

NERO West Nature Magic Playtest

Version: February 26, 2005

Credits:

This version of the nature magic playtest was copied from the NERO WAR chapter's website. Some editing was done to fit it to NERO West's systems. Thanks to WAR for all the work! Nature Magic Cantrips and the Rune Guide were developed by Mark Mensch with minor modifications by the NERO West Plot Committee. Thanks Mark!

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Introduction

The Naturalist

A Naturalist is a mage that is specialized in casting Nature Magic. By unlocking the mysteries of the natural world the Naturalist learns to focus its energy to her will. Years of practice are required to unravel these secrets, and many hours need be spent in quiet contemplation and study to master them. To find the solitude and peace needed for such intensive research the Naturalist does not lock herself away within a forbidding tower or laboratory, but seeks the solitude of a deep forest, abandoned plain, jagged mountain peak, or other similar place. The Naturalist uses her natural surroundings as both study and laboratory. The academies and guilds of Earth and Celestial Magic hold little interest to a practitioner of Nature Magic, as would a dark bog to her peers.

The knowledge of the Naturalist cannot be found in ancient scrolls or tomes as in the case of the Celestial or Earth caster, but instead lies hidden within her surroundings. The Naturalist is so in tune with nature that she has learned to decipher runes from sources where no other would take interest. The pattern of moss on a tree, the design of a fossilized rock, the bed of a dried stream, these and countless other natural phenomenon may hold shapes and clues that when properly invoked will produce natural energies for use by the most dedicated of pupils. These shapes and patterns when taken together make up a sort of odd script. This script in written form has become known as Nature's Runes.

Many Naturalists could be called Rangers or Druids, but not all of them fall into these categories. Like an Earth Mage or a Celestial Mage, a Nature Mage focuses the power of her realm in order to create magical effects that influence the world around her. These magical effects take the form of spells. The spells of a Nature Mage focus her power to sway the natural forces of the world. These forces would include things such as plants and animals, as well as poisons and acid. Naturalists consider Nature Magic to be more in tune with the land and environment than either Celestial or Earth Magic. While the Celestial Wizard is a master of flame, ice, lightning, and stone, and the Earth Wizard has great power over life and death, the Naturalist is mostly attuned to keeping the natural balance and protecting Tyrra from the intrusion of paranormal beings, especially extra-planar entities. Naturalists seek a natural order and balance above all things. This balance can manifest itself in many ways, and each Naturalist generally focuses on a single type of balance.

Some of the most common focuses include the balance of good and evil, animals and man, and preservation and development of land and nature. As with the Earth Mage, the Naturalist has a potential dark side. The Dark Naturalist is a character that dabbles in the mixture of animal and human traits. These individuals generally care very little about the balance that most Naturalists strive for, or their perception of it is so warped that they fail to see the wrong that they do. These casters often use their powers for selfish reasons, and most dabble in the dark arts of lycanthropy when they achieve Shaman status.

The Magic

Many Nature Magic spells mimic the natural abilities and powers of Tyrran plants and animals. Most of these (such as Nausea and the Spittle spells) are extremely useful in helping to defend the Naturalist against harm. In addition there are spells such as Charm Animal and Control Animal that are designed specifically to help the Naturalist to acquire aid from her powerful allies in the wilderness. These spells and enchantments help the Naturalist to function as more of a loner than either the Celestial or the Earth Mage and many of them have been created with this in mind.

The Rules of Casting Nature Magic

In order to begin studying the school of Nature Magic, the character must first acquire the skills of Read Nature's Runes, First Aid, and Healing Arts. All three of these skills help the Naturalist gain the focus necessary in order to invoke the natural forces that fuel her enchantments. The former skill acts as a suitable prerequisite for Healing Arts, Herbal Lore, and also allows for the use of Runic Tattoos as listed below. In addition, Read Nature's Runes allows for the comprehension of a Nature Magic Spell Book. As with other spell books, this tome must be of at least 1 gold piece in value. A character with Read Nature's Runes as a prerequisite for Healing Arts cannot cast Earth Magic unless the skill Read & Write is also purchased. Read Nature's Runes will allow for the reading of alchemical formulas, but will not allow for the general reading of written text. Below is the cost for the skill Read Nature's Runes:

Skill	F	R	S	T	Prerequisite
Read Nature's Runes	6	6	3	3	None

A Nature Magic Spell Book contains the runes necessary with which to cast Nature Battle Magic. The "book" is represented by an object of at least 8 cubic inches that is carved with nature runes. This can be a bag of carved stones, a wooden staff with runes carved into it, or other such object. These runes can be read by anyone with the skills Read Nature's Runes, but both First Aid and Healing Arts are required in order to purchase spell slots in the school of Nature Magic. The latter skills are required so that the Naturalist can truly be in touch with her surroundings and can better understand the plants and animals inhabiting Tyrra. Without this added focus the potential Naturalist can understand the meaning of the runes, but she will never learn to channel the energy that flows throughout her natural world. Simply understanding the meanings of the runes is just not enough.

Runic Tattoos

(Updated for February 26, 2005 edition.)

In addition to the normal casting of Battle Magic, a Naturalist can learn to Create Runic Tattoos. Runic Tattoos come in two forms: the first is a rune etched object that holds the magic of the rune. In this form the rune cannot be cast as a spell but it can be made into an actual tattoo by someone with Create Runic Tattoos. The second form occurs when a Naturalist takes sixty seconds to tattoo the rune onto a subject. The etched object then ceases to exist and the power is moved to the tattoo. The target can cast from the tattoo as if the spell were in his or her memory. Once the spell is cast, the tattoo loses its power and may fade from the skin of the subject.

Tattoos 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. 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 1" by 1" area. Very large tattoo physreps can hold multiple spells (up to a maximum of 1 per square inch).

Runic Tattoos that have been tattooed onto a person will last until the body they are on dies and dissipates or until they reach their expiration date. Runic Tattoos that are in etched item form last until their expiration date. Note that the date for the tattooed form is the same as that of the etched form.

The skill "Read Nature's Runes" is required to use Runic Tattoos as follows: A character that has the skill Read Nature's Runes 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 the skill Read Nature's Runes 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, she must be able to cast a Nature Magic spell of the same level as the one duplicated by the tattoo spell, and she must have access to the runes to be scribed in a Nature Spell Book. The build costs to purchase each level of Create Runic Tattoo are 6 for Fighter, 5 for Rogue, 3 for Scholar, and 4 for Templar.

Following is a list of the Runic Tattoos that can be created and the production point cost associated with them:

Spell	Level	PP Cost	Spell	Level	PP Cost	Spell	Level	PP Cost
Calm Animal	1	4	Remove Weakness	3	12	Sleep	6	24
Detect Poison	1	4	Awaken	4	16	Tyrran Storm	6	24
Light	1	4	Nausea	4	16	Deadly Spittle	7	28
Mend	1	4	Poison Shield	4	16	Claws	7	28
Detect Magic	2	8	Treeskin	4	16	Pestilence	7	28
Entangle	2	8	Tyrran Bolt	4	16	Berserk	8	32
Leaf Armor	2	8	Acid Spittle	5	20	Remove Berserk	8	32
Magic Armor	2	8	Animal Ways	5	20	Dispel Magic	8	32
Tyrran Beam	2	8	Fear	5	20	Paralyze	8	32
Charm Animal	3	12	Release	5	20	Unparalyze	8	32
Physical Shield	3	12	Shield Magic	5	20	Reflect Magic	8	32
Poison Spittle	3	12	Animal Control	6	24	Tyrran Blast	8	32
Weakness	3	12	Elemental Shield	6	24			

Nature Magic Spells

This style of magic is attuned to the forces of nature. Some of the spells are borrowed from monster abilities and the other schools, while others are of totally new origin. The spells listed below are available exclusively to the school of Nature Magic unless otherwise indicated in the spell description.

LEVEL 1 Calm Animal Detect Poison Light Leaf Mend	LEVEL 2 Detect Magic Entangle Leaf Armor Magic Armor Tyrran Beam	LEVEL 3 Charm Animal Physical Shield Poison Spittle Weakness/Remove
LEVEL 4 Awaken Nausea Poison Shield Treeskin Tyrran Bolt	LEVEL 5 Acid Spittle Animal Ways Fear Release Shield Magic	LEVEL 6 Control Animal Elemental Shield Sleep Tyrran Storm
LEVEL 7 Charm Deadly Spittle Claws Pestilence	LEVEL 8 Berserk Dispel Magic Paralyze/Unparalyze Reflect Magic Tyrran Blast	LEVEL 9 Banish Circle of Power Heal Petrify

Nature Incants

I call forth mystic power to... Detect Magic (2) Shield Magic (5) Dispel Magic (8) Reflect Magic (8)	I curse you with... Weakness (3) Berserk (8) Paralysis (8)	I rid you of... Weakness (3) Blood Lust (6) Paralysis (8)
I call upon nature to... Calm Animal (1) Detect Poison (1) Mend you (1) Entangle you (2) Charm Animal (3) Nauseate you (4) Control Animal (6) Heal you (9) Petrify you (9)	I harness the power of... 20 magic Tyrra (2) 15 damage poison (3) 40 magic Tyrra (4) 25 acid (5) 60 magic Tyrra (6) 35 acid/damage poison (7) Pestilence (7) 80 magic Tyrra (8)	May nature grant me... Leaf Armor (2) Treeskin (4) Animal Ways (5) Claws (7)
I command you to... Awaken (4) Fear me (5) Sleep (6) be Charmed (7)	I grant you the power of... a Light (1) a Magic Armor (2) a Physical Shield (3) a Poison Shield (4) an Elemental Shield (6)	With mystic force I... Release you (5) Banish you (9)
With eldritch force I build a... Circle of Power (9)		

