

## NERO® Additional Spells (Volume 2) Play-test

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For NERO Rules: Matthew Sims, Joseph Valenti

### 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 by incorporating spells and concepts previously tested in the Harmonics and Nature Magic Packages as well as several other spells which have been submitted to NERO International.
- Please note many of these spells are dependent on the skills defined above in the Additional Magical Skills Playtest.

### Level 1

#### Calm Animal

*Xavier's Bestial Soother*

1      E      1 Hour

By means of this spell the caster can calm one creature who is designated as an animal. This calm makes the creature docile and non-aggressive for the duration of one hour. They cannot take any aggressive actions such as participating in combat nor will they attempt to remove the spell. The animal might wander off or simply sit down and rest for a while. This is a form of charm and will over-ride any normal behavior so long as it is effective it can be stopped by the ability Resist Charm. If anyone attacks the creature in any way this effect will immediately be dispelled. An Awaken or Dispel Magic will also work to remove this effect.

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

*"I command this animal to be Calm"*

#### Improved Hearth

*Edgar's Enhancing Area*

1      C, E      1 Hour

This spell must be cast on an area already prepared as a hearth using the skill Prepare Hearth. Once cast by the character who prepared the hearth the duration of the hearth is extended to 1 hour but only works for the school of

magic from which it was cast. The hearth no longer ends if the caster leaves it, is targeted with a dispel magic, or dies but it will end if the room is targeted with a dispel magic. When cast the caster must place an individually recognizable stylized “H” up on the door or wall obviously indicating that a hearth is in affect, the “H” is OOG the way a “W” is for a ward. If the room is dispelled the “H” must be removed. A player must confirm their “H” is still present before using an improved hearth. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each Improved Hearth must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

***“With eldritch force I build an Improved Hearth”***

**Shun Animal**

*Xavier's Bestial Repulsion*

**1 E 1 Hour**

This spell causes an animal to feel great discomfort around the caster. The animal will not initiate attack on the caster while the spell is in effect, and the animal will immediately move at least 10 feet away from the caster and stay at least that far away while the spell is in effect. If the animal is within the 10 feet when the spell is cast, the animal must move away, but never in a manner that will endanger the animal or cause direct harm to the animal. In other words, the animal cannot be made to jump off a cliff or walk towards a magical rift or do any other action which would cause harm (much like a *Charm* spell cannot force the victim to take self-destructive actions).

This spell does not create a 10 foot magical circle around the caster which is effective only upon the animal; if the animal has to come closer than ten feet in order to get away (say for example, to pass close to the caster in order to get to an exit), then that is permissible. While within that 10 foot area however, the animal can take no in-game actions against the caster.

This spell is a type of charm and can be resisted with the ability *Resist Charm*, and it can be cured with an *Awaken* spell or *Dispel Magic* spell. Stronger charms such as *Vampire Charm* or *Enslavement* will override its effects.

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

***“I command this animal to Shun me”***

**Stabilize**

*Vendar's Saving Touch*

**1 E Continuous**

When cast the target of this spell is stabilized as if the First Aid skill had been successfully used upon them. For this to work the target must have been able to be affected by the skill first aid. The caster may continue to perform the verse without actually casting the spell on a target each time the verse is stated without breaking the spell.

***“I call upon the earth to Stabilize you”***

**Level 2**

**Empathic Healing**

*Oleander's Self Sacrifice*

**2 E Instant**

This spell allows the caster to transfer one detrimental effect from the target to the caster. The effects this spell may transfer to the caster are Disease, Curse, Paralyze, Silence, Sleep, Taint Blood, Weakness, Wither Limb, Drain, Drain Life, Feeblemind, Laugh, Nausea, Paralysis, Slow Poison, and Vertigo. No effect not on this list may be transferred using Empathic Healing. The caster may also heal damage by transferring body points from themselves to the target.

