

## NERO® Chronicles Nature Magic Play-test v2.5

### General Rules

Nature magic is a separate school of magic. Although Nature magic works very much like the other schools of magic. Nature mages learn their spells in the same manner that both Earth and Celestial mages do, even paying the same build point costs to do so. Nature magic may be learned as a primary or as a secondary school of magic, same as Earth and Celestial. At this time there are no rules for having a tertiary school of magic; characters are limited to one primary and one secondary school of magic.

#### ***Commune with Nature***

To learn Nature magic spells, the aspiring Nature mage must first learn how to Commune with Nature. That is, how to attune one's self to the life force and rhythm of Tyrra. The skill Commune with Nature allows the character insight into the characters surroundings. A character with the Commune with Nature skill, at plot's discretion, is able to determine if an item, person, or area is tainted, or corrupted. Such a skilled character might also receive portents or visions if a particular area or item is particularly strong in nature, or corrupt (this is also at plot's discretion).

#### ***Runes of Nature***

This skill allows the nature mage to create runes of natural power. These runes can then be placed on creatures as tattoos, or drawings allowing the nature mage to use the power stored within. A nature mage must have a Rune of Nature tattooed, or drawn on their body for every level of spells they can access. For example, a nature mage that can cast up to fourth level spells must have four different markings on their body representing the four levels of magic they have attained. Runes of Nature are personal symbols, and every nature mage will have different markings depending on attitude, and outlook on life. Creativity is encouraged in creating the Nature Mage's body runes.

This skill also allows the nature mage to use Runes of Power. Runes of Power are talismans that hold small amounts of nature magic in them that can be used by nature mages at a later time. This is similar to how scrolls work for celestial magic except that Runes of Power can only be used if you are capable of casting a nature magic spell of the same level of the spell that is in the Rune of Power.

#### ***Create Runes of Power***

This skill grants the user 4 production points for every time this skill is purchased, per day. Using these production points, characters can create runes that have stored Nature Magic within them. A person trained in the skill Runes of Nature may use Runes of Power to generate Nature Magic spells by placing a spell packet upon the Runes of Power, complete the incant for the stored spell and either touching the target for the spell with the packet, or by hitting the target with the thrown spell packet. This action requires no light to perform, but follows all other spell-casting requirements.

Spells marked below with an **R** may be made into Runes of Power. The production point cost for creating the rune is 4 x <level of spell>.

#### ***Aspect Spells***

All spells that have the phrase "Aspect of" in the name of the spell are enchantments. These are special enchantments in that a character may only have 2 of these "Aspect of" spells active on them at once. Any subsequent casting of one of these enchantments on a character will automatically fail. A character enchanted with an Aspect spell may opt to break the enchantment at any time by stating "Break Enchantment <name of spell>.

\*\*Note about Nature spell books: Characters do not need to read and write to use Nature spell books. The skill Runes of Nature conveys the ability to use Nature spell books.

**Costs and Prerequisites** (note: costs of all skills other than Commune with Nature and Runes of Nature are doubled if taken as a secondary school of magic)

<u>Type</u>	<u>Skill</u>	<u>F</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>Prerequisites</u>
Nature Magic	Commune with Nature	6	6	3	3	None
Nature Magic	Runes of Nature	8	6	4	4	Commune with Nature
Nature Magic	Nature Magic Level 1	3	2	1	1	Runes of Nature
Nature Magic	Nature Magic Level 2	3	2	1	1	Nature Magic level 1
Nature Magic	Nature Magic Level 3	6	4	2	2	Nature Magic Level 2
Nature Magic	Nature Magic Level 4	6	4	2	3	Nature Magic Level 3
Nature Magic	Nature Magic Level 5	9	6	3	3	Nature Magic Level 4
Nature Magic	Nature Magic Level 6	9	6	3	4	Nature Magic Level 5
Nature Magic	Nature Magic Level 7	12	8	4	5	Nature Magic Level 6
Nature Magic	Nature Magic Level 8	12	8	4	5	Nature Magic Level 7
Nature Magic	Nature Magic Level 9	15	10	5	6	Nature Magic Level 8
Nature Magic	Formal Nature Magic	12	8	4	4	Nature Magic Level 9
Trades and Crafts	Create Runes of Power	6	5	3	4	Nature Magic Level 1