LEVEL 1

Calm Animal - Xavier's Bestial Soother

Duration: 1 Hour

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

"I call upon nature to Calm Animal"

Detect Poison - Vina's Toxin Revealer

Duration: Instant

This spell will allow the caster to immediately determine the presence and nature of any alchemical substances that are active upon a single target. If successfully cast this spell will reveal all currently active poisons within a person or a single bottle, cup, or similar vessel. Alchemy that is not prepared will not be detected, and only active poisons will be detected. For the purposes of this spell, poisons are considered to be active while they are still curable by an alchemical antidote. For example, if a character has a Death Elixir in his pouch it will not be detected by this spell, but if there is a Death Elixir in a cup or a person 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"

Light - Alva's Illuminator

Duration: Next Daybreak

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

"I grant you the power of a Light"

Mend - Balvar's Spark of Life

Duration: Instant

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

"I call upon nature to Mend you"

LEVEL 2

Detect Magic - Shalizar's Enchanted Magesight

Duration: Instant

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

"I call forth mystic power to Detect Magic"

Entangle - Vina's Instant Weed Growth

Duration: Line of Sight

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

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

"I call upon nature to Entangle you"

Magic Armor - Robalyn's Mystic Protection Field

Duration: Indefinite

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

"I grant you the power of a Magic Armor"

Leaf Armor - Pylarius's Personal Protection

Duration: Indefinite

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

"May Nature Grant me Leaf Armor"

Tyrran Beam – Mercury’s Interplanar Stinger

Duration: Instant

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

“I harness the power of 20 Magic Tyrra”

LEVEL 3

Charm Animal – Xavier’s Animal Friendship

Duration: 1 Hour

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

“I call upon nature to Charm Animal”

Physical Shield – Llowananji’s Magical Protection

Duration: Indefinite

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

“I grant you the power of a Physical Shield”

Poison Spittle – Xavier’s Bestial Toxin

Duration: Instant

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

“I harness the power of 15 damage poison”

Weakness/Remove Weakness – Tyrr’s Damage Reducer/Restorer

Duration: Indefinite

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

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

LEVEL 4

Awaken – Athena’s Mental Clarifier

Duration: Instant

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

“I command you to Awaken”

Nausea – Arborland’s Instant Sickness

Duration: 10 minutes

This spell causes the victim to become extremely nauseated. This nausea will last for ten minutes or until the victim is given a Dispel Magic. During the duration of this spell the target may not perform any game actions and he cannot run. The effect is identical to that of a Taint Blood without a loss of body points. During the duration of this spell the target should role-play being nauseated as much as possible. This effect is in no way necromantic.

“I call upon nature to Nauseate you”

Poison Shield – Klarissa’s Poison Protector

Duration: Indefinite

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

“I grant you the power of a Poison Shield”

Treeskin – Sarina’s Tree Aspect

Duration: Indefinite

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

“May nature grant me Treeskin”

Tyrran Bolt – Mercury’s Interplanar Welter

Duration: Instant

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

“I harness the power of 40 Magic Tyrra”

LEVEL 5

Acid Spittle – Xavier's Bestial Destructor

Duration: Instant

This spell allows the caster to deliver a blast of spittle that causes 25 points of acid damage to the target along with a “Destroy Armor” effect per the Destroy spell. This attack will not serve to destroy any type of item other than armor. Indestructible armor is unaffected by the acid effect of this spell, but the Acid Spittle will still deliver 25 points of damage. The protective Shield Magic and Reflect Magic can block this attack.

“I harness the power of 25 acid”

Animal Ways – Xavier's Bestial Kinship

Duration: 1 Hour

This spell allows the caster to blend in with creatures of animal intellect. As long as the caster behaves like a member of an animal group, she will completely and utterly fool any being of animal intellect or lower that is looking on. This means that if the caster completes his incantation and begins pretending to be a wolf while being surrounded by ravenous wolves, these animals will immediately accept him as one of their kind and will not even remember that there was an intruder among them. Also, any creatures of animal intellect or lower that are looking on or encounter the caster and her “family” while the spell is still in effect will believe her to be an animal of the appropriate type. Any beings with Low intellect or higher will immediately recognize the caster for what she is. The spell will be broken if the caster is forced to speak, fight, or otherwise act normally. The caster need not be among an entire group of creatures for this spell to be effective, and one lone being could be classified as the caster’s “family”. The size of the caster does not change with this spell, and if the caster’s “family” is larger she will be considered a runt, or possibly even young. If the size discrepancy is tremendous this spell may not function. This spell will in no way give the caster any special understanding of the language of the creatures or any ability to communicate with them. If at any time during the duration of this spell the caster attempts to change the type of creature that she is pretending to be the spell will be broken.

“May nature grant me Animal Ways”

Fear – Arianus's Hair Raiser

Duration: 10 Minutes

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

“I command you to Fear me”

Release – Hiro's Splendid Unbinding

Duration: Instant

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

“With mystic force I Release you”

Shield Magic – Tyler's Improved Protection From Enchantment

Duration: Indefinite

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

“I call forth mystic power to Shield Magic”

LEVEL 6

Control Animal – Xavier's Animal Enslavement

Duration: 1 Hour

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

“I call upon nature to Control Animal”

Elemental Shield – Peldin's Elemental Barrier

Duration: Indefinite

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

“I grant you the power of an Elemental Shield”

Sleep – Folson's Somnolent Vapors

Duration: 10 minutes

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

“I command you to Sleep”

Tyrran Storm – Mercury's Interplanar Smiter

Duration: Instant

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

“I harness the power of 60 Magic Tyrra”

LEVEL 7

Charm – Dalton's Mystic Befriending

Duration: 1 Hour

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

Deadly Spittle – Xavier's Bestial Catch All

Duration: Instant

This spell allows the caster to deliver a blast of spittle that causes either 35 points of poison damage or 35 points of acid damage to the target. The former type of Deadly Spittle will act as damage poison and will affect the body of those beings susceptible to the effects of poison. This variety of Deadly Spittle can be prevented by the protectives Shield Magic, Reflect Magic, Poison Shield, and the racial skill Resist Poison. The acid spittle damage will cause the damage and will also cause a "Destroy Armor" effect, per the spell Destroy. This attack will not serve to destroy any type of item other than armor. Indestructible armor is unaffected by the acid effect of this spell, but the Acid Spittle will still deliver 35 points of damage. The protectives Shield Magic and Reflect Magic can block this attack. The caster decides at the time this spell is cast which type of damage she will deliver.

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

Claws – Annik's Body Weaponry

Duration: 1 Hour

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 parry blows, nor can they 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"

Pestilence – Arborlond's Creeping Death

Duration: Indefinite

This spell combines the effects of Weakness, Disease, and Nausea in a single magical attack. Each of these afflictions can be healed individually or the casting of a single Dispel Magic can alleviate them all. If this is left uncured the Nausea effect will go away in 10 minutes while the other effects will last until cured or until the target is in need of a Life Spell. This attack is in no way necromantic.

"I harness the power of Pestilence"

LEVEL 8

Berserk/Remove Berserk – Sheth's Instant Enrager/Pacifier

Duration: 10 Minutes

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

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

Dispel Magic – Killraven's Diabolical Disruptor

Duration: Instant

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

"I call forth mystic power to Dispel Magic"

Paralyze/Unparalyze – Nyrina's Nerve Blocker/Restorer

Duration: Line of Sight

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

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

Reflect Magic – Kincaid's Enchantment Reflection

Duration: Indefinite

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

"I call forth mystic power to Reflect Magic"

Tyrran Blast – Mercury's Interplanar Abolisher

Duration: Instant

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

"I harness the power of 80 Magic Tyrra"

LEVEL 9

Banish – Lititia's Elemental Banishment

Duration: Instant

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

"With mystic force I Banish you"

Circle of Power – Lania’s Power Circle

Duration: 1 Hour

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

“With eldritch force I build a Circle of Power”

Heal – Balvar’s Healing Grace

Duration: Instant

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

“I call upon nature to Heal you”

Petrify – Oin’s Revenge

Duration: 1 Hour

This spell turns the target to stone. The target will remain stone for the period of one hour, at the end of which the stone will crumble with the same effect of having received a successful Killing Blow. A Dispel Magic cast upon a Petrified being will immediately alleviate the effect without causing the target to crumble. The caster of a Petrify can cause his target to crumble by delivering a successful Killing Blow to it. If a Killing Blow delivered in this way is unsuccessful, the Petrified being is released from the effects of the spell without crumbling. Only the caster can deliver the Killing Blow in such a way, and no other character can deliver the blow. A character that is hit by his own Petrify can choose to crumble at any time before the full hour is up. No other standard game effect will work on a being that is under the effects of a Petrify. This spell is similar to an Imprison with respects to falling and massive mechanical damage, however a Petrified being does not breathe and will not be subject to suffocation.

