</b> P7, C4, E2, V4	Target: Weapon Duration: 5 days
--------------------------------------	------------------------------------



This formal magic allows a character to avoid any single game effect delivered via packet as a spell; Magic, Arcane, or Elemental. In order to do so, the character must be wielding the weapon containing the enchantment, must have the skill to use the weapon to block or deal damage, must have an unused Critical Parry or Master Critical Parry, and must expend a Parry in order to activate the effect. When used, the verbal is "Spell Parry". The wielder of the weapon can use this ability once for each casting of Spell Parry present on the item. This effect takes up a single slot per casting. It cannot target a shield.

### Curse of Transformation (scroll specific)

P7, C4, E4, S4, T2, V2

Target: Spirit

Duration: Permanent

This formal magic, when successfully cast on a target Tyrran creature, will grant them the effect Curse of Transformation to the specified creature. Plot will provide appropriate stats and roleplay requirements for each creature, and inform the character if and when their transform activates. This formal can only be removed with a Spiritual Cleansing; Destroy Magic will have no effect on this curse.

### Vengeance

P7, C1, D2, E3, S2

Target: Spirit

Duration: Until all charges are used or one year, whichever comes first

This formal magic causes a retributive strike of pure magical damage to any being inflicting a killing blow upon the bearer of this formal magic. This damage occurs after the killing blow and is not avoidable in any manner. The amount of damage inflicted is equal to ten points per level of formal magic ability possessed by the caster in the appropriate school. This formal magic has a number of charges equal to one third the number of levels of formal magic ability possessed by the caster in the appropriate school, rounded down. Vengeance is only activated by an actual killing blow, not by anything like or similar to a killing blow. This formal magic does not benefit from having secondary casters. When a Vengeance is triggered, the player calls out "<number> Arcane Vengeance"

## LEVEL 8

### Destroy Magic, Greater

P8, D4, V4

Target: Item, Spirit, Glyph of Protection, Circle of Power, Ward

Duration: Instantaneous

This formal magic will bring to a conclusion all existing magic of the appropriate school, both Formal Magic and Battle Magic, on the target.

The caster must touch the target with a spell packet at the beginning of the formal magic and at the conclusion and must be able to do so, if desired, during the entire casting of the formal magic. If the target is a Ward or Circle of Power, the target must be directly adjacent to the fishtail and the caster must reach out of the fishtail to touch the target. If cast upon a spirit then all magic present on the body is also affected, although items carried are not affected. In this case all formal magic, including Spirit Link, is affected. While a Spirit Link is gone forever, other magic upon any applicable item is unaffected. If cast upon an item then all magic present on the item, including Spirit Link, is affected. While that particular Spirit Link is gone forever, other magic present upon the spirit is unaffected.

### Spirit Walk

P8, C1, S2, V2, +P equivalent to the number of people Spirit Walking

Target: Spirit(s)

Duration: Indeterminate

This formal magic causes the targets and their possessions to travel to another Circle of Power that has a duration of longer than ten minutes. It does not provide for interplanar travel. This formal magic may allow travel for any number of willing targets up to one half the total levels of the casters of the formal magic (in the appropriate school). The caster designates a person as the primary target of the formal magic. That person must know the destination Circle of Power by having seen it himself/herself prior to the casting of this formal magic. The destination of the Spirit Walk must be declared at the start of the formal magic. Upon completion of the formal magic, all targets will go Out of Game and walk to the destination Circle of Power. All targets walk at the pace of the slowest target. They may not pass through a Ward. If the destination Circle of Power is inaccessible or does not exist, then if the formal magic was also cast within a Circle of Power, that Circle of Power becomes the destination Circle of Power and the group walks back to their origin. If that Circle of Power is also inaccessible or does not exist when they arrive, the targets will seek resurrection and all non-spirit-linked items appear where the casting took place. If the target(s) permanently dies, the body will

likewise reform where the casting took place. Upon entering the destination Circle of Power, the targets and their possessions immediately begin to reform within three slow seconds and are tangible enough to be affected by attacks. The sounds of the three-count (spoken in a normal speaking voice), as well as the sounds associated with the people getting into the destination circle (opening doors, etc.) represent the noise of the flux of their arrival. The targets reform at the edge of the circle, just inside.

No one may Spirit Walk to or from a Circle of Power in another chapter without prior approval from the staff/plot committees of both chapters.

