

## NERO→ Additional Spells (Volume 1) Play-test

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### Objective:

- The Objective of this play-test is to flesh out and fill some of the gaps in the spell lists and improve the versatility of spell casters

### **Elemental Blade (4th level celestial spell):**

Incant: I grant you the power of an elemental blade.

This spell replaces the spell flameblade and is identical in all respects but allows the recipient to swing an additional 4 points of damage and the carrier attack of choice: flame, ice, lightning, or stone for one swing.

### **Stone Bolt (5th level Celestial spell):**

Incant: I call forth a Stone Bolt

This spell delivers 20 points of eldritch stone damage.

### **Enchanted Blade (6th level celestial spell):**

Incant: I grant you the power of an enchanted blade.

This spell replaces the existing spell of the same name. It will allow the recipient to swing magic against one opponent in the manner of a critical attack. It will not confer any additional damage. This spell follows the stacking rules of no more than three upon any one person.

### **Restore Limbs (7th level earth spell):**

Incant: I call upon the earth to restore your limbs.

This spell replaces the existing spell restore limb. It is identical to that spell but restores all four limbs at the same time. The opposite wither limb still only affects a single limb.

### **Eldritch Blast (9th level celestial spell):**

Incant: I call forth a (flame, ice, lightning, stone) blast.

This spell replaces the ninth level celestial spell of the same name and gives the caster the option to use stone as well as flame, ice, and lightning.