## List of Spells

### Level 1

Light

**R** Calm Animal

Stabilize

**R** Ensnare

**R** Disarm

**R** Speak with Animals

Detect Corruption

### Level 2

Empathic Healing

**R** Majesty

**R** Magic Armor

**R** Repel

Plant Mastery

Aspect of Focus

**R** Detect Magic

### Level 3

**R** Charm Animal

Blindness/Sight

**R** Entrap

Weakness/Remove Weakness

Aspect of Leaf

**R** Purify Food and Drink

**R** Shatter

### Level 4

**R** Calm

**R** Aspect of Water

**R** Courage

Aspect of Tiger

**R** Entangle

**R** Poison Shield

**R** Awaken

**R** Shun

## Level 5

*R* Silver Aura

*R* Shield Magic

*R* Natural Boundary

*R* Silence

Aspect of Fox

*R*

understand these communications. This spell does not confer any special intelligence or sudden friendliness upon the target.

***“I grant you the gift of understanding.”***

### **Detect Corruption**

Ogar ' Na ura De ec on  
**1 N Instant**

This spell will alert the caster of any unnatural presence in a person, or object. This information will include the creature's race, any necromantic corruption, and if cast on a plate of food or a cup of drink this will reveal any poisons it contains. In the case of necromancy, this spell will alert the caster if the target has cast, or channeled necromantic energy in the case of an item, within the last 12 hours (logistics to logistics). The target will inform the caster of the result of the detection. The caster may only ask for one result (Race, Necro or poisoned) for one casting of the spell.

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

### **Ensnare**

Borc a' M nor rap  
**1 R Instant**

This spell creates an ensnaring root which traps the affected target's right foot. This ensnarement may be broken by cutting it on a three count, or by ripping free on a 3 count. Ripping free requires +1 strength or better. Ensnared individuals may be ripped free by others. No damage is taken by ripping free. This is a Physical Entangle effect, and may be stopped by Magic Armor, but not effects that protect from magical spells. Cloak and Bane Binding will stop this effect.

***“I call forth roots, physical entangle foot.”***

## **Level 2**

### **Majesty**

Gea ' Ma e c Coerc on  
**2 R 5 Seconds**

This spell forces the target to bend one knee to the ground. The target may take no offensive action while “taking a knee”. If the target is attacked during the duration of this spell, the spell immediately ends. This is a charming spell, and is able to be defended against as such. The duration begins as soon as the targets knee touches the ground.

***“I command you to kneel.”***

### Plant Mastery

2      *e n' a Coerc on*  
N      b      10 Minutes

This spell will allow the caster to control an affected plant target. The plant will follow all commands given to the best of its ability; however the plant is unintelligent and cannot follow complex instructions. Only plants portrayed by NPCs may be controlled in this manner. Certain plants may be too powerful to be controlled by this spell. This spell conveys no other special abilities to the plant. This is not a charming effect.

***“I command this plant to do my bidding.”***

### Aspect of Focus

2      *S a a' C ar In or*  
N      b      Indefinite

This spell will grant the target with a single Resist Charm as per the racial skill. This protection is lost if the target dies, and requires a Life spell, or if the target is affected by a Dispel Magic.

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

## Level 3

### Blindness/Sight

3      *Bear er' Aff c on*  
N      Indefinite

This spell will prevent the affected target from being able to see past their reach. The affected target may not use any ranged spells, or attacks. The target may still enter melee combat, and may still touch-cast. This spell immediately ends if the target dies and requires a Life Spell, or if the target is affected by a Dispel Magic

The reverse of Blindness is Sight. This spell will reverse the effects of the Blindness spell on an affected target.