The maximum number of body that can be cured is the current body total of the caster plus one if they are willing to drop to -1 body and begin to bleed out. Like all healing, if more healing is given then the target has body points the extra body is lost but the caster still takes the damage. The caster cannot use spell protectives or combat abilities like Dodge or Phase to negate the effect upon them. If the effect is not inflicted upon the caster because of immunity to the effect, a formal magic defense, or a magical item, then the spell fails. The caster must take the effect or use a racial resist for the spell to succeed. The caster must begin the duration of the negative effect they take upon themselves from the point they take the effect not when it was originally cast on the one they removed it from. In order to use this spell to heal the target must be healable by earth magic.

***“I call upon the earth to Transfer <effect or [X] body>”***

**Level 3**

**Charm Animal**

*Xavier's Animal Friendship*

**3 E 1 Hour**

This spell allows the caster to charm a single creature which must be an animal. This spell duplicates the Charm spell, except that it may only be cast on ordinary animals. Since the Animal will not understand the common tongue this in general only keeps the caster safe from the animal attacking him. If the caster is attacked the animal will generally attempt to defend him and if the caster interposes himself between the animal and another target the animal will understand that it shouldn't attack the target. If the animal has been trained to follow commands it will listen to the caster as if he were the one who normally gives the commands and will perform any commands he is trained to at the request of the caster, this does not mean the animal will do anything they are not specifically trained to do.

This spell is a type of charm and can be resisted with the ability *Resist Charm*, and it can be cured with an *Awaken* spell or *Dispel Magic* spell. Stronger charms such as *Vampire Charm* or *Enslavement* will override its effects.

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

***“I command this animal to be Charmed”***

#### **Refit Armor**

*Ulin's Smithing Surrogate*

**3 C Instant**

This spell instantly refits armor to its full value if used before the armor is breeched or to 2 points less than its full value if used after the armor is breeched. Indestructible armor will always be refit to full value. This spell only works on actual physical armor.

***“I summon a force to Refit this armor”***

### **Level 4**

#### **Calm**

*Golem's Charm to Sooth the Savage*

**4 C, E S 10 Minutes**

By means of this spell the caster can calm one target. This calm makes the target docile and non-aggressive for the duration of ten minutes. The target might wander off, head for the tavern for a drink, or simply sit down and rest for a

while. They cannot take any aggressive actions while under the effect of this spell, they will not participate in combat nor will they attempt to remove the spell. This is a form of charm and will over-ride any normal behavior so long as it is effective it can be stopped by the ability Resist Charm. If anyone attacks the target in any way this effect will immediately be dispelled. An Awaken or Dispel Magic will also work to remove this effect.

*“I command you to be Calm”*

### **Courage**

*Elder’s Spine of Steel*

**4 C, E Continuous**

This spell will remove the effect fear from the target.

The caster may continue perform the verse without actually casting the spell on a target each time the verse is stated without breaking the spell.

*“I rid you of your fear”*

## **Level 5**

### **Silver Aura**

*Nataal’s Argent Aura*

**5 C S Indefinite**

This spell will allow the recipient to swing silver against one opponent in the manner of a critical attack. It will not confer any additional damage. If the blade the target is using would normally swing magic this spell will prevent that swing and the blade will only swing silver. The target may choose to end the effect at any time but cannot reactivate it without using another casting of the spell. The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time.

*“I grant you the power of a Silver Aura”*

## **Level 6**

### **Circle of Harmony**

*Edgar’s Symbolic Hearth*

**6 C, E 1 Hour**

The caster may draw out or construct an intricate circle which acts as a prepared hearth, for the school of magic from which this spell was cast, without the need to be indoors. The circle must consist of a circle within a circle to form a circular band. Between the two circles their must be no less than eight symbols or glyphs. The circle must be fully prepared before the spell is cast. The maximum radius of the outer circle is six feet, and the inner circle must be at least six inches smaller in radius. The area within the outer circle represents the

area of effect. The spell lasts for one hour or until the circle is in part or whole erased, pulled apart, destroyed, or a dispel magic is cast upon the phys rep. The caster must place an individually recognizable styled “H” in the center of the circle as if it were a hearth indicating it is active, the “H” is OOG the way a “W” is for a ward. The circle remains active even if the caster leaves it but if dispelled or otherwise disrupted the “H” must be removed. A player must confirm their “H” is still present before using a Circle of Harmony. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each Improved Hearth must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

A Circle of Harmony and a Circle of Power can be cast on the same physical representation at the same time. This circle is in no way protective, and anyone can pass in and out of it freely.