“I call upon nature to Petrify you”

Nature Magic Cantrips

Nature Magic Cantrips are handled per the rules for Cantrips as laid out in the Cantrips Playtest version 4.1 with exceptions and additions noted below.

Nature Magic Cantrip Books: The required physical representation for this is a one pound bag of semi-precious stones inscribed with appropriate runes. The value of the bag and stones will be at least 10 gold. The bag must be in the possession of the caster for any of the cantrips to be used or even active.

The bag must be enchanted with the Enchant Cantrip Tome effect.

Shared Cantrips

The cantrips applicable to both schools in the Earth/Celestial cantrips handout are also available as Nature Magic cantrips, with the following notes:

ARMORED TO MAGIC

Type: Personal

Duration: Day

School: Both

Cost: 0 Components

Incant: I grant myself armor to <spelltype>

Effect: The caster gains a dumb magic shield which may go 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 types are based upon the casters school and are as follows:

Nature: Mystic Force, Command, Summoned Force, Curse, Harness the Power of

The Armored to Magic will be triggered by any spell (incanted, spellstrike, or magic; but NOT arcane, physical, or elemental) which has the above word in its incant.

Only one Armored to Magic may be in effect at a given time. Armored to Magic is lost if caster dies and requires a life spell. A new casting of Armored to Magic will replace an old casting of it.

OOG Note: The caster must call "Armored to Magic" when the effect is triggered

Contingency

Type: Personal

Duration: Day

School: Both

Cost: 2 Components

Incant: I grant myself a <spellname> spell contingent upon my <trigger state>

Effect: 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. The conditions for nature magic are Berserked, Charmed, Magically Bound (Pin, Bind, Web, Confine), Nauseated, Paralyzed, Petrified, Poisoned, Silenced, Sleeping, or Unconsciousness. The contingent spell is triggered as soon as the caster enters the triggering state and may neither be stopped by anything nor may the caster choose not to invoke the contingency. A new casting of contingency will replace an old casting of it. Contingency is lost if the caster resurrects. The contingent spell will still trigger a shield magic, the caster may chose to accept the spell if he is in a state capable of accepting a spell.

OOG Note: The caster must call Contingency <spell> when the spell is triggered.

Nature-Only Cantrips

Wild Growth

Type: Broad

Duration: Instant

Cost: 2 Components

Incant: I ask Nature to bring us bounty, let loose a Wild Growth here!

Wild Growth will increase the natural resource production of 10 acres of wilderness per level of nature formal magic of the caster by one category. The area affected must be continuous. This will have the effect of swelling streams, increasing the game in the area and natural resources. Note that such an area will only be affected for 30 days and after which, that area cannot be enchanted again for one full year.

Tyrra's Path

Type: Broad

Duration: Day

School: Nature

Cost: 2 Components

Incant: I beg to be shown Tyrra's Path, lead us to our goal

Tyrra's Path allows 5 men per level of nature formal magic to travel at 150% of their normal rate. This effect is that the targets of the spell instinctively know the best path to travel. This can be used in conjunction with other traveling cantrips

Tyrra's Maelstrom

Type: Offensive

Duration: Concentration

School: Nature

Cost: 1 Component

Incant: I harness the power of Tyrra's Maelstrom

At the time of the casting, the caster plants 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 Magic Tyrra". 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 spell equivalent to a Tyrran Beam spell.

Tyrran Hurricane

Type: Offensive
Duration: Day
School: Nature
Cost: 2 Components
Incant: I harness the power of a Tyrran Hurricane

Tyrran Hurricane allows the caster to create, for themselves, a pool of Tyrran Energy of 100 points plus 20 points per level of Nature formal magic possessed by the caster, to a maximum of twenty levels (500 points). The caster may throw attacks of 20 Tyrran Magic until the pool is used up. The caster may only have one Tyrran Hurricane at any time. Casting the nature packets follow the same rules as casting a spell and thus may not be done if taking damage or if the caster cannot speak or use their hands.

Shelter of Tyrra

Type: Broad
Duration: Instant
School: Nature
Cost: 1 Component
Incant: I beg for the Shelter of Tyrra, grant us protection and comfort

Effect: After setting up camp and casting Shelter of Tyrra, the campsite will become 'protected' from the elements. Normal rain and snow will not fall in the area and winds and temperature will be kept to comfortable levels. Also, all animal intelligence creatures will ignore the camp unless specifically 'invited' in by someone within the camp. In addition, any intelligent creatures not actively seeking out the camp or individuals therein will have a 50% chance of not noticing the camp at all. Note, all magically affected weather as well as intelligent creatures actively seeking the camp will not be affected. The spell will last until the next Sunrise/Sunset or when the camp is struck. The camp is not to exceed 50 feet in diameter.

Planar Harassment

Type: Defensive
Duration: 1 Day
School: Nature
Cost: 2 Components
Incant: I summon the creatures and spirits of nature to harass all creatures not of Tyrra

A wilderness area of 10 acres per level of nature formal magic possessed by the caster is 'aligned' against extra-planar creatures. The area affected must be continuous. The spell will cause nature itself to hamper the extra-planar entities through tangles as well as wild animal harassment. The effect will be that the advancement of any such creature will be cut in half as well as the creatures are unable to set up any sort of encampment in that area. This spell has no effect on developed areas of land. The caster is the center of the effect of this cantrip.

Planar Bane

Type: Defensive
Duration: 1 Hour
School: Nature
Cost: 3 Components
Incant: I beseech nature to form a planar bane against all creatures not of Tyrra

An area of 10'x10' per level of nature formal magic possessed by the caster is made impassible by any extra-planar creature. No such creature can enter the area during the duration of the spell.

The boundaries of this area must be clearly marked out with yellow rope or other yellow line marker and the letter "N".

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

Planar Anchor

Type: Defensive
Duration: 1 Day
School: Nature
Cost: 1 Component
Incant: I beseech nature to anchor this entity to Tyrra

This effect is delivered via spell packet. The target of this spell is unable to travel to another dimension from Tyrra for 1 day. If the target dies, the cantrip is dispelled and the spirit of the target may travel to another dimension for resurrection.

Reclaim

Type: Broad
Duration: Instant
School: Nature
Cost: 1 Component
Incant: I bring forth the bounty of nature to reclaim this land

A 'developed' area of 10 acres per level of nature formal magic possessed by the caster will be overgrown with fauna within a period of 72 hours. Within 30 days, all but the sturdiest or rendered constructions will be gone and those that remain will appear as if they had been abandoned for decades. If any intelligent creature is in the area and decides to contest the spell within the first 72 hours, the cantrip will be dispelled with no further effect.

Nature's Messengers

Type: Broad
Duration: Instant
School: Nature
Cost: 1 Component
Incant: I summon the creatures of nature to carry my message

When this cantrip is cast, 1 woodland creature per level of nature formal magic possessed by the caster will be summoned. This creature will be one that can travel far distances. Usually birds are summoned but sometimes wolves or even fish will come depending upon the need. A message of up to

25 words can be given to these creatures and then sent off to be delivered to whomever they request. Delivery time will be up to the discretion of Plot. Note that the target of the message needs to cast "Calm Animal", "Charm Animal" or one of the other nature spells that allow communication with animals in order for him to understand the message.

Formal Nature Magic

Once a Naturalist has learned the ability to cast a ninth level spell in her school she can learn Nature Formal Magic. A Naturalist at this level of expertise generally becomes known as a Shaman. The Shaman will have access to many of the abilities outlined in the latest edition of the NERO International Core Rules, as well as a few of her own specific enchantments. All rules for the casting of Formal Nature Magic will follow the guidelines expressed in the NERO International Formal Magic Rules.

The Role of the Shaman

As the Naturalist's power continues to grow and she achieves the rank of Shaman, new magical energies become hers to command. She can take on and instill in others the abilities of various types of animals, as well as the aspects of some magical creatures. As in all things with the Nature Mage however, this type of power requires the caster to remain watchful of the balance between animalistic aspects and manish traits. Tip the scale too far, and there are repercussions to be had.

The Shaman also gains many new types of weapons useful in the defense of Tyrra and her home in particular. The ability to create havens safe from extra-planar influences, and to eliminate powerful elementals entirely make her presence a great asset to the lords and people of Tyrra. Formal nature magic follows the formal casting rules version August 1999.

LEVEL 1

Create Mark / Destroy Mark

Target: Item or Spirit
Duration: Create Mark: Two years; Destroy Mark: Instantaneous
Components: Create Mark -P1, C1; Destroy Mark - P1, D1

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Enchant

Target: Item or Body
Duration: Until used, for a maximum of one year
Components: C1, E1, + P equal to half the level of the spell rounded up

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Glyph of Protection

Target: One doorway
Duration: 5 Days
Components: P1, C1, E1, + <designated by the type of glyph>

This formal is identical to the Earth/Celestial formal of the same name except that the following spells can be cast into a Nature Glyph of Protection: Entangle, Tyrran Beam, Poison Spittle, Weakness, Nausea, Tyrran Bolt, Acid Spittle, Fear, sleep, Tyrran Storm, Deadly Spittle, Pestilence, Berserk, Dispel Magic, or Paralyze.