***“I curse you with Blindness.”***  
***“I rid you of Blindness.”***

### Entrap

3      *Borc a' rap*  
R      Instant

This spell creates an entrapping vine which binds the affected target's arms to their sides. This entrapment may be broken by cutting it on a three count, or by ripping free on a 3 count. Ripping free requires +1 strength or better. Entrapped individuals may be ripped free by others. No damage is taken by ripping free. This is a Physical Entangle effect, and may be stopped by Magic Armor, but not effects that protect from magical spells. Cloak and Bane Binding will stop this effect.

***"I call forth roots, physical entangle arms."***

**Aspect of Leaf**

3      or n'S orS n  
**N**      **1 Day**

This spell grants the recipient maximum scholar class armor points providing the character does not have any armor and is in costume. This spell may not stack with any other armor granting spells/effects but this spell may grant armor value above the characters normal class maximum. The armor provided by this spell may be refit to full value by spending one minute of concentration on the spell. This spell ends if the armor is reduced to 0, the character requires a Life spell, or if the character is affected by a Dispel Magic.

***"I grant you the power of Leaf Skin."***

**Purify Food and Drink**

3      Fe dar' Pur fca on  
**R**      **Instant**

This spell will remove corruption, and impurities from food and drink. The spell will remove poisons, and corruption from one cubic foot of food or drink per casting of this spell. Food or drink poisoned with the Alchemy skill may be purified in this manner. Blood, or the body of a living being may not be purified in this manner.

***"I grant you the gift of fresh <Food/Drink>."***

**Level 4**

**Aspect of Water**

4      S ' Aqua Lung  
**R**      **1 Hour**

This spell allows the target to breath underwater for one hour. This spell does not convey the ability to move freely. This spell ends if the target dies and requires a Life spell, or if the target is affected by a Dispel Magic. A character

under the effects of this spell may cast spells normally, as if they were not underwater.

***“I grant you the gift of Water Breathing.”***

**Aspect of Tiger**

**4**      **S**      *r' Feroc y*  
**N**                      **1 Hour**

This enchantment grants the recipient two short sword sized claws (provided by the caster) that do base damage of 2. These claws are as per the monster ability Claws, and are governed by those rules. A character may only be under the effect of one Aspect of Tiger at a time. This spell ends immediately if the target dies and requires a Life spell, or if the target is affected by a Dispel Magic

***“I grant you the power of Tiger”***

**Entangle**

*Borc a' Ma er rap*  
**4**      **R**                      **Instant**

This spell creates an entangling vine which binds the affected target's entire body, binding their arms to their sides. This entanglement may be broken by cutting it on a three count, or by ripping free on a 3 count. Ripping free requires +1 strength or better. Entangled individuals may be ripped free by others. No damage is taken by ripping free. This is a Physical Entangle effect, and may be stopped by Magic Armor, but not effects that protect from magical spells. Cloak and Bane Binding will stop this effect.

***“I call forth roots, physical entangle body.”***

**Level 5**

**Natural Boundary**

*D n' L ne*  
**5**      **R**                      **5 Days**

This spell creates a natural wall that will prevent any creature without a metabolism (undead, elementals, golems, ect...) from crossing its borders. Before casting the spell, the caster must place a green string, or marking on the ground designating the boundary for the wall. The wall has a maximum height and width of 10 feet, and will expand or contract to fit within an immovable frame. The wall can only be as large as the phys. rep. provided, up to the maximum. Spells, Claws and weapons may still cross this barrier. Dispel Magic may dispel this spell.

***“I summon a force to create a Natural Boundary.”***

**Aspect of Fox**

*or n' Mne on c En ance en*  
**5 N Indefinite**

This enchantment allows the target to renew a single spell of 1st through 4th level that the enchanted character has previously cast. This spell will have no effect until activated. To activate this enchantment, the character states “Aspect of Fox <spell name or level if Cast on the Fly>”. The spell named is immediately returned to the enchanted caster's memory, ready for use. This enchantment will last upon a character until used; the character is dispelled, or dies and requires a Life spell.