### **Tree Meld**

P8, C8, S4, V4

Target: Caster  
Duration: 5 days

This formal magic will meld the caster with a single tree (of the casters height or taller), awakening the tree and creating an Ent. Ents are Nature Constructs similar to Treants, these adhere to Golem rules and limitations in the 9.0 Formal and Cantrip Rules, excluding the body cost in silver, and will be effected by a Nature DFM as a Golem would be a Celestial DFM. See Local Plot for creature stats.

This formal will only affect the caster. If there is more than one caster involved in the formal ritual, the target caster must be declared at the beginning of the formal and is the only one who will be affected by Tree Meld.

## **LEVEL 9**

### **Create Extended Circle of Power**

P9, C4, E4, S4, T4

Target: Physical Representation  
Duration: 2 Years

This formal magic is cast upon a physical representation that is appropriate for a protective Circle of Power spell, but has not yet been enchanted. Unlike the Circle of Power spell, the representation may be up to 2 feet in radius per level of formal magic of the appropriate school possessed by the caster to an absolute maximum of a 40 foot radius. To cast this formal magic spell, the fishtail circle is placed adjacent to and fully within the target physical representation. The target representation will become an Extended Circle of Power of the appropriate school ; and can perform the function of Commune with Nature. Anyone within the target representation during the entire casting of this formal magic will receive an Investiture to the Extended Circle of Power. This formal magic will not create an Extended Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than ten minutes. If this is attempted, the formal magic will automatically fail. When the circle is identified, the number of spirits invested will be revealed as well as any invested members who are presently in the circle. There is no limit to the number invested. A marshal's note must be included with each circle listing the type and expiration date for the circle and all invested members (IG and OOG names).

Formally created Nature circles cannot be erected within or around a building or other similarly permanent man-made object, or within 100' of such an object. When in question, anything with a foundation is to be considered a man-made structure.

Nature Circles of this type allow any invested member to Commune With Nature. This ability allows the invested character to ask a single question of Nature pertaining to the local area's natural surroundings or local occurrences. This could involve anything that local plants and/or animals would perceive, including but not limited to areas of increased predatory activity, the last occurrence of frost, regions of heavy pollution, extraordinary phenomena (such as magical portals), extraplanar influence, etc. This ability will not reveal specific information, and may not reveal anything at all. In order to use this power the invested character must consume an alchemical Hallucinoid elixir while within the circle. During this time the character will have a vision that may or may not reveal the answer to his question. If they exit the circle before the vision completes or the Hallucinoid wears off, the vision will terminate immediately. There will be no need for formal components or scrolls, and this ability does not require the use of the skill formal magic. This effect will follow the rules for Dreamvision in all other ways. This type of Nature Circle will also prevent extra-planar beings from entering it by any method.

### **Greater Extension**

P9 (including at least one P2 or P4), C2, T4

Target: Batch of formal magic of the appropriate school  
Duration: 2 years

This formal magic increases the duration of any Formal Magic previously cast in the current batch to two years.

If successful, the batch immediately terminates at the completion of this formal magic. Greater Extension does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

<b>Spirit Lock</b> P9, C4, E4, S6	Target: Spirit and Item Duration: 5 days
--------------------------------------	---

This formal magic creates a link between the targets. The targets must both be in physical contact with the caster during the entire casting of the formal magic. The item must be considered a possession of the target spirit and must be movable by that spirit when in their normal body. While the item is linked, it cannot be separated from the person until the duration of the Spirit Lock expires. While the spirit is separated from the body the item is intangible and invisible and will reform at the place of the spirit's resurrection. If the spirit's resurrection fails then the item's existence becomes unraveled and the item disappears forever. All properties given to the item via formal magic will only work for the person to whom it is Spirit Locked. If either target is later the subject of Destroy Magic that successfully affects the Spirit Lock, all formal magic of all schools present upon the item expires immediately and the entire item is destroyed. The intent is that there is no way for anyone to take a Spirit-Locked item from a person.

<b>Spiritual Cleansing</b> P9, D8, S8, V8 (requiring a 2 or 4 of D, S, and V each)	Target: Spirit and Body Duration: Instantaneous
---	--

This formal makes the body as if anew, and will bring to a conclusion all existing magic on the target spirit and body, both Formal Magic and Battle Magic, of all schools, Nature, Earth and Celestial. It will also remove any Curse of Transformation, Fae Curses, or Hex Curses present on the spirit, as well as removing scars, taints, and magical illnesses. Any effects such as Runic Tattoos normally lost upon dissipation will also be destroyed by this formal.

Spirit Linked items are affected as if by a normal Destroy Formal Magic. While a Spirit Link is gone forever, other magic upon any applicable items are unaffected.

Among the components used for this formal MUST be at least one D2 (or D4), a S2 (or S4), and a V2 (or V4).