Identify

Target: One or more Items, Bodies or Spirits
Duration: Instantaneous
Components: P1, C1, E1

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.

Identify follows the rules for identify as stated in the 8th edition NERO rulebook.

Investiture / Divestiture

Target: Spirit and a Circle of Power, Glyph of Protection or Greater Ward
Duration: For the duration of the second target
Components: Invest - P1, C1, S1, T1; Divest - P1, D1, S1, V1

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Name: Spirit Totem

Target: Spirit
Duration: One Year
Components: S1, T1, plus P as per the totemic level (listed below)

This formal magic will take a part of the target's spirit and send it to the four winds in search of its totem. Once discovered, this totem will give the target certain abilities with regards to the types of creatures that fall into his category. In all cases, the target's totem is decided by himself, and any roleplaying associated with this formal magic in terms of dreams, visions, or other similar occurrences are left totally to the discretion of the target.

The Spirit Totem will be of one of the following types:

- Amphibian** - this category includes all types of frog, newt, and toad.
- Avian** - this category includes any type of bird.
- Canine** - this category includes all types of wolf and dog.
- Cloven** - this category includes all types of cow, deer, goat, pig, sheep, and various other herd animals.
- Feline** - this category includes all types of cat.
- Fish** - this category includes all types of fish.
- Insectoid** - this category includes all types of arachnid and insect, including ant, beetle, scorpion, spider, etc.
- Primate** - this category includes all types of ape and monkey.

- Reptile** – this category includes all types of alligator, lizard, snake, turtle, etc.
- Rodent** - this grouping includes creatures such as the beaver, mole, opossum, otter, porcupine, rat, and weasel.
- Sentient Plant** - this category includes all types of animated and carnivorous plants.
- Ursine** – this category includes all types of bear and sloth, as well several other types of similar creatures.
- Waterborne Mammals** – this category includes marine mammals such as the whale, dolphin, and porpoise.
- Worm** - this category includes all types of worms.

Depending on the level of power of the enchantment, the Spirit Totem will allow the target certain abilities. The level of power is determined at the time of casting and will not improve without a subsequent casting. The power of the totem depends upon the Nature Formal Magic levels of the caster, and the experience level of the target at the time of casting, and the levels of power are outlined below. All listed granted powers are cumulative, and the target will receive the ability to use all of the powers at his level of Spirit Totem as well as those of lower levels. The listed abilities will only be affective when used to mimic, speak with, bond to, and take the form of an animal within the target's listed category.

- 1 - If the caster has at least one level of Nature Formal Magic and the target's experience level is one or higher, then the power level of the totem will be one. At this level, the target will be able to use the ability Animal Ways at will when dealing with creatures of his listed type. This level of totem will require the caster to spend two power components in the casting of it.
- 5 - If the caster has at least five levels of Nature Formal Magic and the target's experience level is five or higher, then the power of the totem can be five. At this level, the target will be able to freely communicate with creatures of his listed type. This communication will be bounded by the limits of animal intelligence in all cases. This level of totem will require the caster to spend four power components in the casting of it.
- 10 - If the caster has at least ten levels of Nature Formal Magic and the target's experience level is ten or higher, then the power of the totem can be ten. At this level, the target will be able to locate an animal companion within his designated category. This pet will follow all of the rules outlined in the skill Craftsman (Animal Trainer), except that there will be no level limits placed upon it, nor will there be any need to purchase any Craftsman (Type) skills in order to command the pet. At the time of the casting of the Spirit Totem spell, the target will receive a vision as to where his animal companion is. This generally leads to a quest of one type or another that will involve the target saving the life of his animal. This vision may take a while to materialize, and the animal companion will be gained when the quest to save it is completed. This quest is designed to provide a fun and exciting roleplaying opportunity for the target of the Spirit Totem, and it should not be so difficult as to make the recovery of the pet an unlikely scenario. In all cases the target character picks what type of pet he wishes to have, while the local plot team will determine the location of the pet and will design the quest according to the target's abilities. This level of totem will require the caster to spend six power components in the casting of it.
- 15 - If the caster has at least fifteen levels of Nature Formal Magic and the target's experience level is fifteen or higher, then the power of the totem can be fifteen. At this level, the target will be able to assume the form of an animal once per game day. The form taken depends on the type of the character's totem. The following table shows the types of totems and the animal forms that the character associated with each can assume.

Amphibian	Newt, Giant	Fish	Stingray, Large	Sentient Plant	Stalker Tree
Avian	Condor	Insectoid	Beetle, Giant	Ursine	Bear, Large
Canine	Wolf, Dire	Primate	Ape	Waterborne Mammal	Dolphin
Cloven	Boar, Giant Wild	Reptile	Alligator	Worm	Worm, Giant Carnivorous
Feline	Cat, Large	Rodent	Beaver, Giant		

In all cases the target retains his own intellect, but cannot use any of his game skills. 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 take at least 60 seconds of Concentration, and it will not be completed until the proper costuming is worn by the target. While in this form the character will be indistinguishable from a creature of the given type. The character's game skills are inaccessible while he is in this form, and he will fight and function as the creature in all aspects. If the listed creature normally has less body points than the character, then the character's body points will be kept throughout the change. If the creature has more body points, then the character will gain temporary body points when he changes into the animal form. These act in all respects like normal body points, except that they will be lost first in all instances. When the character changes back to his real form, his total body points will return to normal and he will not be able to keep any temporary body points that remain above his normal maximum. The character that changes form via this effect will be unable to speak, although he will understand what is going on around him as well as he normally would. He may be able to communicate via growls, barks, roars, clicks, or other types of noises appropriate to his new form. In order to return to form the target must spend 60 seconds concentrating. If at any time while he is in his animal form a character is reduced to 0 body points for any reason, he will immediately and uncontrollably return to his normal form via a three-count. If the character does not return to form in any other way, he will automatically return to form at the end of the game day via a three-count. This level of totem will require the caster to spend eight power components in the casting of it.

- 20 - If the caster has at least twenty levels of Nature Formal Magic and the target's experience level is twenty or higher, then the power level of the totem can be twenty. At this level, the target will be able to assume the form of his totem animal an additional two more times per game day. This level of totem will require the caster to spend ten power components in the casting of it.

Planar Asylum (scroll specific)

Target: Body(s)
Duration: 5 Days may not be extended
Components: P1, C1, E1, +1 P per additional person in the Asylum
Approved Planes: Darkness, Dream, Light, Reason

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Summon Basic Extra-Planar Creature (scroll specific)

Target: None
Duration: 5 Days or until banished or killed
Components: P1, C1, E1, S1
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named

creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Water Ability

Target: Body(s)
Duration: 5 Days (cannot be extended)
Components: P1, E1, S1 plus P1 equal to each additional target

This formal magic will allow the target to breathe and function normally under water without restriction. It 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 Drowning, Movement, and Speech are nullified by this ability. This is not a game skill, but is instead a form of movement.

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

Awakening I

Target: A living creature (see below)
Duration: The creature created will last until permanently destroyed, but the caster's control will only last 5 Days.
Components: P2, S2, V2
Approved Types: Dissolver, Dryad (or Dark Dryad) Leaf Warrior, Fungusoid (or Dark Fungusoid) Sporeling, Minor Beastman

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 Fungusoid (or Dark Fungusoid) of the appropriate type.

Humanoid – By targeting a humanoid, the caster can awaken the target's inner animalism and create a Beastman of the appropriate type. This is a special situation that has some unique rules from the other types of Awakening.

Plant – By targeting a green plant of at least 3' height or larger, the Shaman can cause that plant to literally become a Sentient Plant of the appropriate type.

Tree – By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Dryad (or Dark Dryad) of the appropriate type.

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.

In the case of a humanoid target, if it is someone other than the caster they become a typical Beastman of the appropriate type immediately, except that they are under the control of the caster for five days. During this time the target will follow the caster's commands exclusively, and will not have any memory of his actions. His new motivations will take top priority, and he will forsake all ties to his former life in pursuit of them. During this five day period, the Beastman will not know his friends and family, and will act totally on the whim of the caster.

If the caster himself is the target of this formal magic, he will be able to maintain quite a bit more control. His own thoughts and motivations will take precedence during the first five days, although the animal instincts will be constantly fighting to be released. In either case, at the end of the five days, the humanoid will acquire the magical disease known as Lycanthropy.

This effect will not take up a slot on a humanoid's spirit, but will instead be active upon the target's body. This means that this effect will fade if the humanoid is forced to resurrect within the first five days. At any time during the initial five days of this enchantment, the target can choose to resurrect in order to end the effect. If this is done, the target will die on a three-count of massive system failure and will immediately go to resurrect. This can only be done at the freewill of the player involved, and no game effect, form of control, or other type of circumstance can make the target go and resurrect in this way. Beastmen that are not of their own mind can choose to resurrect rather than acquire Lycanthropy in this way by refusing the formal magic spell or by choosing to resurrect at the end of their five days of being controlled.

This formal magic spell is reversible, and if an Awakening of equal or higher level is cast upon the target of a previous Awakening within the first five days, then these two will cancel each other out, immediately nullifying both effects. In addition, this effect is subject to removal via the casting of a Destroy Nature Magic formal magic spell that targets the affected character's body within the first five days. This latter method will remove all Nature Magic effects on the target's body as well.