***“I grant you the power of Fox.”***

**Level 6**

**Animal Growth**

*Gargan ua' En ance en*  
**6 N 1 Hour**

This spell will grant a target animal intelligence creature +30 body and an additional +4 strength to whatever Body and Monstrous Strength it had previously. This Body increase is able to revive a dying creature as it raises current Body and maximum body totals respectively. A creature may only be affected by one Animal Growth at a time. This spell will end if the target is dispelled, or if the target dies and requires a Life spell.

***“I grant you the gift of Animal Growth.”***

**Aspect of Bark**

*or n' oug de*  
**6 N 1 Day**

This spell grants the recipient maximum templar class armor points providing the character does not have any armor and is in costume. This spell may not stack with any other armor granting spells/effects but this spell may grant armor value above the characters normal class maximum. The armor provided by this spell may be refit to full value by spending one minute of concentration on the spell. This spell ends if the armor is reduced to 0, the character requires a Life spell, or if the character is affected by a Dispel Magic.

***“I grant you the power of Bark Skin.”***

### Aspect of Thorns

6 *orn'wood' Revenge*  
R Indefinite

This enchantment will strike back upon an attacker the next physical blow delivered successfully upon the enchanted character. This only applies to actual melee weapon blows; ranged damage and effects do not apply. Carriers, and effects may be reflected back upon the attacker, this includes waylay. The enchanted character is left unaffected by the blow. Only one Aspect of Thorns may be active on a character at a time. This spell may not be stacked with Magic Armor. When using this enchantment the character will announce "Bane Physical". This enchantment will last upon a character until used; the character is dispelled, or dies and requires a Life spell.

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

### Glamour

6 *Beez e' Coa*  
N 1 Hour

This spell will shroud the caster in a disguising cloak of magic that changes the casters description to that of a plot approved creature. The caster must role-play their new appearance, or the spell will be broken. The caster is still recognizable to those that know him/her, but will appear as the chosen creature. This is a caster only spell that can never be offered in a magic item. This spell ends if the caster dies and requires a life spell, or if the caster is affected by a Dispel Magic.

***"I grant you the gift of a disguising Glamour."***

## Level 7

### Aspect of Bear

7 *G ura ' Endurance*  
R 1 Hour

This enchantment grants the recipient +10 Body to their maximum Body total. This also increases their current Body total by 10 even if it is not at full. This effect will revive a dying creature. This enchantment may stack with itself once creating a Body bonus of +20. This enchantment may not stack with any other body effects. This spell ends immediately if the target dies and requires a Life spell, or if the target is affected by a Dispel Magic

***"I grant you the power of Bear"***

### Natural Shelter

*D n' Na ure Pre enve*  
**7 R 5 Days**

This spell creates a natural ward that will prevent creatures without a metabolism (undead, elementals, golem, ect...) from crossing its borders. Before the spell is cast, the caster must place an N on each portal of entry into the warded area. This spell may not be cast in conjunction with Wizard's Lock, or Ward. Dispel Magic may dispel this spell. The limitation of the size of a Natural Shelter is the same as a Ward. Spells, Claws and weapons may still cross this barrier.

***"I summon a force to create a Natural Shelter."***

**Pain/Soothe**

*Br nn' Agony*

**7 R 10 Minutes**

This spell will cause the target to writhe in intense pain and suffering unable to perform any action or skills. The target may scream in pain, but may take no other action or use any skills. This spell is a charm spell and will not affect creatures that are not affected by Charm, or charm effects. This spell may be resisted by the skill Resist Charm. This spell will end if the target dies and requires a life spell, is dispelled, or is awakened.

The reverse of Pain is Soothe. This spell will remove the effects of the Pain spell.