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

## **Level 7**

### **Extended Hearth**

*Edgar’s Overlying Hearth*

**7 C, E Indefinite**

When this spell is cast on an existing circle of power or ward it will allow the circle or ward to act as a prepared hearth for the caster for the school this spell was cast from. The prepared hearth will last as long as the circle or ward if they are not already extended through formal magics. If they are already extended through formal magic this spell will last for five days. The extended hearth is only dispelled if the circle or ward is destroyed.

When cast the caster must place an individually recognizable stylized “H” up on the door or wall or within the center of the circle obviously indicating that a hearth is in affect, the “H” is OOG the way a “W” is for a ward. If the effect is dispelled the “H” must be removed. A player must confirm their “H” is still present before using an extended hearth. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each Extended Hearth must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

***“With eldritch force I build an Extended Hearth”***

### **Guardian of the Four**

*Janos’ Specific Protection*

**7 C S Indefinite**

This spell grants a shield to flame, ice, lightning, or stone as determined by the caster at the time of casting. This will nearly always be the first protective

spell lost if it is appropriate to defend against an attack and will be used before a shield magic, elemental shield, magic armor or any other automatic protective effect other than Displacement which still comes before this spell. This spell will defend against packet delivered attacks and weapon delivered attacks as long as the damage or effect type is appropriate. For combine effects such as enflame where the spell is both a flame attack and another effect this spell only protects against the flame attack. A player may have only a single casting of this spell upon them if another casting is placed upon them it will replace the prior one. When struck by an appropriate attack the spell automatically goes off the target may not choose to accept the spell and save this protection for later. This protective will be set off prior to any more general protective such as a shield magic.

***“I grant you the power of a <flame, ice, lightning, or stone> Shield”***

#### **Invigorate**

*Enigma's Restorative*

**7 E P Instant**

The target of this spell is cured of the drain effect but not of the drain life effect which still requires a life spell to remove.

**“I rid you of your Drain”**

#### **Mystic Lock**

*Andraya's Dimensional Box*

**7 C 5 Days**

This spell magically seals a single box or chest which becomes immobile once the spell is cast. It may not work on a container that already has magical properties such as a vampire's spirit cradle. The size of the box is limited to a rectangular solid of 3 feet by 3 feet by 6 feet and no larger. This spell may be cast on a storage locker.

This spell requires a lock and key that must be prepared from a single piece of material. The two pieces are placed upon the box, the spell is cast, and the key is removed from the lock. A magic barrier will then appear enclosing the box. The box is completely sealed by the barrier and only the opening on which the lock was placed can be accessed at all. Nothing may enter or leave except for air itself. No gaseous forms, gases, weapons, spells—nothing. No one (not even the caster) may access the box until the key is placed back in the lock. Mystic Lock is not affected by Dispel Magic. Without the key in the lock the box cannot be opened, closed, or reached into.

The Mystic Lock is always visible, even when down. When the key is placed in the lock, the barrier disappears only from the portal where the lock is

located. If the box is left open but the key is removed one can see into the box but still cannot access anything within it.

The Mystic Lock lock phys rep must be placed in the center of the lid of the box and must be clearly visible. The box must be visibly marked to indicate the presence of a Mystic Lock by placing a large “W” on the box with duct tape or masking tape. The spell tag must be attached to the back of the lock or to the marshal notes.

It is possible to Mystic Lock a box to have two or more separate lock with different keys; for example, a chest with a large compartment and three draws can be Mystic Locked so that the lid or any of the draws cannot be accessed without the proper key. In order to do this, multiple casters are needed. Each opening must have a separate Mystic Lock cast upon it simultaneously.

Once completed, the box will have only one Mystic Lock but will have separate keys for each opening with a lock phys rep placed. Each key must be unique and distinguishable from the other. The keys are not interchangeable.

It is also possible to Mystic Lock a smaller container within another Mystic Lock as long as the two containers do not share the same opening.