Cloak, Minor (scroll specific)

Target: Item or Body
Duration: Until Used, for a maximum of one year
Components: P2, C1, D1, E1, V1

This formal magic provides single use protection that will stop the listed effect. This effect is described under Cloak in the latest edition of the NERO International Core Rules. The user of this formal magic touches the item and calls "Cloak vs. <effect>".

The following Cloak effects are allowed:

Acid – protects from attacks that deliver acid damage.

Binding - protects from Pin, Bind, Web, Confine effects.

Called Nature – protects from spells with the incant "I call upon nature."

Charm - protects from Charm, Shun, Dominate, Fear, and Vampire Charm.

Command - protects from Awaken, Charm, Shun, Silence, and Sleep.

Curse - protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.

Harnessed Power – protects from any spell with the incant "I harness the power of."

Poison – protects from any attack with the word “poison” in the verbal.
Sleep - protects from any effect that causes Sleep.
<**Spell Name**> - protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect.

Create Limited Formal Magic Scroll

Target: Formal Magic Scroll other than this one
Duration: Until Used, for a maximum of one year
Components: P2, C1, E1, + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components.

This formal is identical to the Earth/Celestial formal of the same name, and only nature scrolls can be created with the nature version of this formal.

Destroy Magic, Lesser

Target: Item, Spirit, Glyph of Protection, Circle of Power, Wall of Force, or Ward
Duration: Instantaneous
Components: P2, D1, V1

This formal is identical to the Earth/Celestial formal of the same name.

Render Indestructible

Target: Item
Duration: 5 days
Components: P2, C2, E2, T1

This formal is identical to the Earth/Celestial formal of the same name.

Whispering Wind

Target: Spirit
Duration: One Message
Components: P2, E1, S1, V1

This formal is identical to the Earth/Celestial formal of the same name.

LEVEL 3

Acid Aura

Target: Item
Duration: 5 days
Components: P3, C1, E1

This formal magic allows the wielder of a weapon to swing acid damage. This does not add any amount of damage to the character's swing, but instead simply changes the nature of the attack. This effect is a Damage Aura.

Arcane Armor

Target: Spirit
Duration: 5 days
Components: P3, C1, E1, S1

This formal is identical to the Earth/Celestial formal of the same name.

Bane, Minor (scroll specific)

Target: Item or Body
Duration: Until used, for a maximum of one year
Components: P3, C2, D1, E1, V1

This formal magic provides single use protection that will reflect the listed effect. This effect is described under Bane in the latest edition of the NERO International Core Rules. The following Bane effects are allowed:

Acid – protects from any attack that delivers acid damage.
Binding - protects from Pin, Bind, Web, Confine effects.
Called Nature – protects from spells with the incant “I call upon nature.”
Charm - protects from Charm, Shun, Dominate, Fear, and Vampire Charm.
Command - protects from Awaken, Charm, Shun, Silence, and Sleep.
Curse - protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.
Harnessed Power – protects from any spell with the incant “I harness the power of.”
Poison – protects from any attack with the word “poison” in the verbal.
Sleep - protects from any effect that causes Sleep.
<**Spell Name**> - protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect

Create Formal Magic Platform

Target: Circle of Power of the corresponding school
Duration: 1 Year
Components: P3, C2, S1, T2

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the Circle of Power to be extended beyond its normal (one hour) duration. The circle will only be useful for casting other formal magic and will provide no protection whatsoever. Anyone may enter or leave this type of circle freely. This circle is of the "fish-tail" variety.

A marshal's note must be included with the circle listing the expiration date for the circle.

Create Stake of Woe

Target: None
Duration: 5 Days or One Killing Blow against a Vampire (whichever is first)
Components: P3, C1, D1, S1, V1

This formal is identical to the Earth formal of the same name.

Dreamvision

Target: Spirit
Duration: One Vision
Components: P3, S2, T2

This formal is identical to the Earth formal of the same name.

Extend Enchantment

Target: Batch of Formal Magic of the appropriate school
Duration: 6 months
Components: P3, T2

This formal is identical to the Earth/Celestial formal of the same name. The “appropriate school” is Nature Magic.

Regeneration

Target: Spirit
Duration: 5 Days
Components: P3, S2, V1

This formal magic allows the target to use the creature ability Regeneration once per game day. This effect can be made to work multiple times if cast in a pyramid fashion upon the target’s spirit.

Regeneration is not an Earth Magic effect, and it will work to heal any type of being.

From the 8th Edition Rulebook:

Regeneration: Some creatures can regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is most often one minute but this may vary from creature to creature. If the regeneration time is interrupted by a weapon blow or a spell that affects the creature, the process must begin again. If the process is completed, then the creature regains all lost Body Points.

Summon Lesser Extra-Planar Creature (scroll specific)

Target: None
Duration: 5 Days or until banished or killed
Components: P3, C2, E2, S1
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

LEVEL 4

Awakening II

Target: A living creature (see below)
Duration: The creature created will last until permanently destroyed, but the caster's control will only last 5 Days.
Components: P4, S2, V3
Approved Types: Base Beastman, Dryad (or Dark Dryad) Bark Warrior, Fungusoid (or Dark Fungusoid) Spore Warrior, Siren Needler

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 Fungusoid (or Dark Fungusoid) of the appropriate type.

Humanoid – By targeting a humanoid, the caster can awaken the target’s inner animalism and create a Beastman of the appropriate type. This is a special situation that has some unique rules from the other types of Awakening.

Plant – By targeting a green plant of at least 3’ height or larger, the Shaman can cause that plant to literally become a Sentient Plant of the appropriate type.

Tree – By targeting a tree of at least 6’ height, the caster can awaken the tree's spirit, causing it to harbor a Dryad (or Dark Dryad) of the appropriate type.

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.

In the case of a humanoid target, if it is someone other than the caster they become a typical Beastman of the appropriate type immediately, except that they are under the control of the caster for five days. During this time the target will follow the caster's commands exclusively, and will not have any

memory of his actions. His new motivations will take top priority, and he will forsake all ties to his former life in pursuit of them. During this five day period, the Beastman will not know his friends and family, and will act totally on the whim of the caster.

If the caster himself is the target of this formal magic, he will be able to maintain quite a bit more control. His own thoughts and motivations will take precedence during the first five days, although the animal instincts will be constantly fighting to be released. In either case, at the end of the five days, the humanoid will acquire the magical disease known as Lycanthropy.

This effect will not take up a slot on a humanoid's spirit, but will instead be active upon the target's body. This means that this effect will fade if the humanoid is forced to resurrect within the first five days. At any time during the initial five days of this enchantment, the target can choose to resurrect in order to end the effect. If this is done, the target will die on a three-count of massive system failure and will immediately go to resurrect. This can only be done at the freewill of the player involved, and no game effect, form of control, or other type of circumstance can make the target go and resurrect in this way. Beastmen that are not of their own mind can choose to resurrect rather than acquire Lycanthropy in this way by refusing the formal magic spell or by choosing to resurrect at the end of their five days of being controlled.

This formal magic spell is reversible, and if an Awakening of equal or higher level is cast upon the target of a previous Awakening within the first five days, then these two will cancel each other out, immediately nullifying both effects. In addition, this effect is subject to removal via the casting of a Destroy Nature Magic formal magic spell that targets the affected character's body within the first five days. This latter method will remove all Nature Magic effects on the target's body as well.

Create Unlimited Formal Magic Scroll

Target: Unlimited Formal Magic Scroll other than this one
Duration: 2 Years or 1 year (see below)
Components: P4, C2, E2, T2 + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components.

This formal is identical to the Earth/Celestial formal of the same name and can only be used to copy Nature Formal scrolls.

Delimit

Target: Item
Duration: 5 Days
Components: P4, C1, S3

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Revive

Target: Spirit
Duration: 1 Year or until used
Components: P4, S2, T1, V1

This formal magic takes up a slot on the target's spirit and allows the caster to use the creature ability Revive once ever. A character using this skill cannot be prevented from Reviving in any way. No game effects will work to target a character Reviving by means of this formal magic, and any that strike a character while he is Reviving should get the response of "no effect." A single character may never have more than one Revive upon his spirit at any time.

Revive begins as soon as the target would normally begin to dissipate for resurrection, 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. The level 7 battle magic spell Create Undead will not prevent a character from Reviving by means of this formal magic, and the Create Undead will be immediately dispelled when the Revive takes effect. Similarly, creatures that are immune to Life spells or crumble at 0 body will begin to Revive as soon as they would normally crumble. In the case of golems or other similar Alterations, this will leave the character behind in his normal form while the effects of the golem will crumble and fade away. Transformed characters will not lose any of their transformed abilities in this way.

As soon as the target of this ritual begins to Revive he must say, "begin Revive." This is an out-of-game statement that cannot be prevented. After the 5-minute count for Reviving, the character must state "end Revive," again as an out-of game statement. Any character with the skill healing Arts can use it to ask if a character is Reviving.

From the 8th Edition Rulebook:

Revive: A creature with this skill can rise back up after five minutes of semi-death. Instead of dissipating and going to resurrect, the creature rises with full Body Points. The creature will either have a limited number of uses of this ability or there will be some special method of preventing the creature from reviving; for example, some creatures can be prevented from using this skill by applying a Killing Blow with a silver blade.

