

## **NERO® Modified Detect Magic Spell Play-test**

*Version 1.0 092602*

*For NERO Rules: Matthew Pearson, Original Concept by NERO Massachusetts*

### **Objective:**

- ♦ The Objective of this play-test is to improve the usability of the Detect Magic spell.

### **Details:**

A Detect Magic spell, along with its abilities conferred in the 8<sup>th</sup> edition rulebook, will reveal whether a Circle of Power is One Hour, One Year, or Two Year. The Detect Magic spell will also reveal whether items targeted by it are of Earth, Celestial, Harmonics (if play-test is in use), or Other.