The size of the key and lock phys rep is variable but cannot be larger than the surface of the box it is placed upon and cannot be an in-game weapon such as a shield or sword. Unusual locks and keys must get prior approval. All Mystic Lock keys are indestructible.

Anything left in the way of a rising Mystic Lock will be pushed to the side of least resistance. Animate objects or beings are always pushed outside and can never be placed within a Mystic Lock. Even dead bodies cannot be placed inside a Mystic Lock unless permanently dead.

The spell Duplicate Ward Key can be used to duplicate the key from a Mystic Lock as well following the same limitations.

***“With eldritch force I build a Mystic Lock”***

**Tarry**

*Pale’s Dying Denial*

**7 E 5 Minutes**

The target of this spell must be dead and within their five minute death count and able to be lifed. The target will have their death count extended by five minutes. This spell can be cast on a target multiple times but they must have five minutes or less left on their death count or it will not work and the spell will be lost. Tarry cannot extend a death count past the time of reset and if it has

already extended the count past the initial five minutes when reset occurs the effect will end and the character will go to resurrect. This spell can never be used to allow the target to receive a life spell gained in the next reset period if the initial death count expired during the previous reset period. It can never be used to force a character to take multiple castings of the obliterate formal. At any point past the initial five minute death count the target may chose to end their count and resurrect immediately, a spirit may not be held for longer than their initial five minutes using a tarry against their will even if enslaved or controlled in any other manner.

***“I grant you the gift of Tarrying”***

## **Level 8**

### **Corruption**

*Balvar's Corrupting Touch*

**8 E 1 Minute**

This spell restores an undead target or other target healed by necromancy or chaos to his or her full body points. Once the spell is successfully cast, the target will begin to regenerate as per the rules of the special ability *Regeneration*. Like the refitting of armor, *Regeneration* requires that the character stand or sit in one place for one minute and the process is interrupted if the character is struck by a weapon blow or packet attack that affects the character. If this process is interrupted before its completion, the spell is lost for no effect. 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 living character in any way. This spell only affects targets which are healed by necromancy or chaos. This spell does not remove any other negative effects. This spell is the reverse of *Regeneration*.

***“I call upon chaos to Corrupt you”***

### **Displacement**

*Rilgalinion's Camouflage*

**8 C Indefinite**

This spell grants the caster, and only the caster, a shield against the first effect that hits them. It may not be cast upon another target. This will always be the first protective spell lost if it is appropriate to defend against an attack and will be used before a shield magic, elemental shield, magic armor or any other automatic protective effect. This spell will defend against packet delivered attacks and weapon delivered attacks whether beneficial or harmful. The caster may choose to accept a touch cast effect under the protection of this spell. When struck by an appropriate attack the spell automatically goes off the caster may not choose to accept the spell and save this protection for later. The proper call for this defense is “<effect which set it off> Shield.”

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

**Regeneration**

*Balvar's Healing Grace*

**8 E 1 Minute**

This spell restores a living target to his or her full body points. Once the spell is successfully cast, the target will begin to regenerate as per the rules of the special ability *Regeneration*. Like the refitting of armor, *Regeneration* requires that the character stand or sit in one place for one minute and the process is interrupted if the character is struck by a weapon blow or packet attack that affects the character. If this process is interrupted before its completion, the spell is lost for no effect. 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 spell only affects targets which are healed by earth magic. This spell does not remove any other negative effects.

***“I call upon the earth to Regenerate you”***

**Level 9**

**Inspiration**

*Oracle's Rite of Renewal*

**9 E Instant**

The recipient chooses one daily use skill that they have purchased with build points and that they have already used that day to be refreshed. This spell will restore only normal times per day skills including a single spell slot. It will not renew powers from items or production skills or special abilities of any kind only skills conforming to the current edition of the NERO rules and playtests. It will renew a single level of formal magic if the target so chooses but only for use in casting a cantrip not for casting of formal magics. If used to renew a slay or assassinate it will renew only the base slay or assassinate it will not renew a bladefury selectively unless all other slays or assassinations have been renewed first. A single target may only be affected by one inspiration for each time they can study to reset their skills and spells and casting the spell on them again will have no effect until after the next reset point.

***“I grant you the gift of Renewal of a single skill”***