Spell Store

Target: Item or Body
Duration: 5 days
Components: P4, C2, E1

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

LEVEL 5

Channel Spell

Target: Weapon
Duration: 5 days
Components: P5, C2, E2, S2, + P equivalent to the level of the spell being channeled

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Cloak (scroll specific)

Target: Item or Body
Duration: 5 days
Components: P5, C2, D2, E1, V2

This formal magic will create a once per day protection that will stop a certain type of effect. The item must be touched and the effect must be spoken aloud at the end of the formal magic. This effect is described under Cloak in the 8th edition NERO Rulebook. The user of this formal magic touches the item and calls "Cloak vs. <effect>".

The following Cloak effects are allowed:

Acid – protects from any attack that delivers acid damage.
Binding – protects from Pin, Bind, Web, Confine effects.
Called Nature – protects from spells with the incant "I call upon nature."
Charm – protects from Charm, Shun, Dominate, Fear, and Vampire Charm.
Command – protects from Awaken, Charm, Shun, Silence, and Sleep.
Curse – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.
Harnessed Power – protects from any spell with the incant "I harness the power of."
Poison – protects from any attack with the word "poison" in the verbal.
Sleep – protects from any effect that causes Sleep.
<Spell Name> – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect

Escape Pin/Bind/Web/Confine

Target: Spirit
Duration: 5 Days
Components: P5, V3

This formal magic allows the caster to use the monster ability Escape Pin/Bind/Web/Confine. They do a three-count saying "I escape one... three."
This effect is not limited in use as far as the number of times that the target can escape from the effects.

Extend Formal Magic

Target: Batch of formal magic of the appropriate school
Duration: 1 year
Components: P5, T4

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Protection Aura

Target: Body
Duration: 5 days
Components: P5, C2, D1, E1, V2 (Unrestricted components only)

This formal is identical to the Earth formal of the same name.

Summon Major Extra-Planar Creature (scroll specific)

Target: None
Duration: 5 Days or until banished or killed
Components: P5, C2, E2, S2
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Tyrran Aura

Target: Item
Duration: 5 Days
Components: P5, D1, E2, V2

This effect allows a weapon to swing Tyrran damage. Tyrran damage only deals damage to beings of Extra-Planar origin. When the wielder of the weapon swings it in combat, the damage delivered is doubled when called as Tyrran.

LEVEL 6

Awakening III

Target: A living creature (see below)
Duration: The creature created will last until permanently destroyed, but the caster's control will only last 5 Days.
Components: P6, S2, V4
Approved Types: Dryad (or Dark Dryad) Trunk Warrior(no PC skills),Fungusoid (or Dark Fungusoid) Spore Knight (no PC skills), Gargantuan Creeper, Major Beastman

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 Fungusoid (or Dark Fungusoid) of the appropriate type.
- Humanoid** – By targeting a humanoid, the caster can awaken the target's inner animalism and create a Beastman of the appropriate type. This is a special situation that has some unique rules from the other types of Awakening.
- Plant** – By targeting a green plant of at least 3' height or larger, the Shaman can cause that plant to literally become a Sentient Plant of the appropriate type.
- Tree** – By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Dryad (or Dark Dryad) of the appropriate type.

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.

In the case of a humanoid target, if it is someone other than the caster they become a typical Beastman of the appropriate type immediately, except that they are under the control of the caster for five days. During this time the target will follow the caster's commands exclusively, and will not have any memory of his actions. His new motivations will take top priority, and he will forsake all ties to his former life in pursuit of them. During this five day period, the Beastman will not know his friends and family, and will act totally on the whim of the caster.

If the caster himself is the target of this formal magic, he will be able to maintain quite a bit more control. His own thoughts and motivations will take precedence during the first five days, although the animal instincts will be constantly fighting to be released. In either case, at the end of the five days, the humanoid will acquire the magical disease known as Lycanthropy.

This effect will not take up a slot on a humanoid's spirit, but will instead be active upon the target's body. This means that this effect will fade if the humanoid is forced to resurrect within the first five days. At any time during the initial five days of this enchantment, the target can choose to resurrect in order to end the effect. If this is done, the target will die on a three-count of massive system failure and will immediately go to resurrect. This can only be done at the freewill of the player involved, and no game effect, form of control, or other type of circumstance can make the target go and resurrect in this way. Beastmen that are not of their own mind can choose to resurrect rather than acquire Lycanthropy in this way by refusing the formal magic spell or by choosing to resurrect at the end of their five days of being controlled.

This formal magic spell is reversible, and if an Awakening of equal or higher level is cast upon the target of a previous Awakening within the first five days, then these two will cancel each other out, immediately nullifying both effects. In addition, this effect is subject to removal via the casting of a Destroy Nature Magic formal magic spell that targets the affected character's body within the first five days. This latter method will remove all Nature Magic effects on the target's body as well.

Bane (scroll specific)

Target: Item or Body
Duration: 5 days
Components: P6, C2, D2, E1, V3

This formal magic will create a once per day protection that will reflect a certain type of effect.

The item must be touched and the effect must be spoken aloud at the end of the formal magic.

This effect is described under Bane in the 8th edition NERO Rulebook. The user of this formal magic touches the item and calls "Bane vs. <effect>".

The following Bane effects are allowed:

- Acid** – protects from any attack that delivers acid damage.
- Binding** – protects from Pin, Bind, Web, Confine effects.
- Called Nature** – protects from spells with the incant "I call upon nature."
- Charm** – protects from Charm, Shun, Dominate, Fear, and Vampire Charm.
- Command** – protects from Awaken, Charm, Shun, Silence, and Sleep.
- Curse** – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.
- Harnessed Power** – protects from any spell with the incant "I harness the power of."
- Poison** – protects from any attack with the word "poison" in the verbal.
- Sleep** – protects from any effect that causes Sleep.
- <Spell Name>** – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect

Create Protective Circle

Target: Circle of Power
Duration: 1 Year
Components: P6, C3, E3, S3, T4

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is Nature Magic.

Expanded Enchantment

Target: Item or Body
Duration: 5 days
Components: P6, C3, E3, + P equivalent to level of the spell being expanded

This formal is identical to the Earth/Celestial formal of the same name. The "appropriate school" is nature magic.

Spirit Link

Target: Spirit and Item
Duration: 5 days
Components: P6, C3, E2, S3

This formal is identical to the Earth/Celestial formal of the same name.

LEVEL 7

Exile

Target: A Single Extra-Planar Being
Duration: Permanent
Components: P7, E2, S2, T2, V1 plus the collected essence of the being to be banished

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 gathered anytime the creature is destroyed on Tyrra, and this process is outlined in the NERO 8th Edition Rule Book under the section entitled "Formal Magic Components." The essence must be collected on Tyrra to be of any use in this formal magic.

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 Rift and/or portal of any kind.

Spell Parry

Target: Weapon
Duration: 5 Days
Components: P7, C2, E2, V3

This formal magic allows a character to avoid any single game effect delivered via packet as a spell, Magic, Arcane, or Elemental attack. In order to do so, the wielder of the weapon must have an unused Critical Parry in his skill set and must use it properly in order to activate this ability.

When used, the correct verbal for this effect is "Spell Parry." The wielder of the weapon can use this ability once per day for each Spell Parry formal magic effect active upon a weapon. This effect cannot be used to target a shield.

Summon Greater Extra-Planar Creature (scroll specific)

Target: None
Duration: 5 Days or until banished or killed
Components: P7, C3, E3, S3
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Transform to Greater Creature (scroll specific)

Target: Spirit
Duration: 2 years
Components: P7, C3, E4, S4, T1 (Unrestricted only)
Approved Creatures: Nature Knight

This formal magic will transform the target into a specific Greater Creature upon the permanent death of the target. Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

Vengeance

Target: Spirit
Duration: Until all charges used or one year, whichever comes first
Components: P7, C1, D2, E3, S2

This formal magic causes a retributive strike of pure magical damage equal to ten points per level of formal magic ability possessed by the caster in the appropriate school 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. This formal magic has a number of charges equal to one third the number of levels of formal magic ability possessed by the primary caster in the appropriate school, rounded down.

LEVEL 8

Destroy Magic, Greater

Target: Item, Spirit, Glyph of Protection, Circle of Power, Wall of Force, or Ward
Duration: Instantaneous
Components: P8, D4, V4

This formal is identical to the Earth/Celestial formal of the same name.

Spirit Walk

Target: Spirit(s)
Duration: Indeterminate
Components: P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking

This formal is identical to the Earth/Celestial formal of the same name.

Transform to High Creature (scroll specific)

Target: Spirit
Duration: 2 years
Components: P8, C4, E5, S5, T3 (Unrestricted only)
Approved Creatures: Nature Lord

This formal magic will transform the target into a specific High Creature upon the permanent death of the target. The target must currently have a Transform to Greater Creature formal magic present upon its spirit. The previous formal magic, if indeed present, must be of the same type of creature as the one being attempted. If either of these conditions is untrue, this formal magic will fail.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer. Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

LEVEL 9

Create Permanent Circle of Power

Target: Circle of Power
Duration: 2 Years
Components: P9, C4, E4, S4, T4

This formal is identical to the Earth/Celestial formal of the same name. The “appropriate school” is Nature Magic and the following rules apply to Nature Circles.