***"I command you to be in Pain. "***  
***"I command you to be Soothed."***

**Level 8**

**Aspect of Bull**

*aur n' Feroc y*

**7 R 1 Hour**

This enchantment grants the recipient a +1 to their melee damage (claws included, not ranged). This enchantment may stack with itself once creating a bonus of +2. This spell ends immediately if the target dies and requires a Life spell, or if the target is affected by a Dispel Magic.

***"I grant you the power of Bull"***

**Aspect of Regrowth**

*nn' Regrow*

**8 N Indefinite**

This enchantment will prevent the enchanted character from bleeding out. Once the character reaches 59 seconds of their bleed out count, they will be immediately healed to full body. This spell will not remove or correct any other effects upon the character. The character will be as conscious as if any other healing effect had affected them. This spell may not be stacked with itself. When this effect is used, the character will announce "Regrowth". This spell will only heal enchanted creatures that can be healed by healing spells. This spell has no effect upon undead and other creatures not healed by healing magic. This effect does not trigger spell defenses. This spell will end immediately if used; the character dies and requires a Life spell, or is effected by a Dispel Magic.

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

**Aspect of Owl**

*or n' Grea er Mne on c En ance en*  
**8 N Indefinite**

This enchantment allows the target to renew a single spell of 1st through 7th level that the enchanted character has previously cast. This spell will have no effect until activated. To activate this enchantment, the character states "Aspect of Owl <spell name or level if Cast on the Fly>". The spell named is immediately returned to the enchanted caster's memory, ready for use. This enchantment will last upon a character until used; the character is dispelled, or dies and requires a Life spell.

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

**Level 9**

**Haven**

*D n' Bar ar 6 e er*  
**9 N 5 Days**

This spell creates a natural ward that surrounds the structure that the caster signifies by placing a marker of his/her hand print on every doorway (hand print placed on a white sheet of paper, taped to the doorway, windows not necessary). This barrier will not allow any creature without a metabolism (undead, elemental, golem, ect...) to enter the area contained in the Haven. Spells, Claws, and weapons may still pass through the barrier. This barrier may not be dispelled, but may be destroyed by a Destroy Formal Magic from any school of magic cast upon the hand markings. The size limitation of this barrier is similar to that of the Celestial spell Ward. This spell may be cast as soon as all the hand prints are placed, a hold may not be called for this purpose. Creatures without a metabolism inside the Haven when it goes up are immediately forced to exit the Haven using the nearest portal. In such cases, the creature may defend itself as it makes this escape.

***“I summon a force to create a Haven.”***

**Aspect of Stone**

9      or n' l pene ra e de  
N      b 1 Day

This spell grants the recipient maximum fighter class armor points providing the character does not have any armor and is in costume. This spell may not stack with any other armor granting spells/effects but this spell may grant armor value above the characters normal class maximum. The armor provided by this spell may be refit to full value by spending one minute of concentration on the spell. This spell ends if the armor is reduced to 0, the character requires a Life spell, or if the character is affected by a Dispel Magic.

***“I grant you the power of Stone Skin.”***

**Aspect of Tyrra**

9      S ay n' ran for a on  
N      10 Minutes

This spell grants the target the monster ability Reduced Damage. The target will only suffer half damage from weapon blows while this spell is in effect. Spell damage is unaffected by this spell. When hit with weapon damage the target of this spell calls “Reduced” to let the opponent know that their damage was not having full effect. This spell may not be stacked with another Aspect of Tyrra effect, nor may the damage be reduced by any other reduction or capping effect. If the character has another reduction, or capping effect when this spell is placed on them, this spell will fail. This spell ends if the target dies and requires a life spell, or if the target is affected by a Dispel Magic.

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

**Aspect of Rabbit**

9      ere a ' Luc y Brea  
N      Indefinite

This enchantment grants the recipient a single Dodge as if they had the skill. No one may have more than one Aspect of Rabbit on them at one time, and this spell may never be part of a magic item. This spell ends immediately if used; the target dies and requires a Life spell, or if the target is affected by a Dispel Magic

***“I grant you the power of Rabbit”***