Nature Circles of this type allow any invested member to Commune With Nature. This ability allows the invested character to ask a single question pertaining to the local area's natural surroundings. 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, extremely extraordinary phenomena (such as magical portals and/or elemental activity), etc. This ability will not reveal specific information, and is generally only useful to find approximate locations and/or times of occurrences. In order to use this power the invested character must consume an alchemical Hallucinoid elixir while within the circle. He must then stay within the circle until the effects of this elixir wear off naturally. During this time the character will have a vision that may or may not reveal the answer to his question. There will be no need for formal components or scrolls, and this ability does not require the use of the skill formal magic. Only one character can use the circle to Commune With Nature at any given time. 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

Target: Batch of formal magic of the appropriate school
Duration: 2 Years
Components: P9 (including at least one P2 or P4), C2, T4

This formal is identical to the Earth/Celestial formal of the same name. The “appropriate school” is Nature Magic.

Spirit Lock

Target: Spirit and Item
Duration: 5 days
Components: P9, C4, E4, S6

This formal is identical to the Earth/Celestial formal of the same name.

Summon High Extra-Planar Creature (scroll specific)

Target: None
Duration: 5 Days or until banished or killed
Components: P9, C4, E4, S4
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Transform to Master Creature (scroll specific)

Target: Spirit
Duration: 2 years
Components: P9, C8, E10, S10, T5 (Unrestricted only)
Approved Types: Nature Icon

This formal magic will transform the target into a specific Master Creature upon the permanent death of the target.

The target must currently have a Transform to High Creature formal magic present upon its spirit. The previous formal magic, if indeed present, must be of the same type of creature as the one being attempted. If either of these conditions is untrue, this formal magic will fail.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer. Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

Rune Guide for Nature Magic

This document is an in-game example of one of the schools of Nature Magic in use at NERO West. Anyone who has learned Nature Magic through the traditions of Silverleaf or from Magus would share these forms for the runes they use.

This version was authored by Eric Silverleaf, now known by his ascended name, Silverfire.

The runic symbols of Nature Magic are much different from what most people have understood as runes. Early Viking and Celtic runes were formed with straight lines. This was to help with the carving of them into stone and wood. You could just hit a chisel and the line would form. They had no curves in them because cutting curves through hard material is difficult and imprecise for anyone besides trained craftsmen. However, when you look at nature, you will never find a straight line. Nature abhors them. Some items may appear almost straight – such as a shoot – but it still will have a slight bend to them. The only way to have a straight line in nature is if an outside force works upon it – like the trailing web of a spider as it descends. Therefore, the majority of the runes have no straight lines. For those few that do, the lines are mainly for helping humans grasp their meanings and, since they are drawn freehand, you will find that those lines are not exactly straight.

The current runes listed are just the beginning. More will be added as it becomes necessary. The “Basics” are below and give an idea about how things progress in the realm of runes as well as helps to take care of most of the current Nature spells.

Reading Runes

The runes come in various shapes but many of these shapes have multiple meanings depending on their orientation and the entire message could be distorted if one rune is read before another in the wrong order. So how is the direction of the rune reading determined? When carved on stationary or ‘typically oriented’ (the way the item usually stands at rest – for a human, it is standing up – hands at the side) the rune’s “bottom” is down. If the bottom is unknown – as in the case of a piece of paper – then the bottom is marked via a line along the bottom. If there is a column of runes then they are read from the bottom up – in the manner that things grow. Only the first rune, on the bottom of the column, will be underlined, denoting the beginning and orientation of the runes. If there are a series of columns of runes, then find the rune with the first underline and use that as the starting rune. Each additional rune should be read up until the top is reached, and then the next column should be read – from the bottom up.

The Circle – Nature

The Circle is perhaps the only shape that Nature truly loves. It will constantly try to place things within a circle. A bubble, the pooling of liquid upon a flat surface, the rings formed by plants, light shined through a hole, the sun, the moon and so on. It is for this reason that the Circle is held in great significance. A circle is the rune for nature.

The Oval - Creatures

Following that the Circle stands for Nature, the Oval stands for various creatures of nature. There are three major creatures of nature – Animals, Plants, and Humans.

Humans, and all other races, strive to put themselves above nature. They try to control it, harness it and make it bend to their will. For their attempts to increase themselves higher than nature itself, the Oval for Humans is vertical.

Animals, however, try to keep themselves along the ways of nature, being one with it and in tune with it. They often travel on four legs, their bodies close to the ground. For this reason, the Oval for Animals is horizontal.

Plants are in between animals and humans. They are needed for both to survive and, in turn, rely on both for their own survival. Because of their shared nature between the two, the Ovals for Plants are diagonal – with the top being to the right.

A final, and unofficial oval is the Oval for Monsters. Although “Monsters” can be described in any of the three above, it has become easier for a new rune to be created for descriptions. A monster is considered an animal or plant that has gained an incredible amount of “intelligence” – such as a Griffin or a human that has ‘degraded’ to the level of animals – such as Goblins. The Oval for Monsters is diagonal, with the top being to the left.

Semi-Circle – Life, Death, Undead and Demons

As Life and death are a primary part of nature, so are they represented by parts of the circle. Life is growth and change, rising up and finding what they can become. The rune for Life is a semi-circle with the opening up. Meanwhile, in death, we all return to the earth, to dust and back into the ground to help more life. For that reason, the rune for Death is a semi-circle with the opening down. Within the world, there is a great many undead creatures within the lands. For that reason, the Life and Death rune has been altered to include them. The rune for Undead is a semi-circle with the opening to the right. For those creatures that were not born from this world of nature, and will not return to it when they die, their rune, the rune of Demons – which includes elementals and any creature not from this world – is a semi-circle opening to the left.

The Triangle – Elements

Within natural magic, there are only three elements – Ground, Air and Water. Fire is not a natural element because when it is in its most basic state, the flame, it destroys all the other elements. The ground is scorched, the air is burned away and water evaporates. Unlike fire, the three other elements, in their most basic form, can co-exist with each other and not cause any difficulties. For these three, one of the few straight runes is used – the Triangle. The point on top represents Air, the point to the left represents the Ground and the point on the right represents Water. If just a triangle is drawn, it is to represent the concept of the elements – the forces that reside within them all. If one of the corners is slightly filled in – then it speaks of that one element. If the triangle is drawn so that the point is down, then the rune refers to the enemy of the elements, Fire.

The Wavy line – Combat and Protection

Combat is a natural part of life, however it causes great strife and upheaval while it is going on. For this reason, the rune for Combat is a wavy line that travels along a vertical path. Protection is considered the opposite of Combat. This can take the form of Armor, fleeing or defending an area. For these, it is a wavy line that travels along a horizontal path. Note that the intensity of the combat and defense can be shown by multiple lines.

The Cradle – Heal, Harm, Poison, Purify

As healing is a way for life to continue, to be repaired and further extended, the rune for healing is based upon the rune of Life. This rune appears as Life rune (semi-circle facing up) but with a second semi circle facing up. The lowest point of this second semi-circle is roughly at the mid point of the Life rune and the two ends meet the other ends of the Life rune – looking like a smiling face. The Rune for Harming is a reversed heal rune. And the rune for Poison is the Heal rune with the ‘open’ end to the right – the rune for Purify is open to the left.

The Eye – Detect, Hide

An eye can see all, as long as it is open. That is why the rune for Detect is the Eye. This appears similar to the Animal rune except lines extend from the cruxes at each end – giving the appearance of two curves that have slightly crossed. The Rune for Hide an inverted rune of Detect.

The Drop – Calm, Sleep, Berserk and Awaken

Nothing is as soothing as watching a stream of water. Nothing will snap you awake than a splash of cold water on your face. So the Drop is used for these meanings. The drop looks like an ‘S’ with the bottom curve continuing and completing the circle underneath the upper curve. This position means Awaken. With the open curve to the left, it means Calm. The open curve downward is Sleep and the open curve to the right is Berserk.

The Vines – Hold, Entangle, Release

Clinging vines hold many things. This is represented by two intertwining lines. If they stand lengthwise, they mean to hold or entangle. If along the horizon, they are to bypass or release – as one would the vines lying on the ground.

The Radiance – Charm, Shun, Light and Dark

As power radiates as the warmth of the sun, so is the runes for Radiance. The Radiance is a series of short slashes along the top half edge of the rune which represents Charming. If the slashes are along the bottom half, it means to shun or to force away. If there is a full circle of the Radiance, then it represents light. If the Radiance encircles a black dot, then it means darkness.

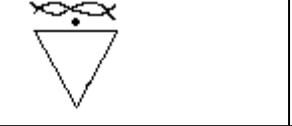
The Mountain – Strength, Weaken

The mountain represents strength. So the form of the mountain – a ‘rounded’ triangle without the bottom – is the symbol for strength. The opposite, inverted rounded triangle, is weakness.

Spell Runes

To help make things easier, all of the runes for the various spells of nature are listed below. Hopefully, these examples will help to explain much of what has already been written

	Calm Animal		Detect Poison		Mend
	Light		Detect Magic		Leaf Armor
	Entangle		Tyrran Beam		Charm Animal
	Physical Shield		Poison Spittle		Weakness
	Nausea		Poison Shield		Treeskin
	Tyrran Bolt		Acid Spittle		Animal Ways
	Fear		Release		Shield Magic

	Control Animal		Elemental Shield		Sleep
	Tyrran Storm		Charm		Deadly Spittle
	Claws		Pestilence		Dispel Magic

Modifying Runes

Besides their actual shape, there are three other aspects to consider – size, thickness and color. These variables are dependant upon, and in relation to, where they are being drawn. For example, a stone that is to have a single rune upon it would have it carved as thick as the tool used so that it would take up half of the stone – placed in the center with an ‘appropriate’ border of stone around it. Now, if it was an important marker – one that perhaps denoted a meeting place or an area of great significance – it would have a much larger rune. A smaller rune would denote that it is secrecy, that it is something that should not be spoken about to others. A rune that was carved multiple times by the same tool, thereby thickening it, would indicate a special interest by the individual who wrote the rune or that the writer actually performed what is being written about. This is akin to the old texts that can be found that have the large, embellished letter that starts the chapter. Last is the color of the rune. A carved rune that has no color added into the trench is just one that is written as one would write a letter. If color is added though, it shows a greater significance to the rune itself. If written and not carved, the ‘no color’ is black.

A Green Rune refers to beginnings or celebration. (Life Rune)

A Red Rune refers to endings or sorrow. (Death Rune)

A Blue Rune refers to hardship, loss or starvation. (Undead Rune)

A Brown rune refers to growth prosperity or continuance of a journey. (Nature Rune)

A Silver rune refers to society, ‘civilization’ or the ‘production’ of items. (Demon Rune)

A White Rune refers to magic. (Fire Rune)

So a vertical oval (human) that is painted white would denote a mage.

Runes instead of Color

Sometimes, you might be writing a runic setting and not have the colors available to help enhance the runes (a white vertical oval denoting a human mage). Then a dot, followed by an appropriate rune listed would indicate the status. As with the above example, a vertical oval followed by a dot and then by the symbol for Fire would denote a human mage. Meanwhile a human fighter would be denoted by a vertical oval with wavy lines inside of it (see Combining Runes below).

Combining Runes

Sometimes, it will make sense to combine runes – such as for a Fire Elemental. The question becomes how do you create such a combination rune. Do you place the rune for Fire before, after in or around the rune for an Elemental. Since it is a single item, the rune should be combined into one rune. This should be done in a way to denote the ‘class’ of item being represented. For example, there are multiple types of Elementals. So the semi-circle (Demon) would be the larger of the two runes and it would surround the triangle (Fire). Following this rule, you will not need to worry about combining two runes to make another, pre-existing rune – such as a Death (semi-circle open to the right) Elemental (semi-circle open to the left) combining to make Nature (a full circle). If there are more than two runes needed to describe a single object, continue with the above idea by having the largest category first, the second largest next, and so on.

If there is a tie – such as a Human Death Knight – where there are plenty of Humans, Knights and Death is rather common, you may need to break it down differently – a Human Death Knight is actually a Human combatant for Death – and would be written in that order (Vertical Oval surrounds wavy line AND a semi circle that opens to the bottom). Since the wavy line could not ‘encircle’ the semi-circle, it was placed next to it. It could be placed anywhere within the Oval as that will denote both Combat and Death. As the oval was NOT surrounded by the semi-circle (thereby signifying the death of the human) it should be interpreted that the human fights for death.

Example:

Shield Magic has the rune for protection outside of the rune for magic (which is the rune for fire). If the rune for protection was inside the rune of magic, it would mean a magical protection and not a protection from magic. If colors were to be used, then just a white, sideways wavy line would be used to denote protection from magic. If it was a magical protection from something else, then the white rune would be inside of whatever it was protecting.

Grammar

Grammar is VERY subjective when using runes – just as is interpretation of what a cloud looks like. For example, a horizontal wavy line, followed by a semi-circle open down with a vertical oval inside of it would translate to: The fight killed the man. However, a horizontal wavy line, followed by a semi-circle open down followed by a vertical oval would translate to: The fight will kill the man. And a horizontal wavy line, followed by a vertical oval followed by a semi-circle open down would translate to: The fight would have killed the man. Remember that the rune describes the ‘here and now’. If the man IS dead, then the subject is surrounded by the action. If the man WILL die, then the subject follows the action. If the man SHOULD HAVE died, then the action follows the subject.

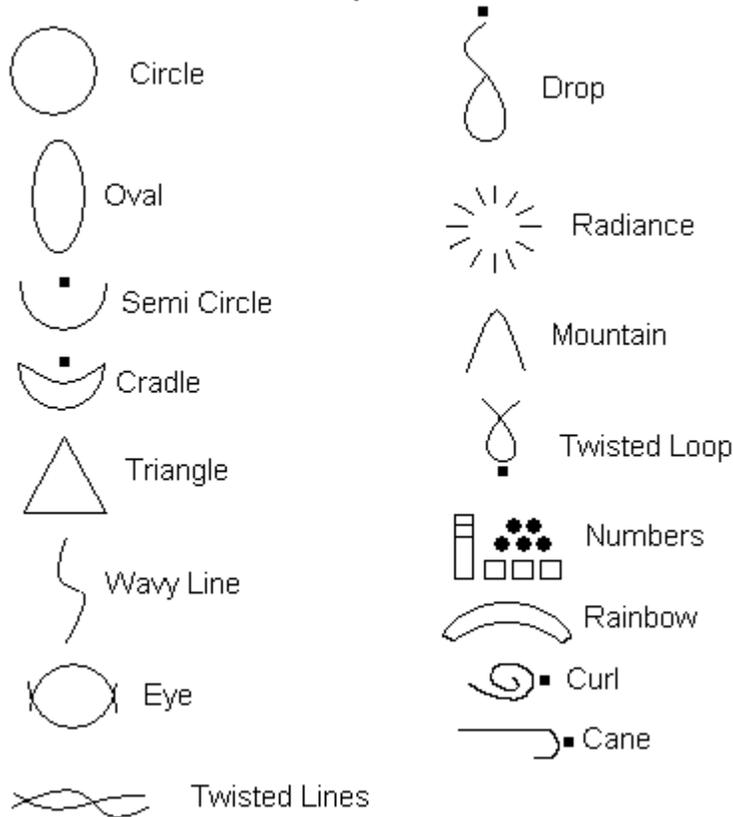
Sigils

Sigils are a type of rune that is actual a picture of an item. For example, there is a rune for Animal. But what animal is being talked about? The runic language would be hard pressed to come up with runes for every single animal in the world. Therefore, a drawing of the animal in question is much easier. They are often very basic but the general form can be understood by putting it into context. If a picture is of a canine but the runes tell of destruction, it is probably more of a wolf than a pet dog. Often, the Sigil will totally replace the rune that it is defining. It would be redundant to put the animal rune and the dog sigil next to each other. The rune for "Claws" is a perfect example.

Basic Runic Translations

-By Eric Silverleaf

Runic Samples



Directional Notes:

The abbreviations are for the direction that the runes face. For those that have multiple facings (up, down, left, right) a black square has been added to the rune. The black square is NOT part of the rune but it denotes the 'top' of the rune – the part that should be facing "Up" if the directions say up.

Abbreviations:

U – Up
 R – Right
 H – Horizontal
 D – Down
 UL – Starts in the Upper Left corner and goes diagonally to the Lower Left
 UR – Same as above but starts in Upper Right
 L – Left
 V – Vertical

Rune	Meaning	Rune	Meaning	Rune	Meaning
Cane D	Planting	Oval Diagonal UL	Monsters		
Cane L	Fallow	Oval Diagonal UR	Plants	Triangle LB	Ground/Earth
Cane R	Pestilence	Oval H	Human	Triangle RB	Water
Cane U	Harvest	Oval V	Animal	Triangle Top	Air
Circle	Nature, Life	Radiance around dot	Dark	Twisted lines H	Hold/Entangle
Cradle D	Harm	Radiance B	Shun	Twisted lines V	Release
Cradle L	Purify	Radiance Circle	Light	Twisted Loop D	Metal
Cradle R	Poison	Radiance T	Charm	Twisted Loop Diagonal UL	Steel
Cradle U	Healing	Rainbow C	Green	Twisted Loop Diagonal UR	Iron
Curl D	Blood	Rainbow Empty	White	Twisted Loop L	Silver
Curl L	Spittle	Rainbow Filled	Black	Twisted Loop R	Copper
Curl R	Acid	Rainbow L	Red	Twisted Loop U	Gold
Curl U	Potion/Alchemy	Rainbow lined	Brown	Wavy Line H	Combat
Drop D	Sleep	Rainbow R	Blue	Wavy Line V	Armor/Defense
Drop L	Calm	Semi Circle D	Death		
Drop R	Berserk	Semi Circle L	Demons	Numbers	
Drop U	Awaken	Semi Circle R	Undead	Dots	1-9
Eye H	Detect	Semi Circle U	Life	Boxes	10's
Eye V	Hide	Triangle	Elements	Long Boxes	100's
Mountain	Strength	Triangle Inverted	Fire/Magic	Zero	Box with dot
Mountain Inverted	Weakness				