

NERO®Chronicles Wild Magic Play-test v1.2

General Rules

Wild Magic is an offshoot of Nature Magic, although Wild Magic works very much like the other schools of magic. Wild 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. Wild 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).

Clarity of Pain

This skill represents the Wild Mage's embrace of chaos to fuel the wild overgrowth of the forests and their ability to call upon unnatural forces to benefit themselves. Once the Wild Mage has learned the skill clarity of Pain, sharp thorns erupt from the bones of the mage. These thorns cause ever bleeding wounds upon the skin of the Wild Mage. This is described as an extremely painful process that the mage must endure in order to properly "see the truth of nature". Some say this is what drives Wild Mages over the edge and leaves them insane.

This skill allows the Wild Mage to cast magic while taking body damage, and continue with concentration while taking damage. Wild Mages have two distinct weaknesses due to their bonds with chaos. The first is that they take double damage from silver weapons. The second is that their maximum total body is cut in half (round up) during daylight hours (6am-6pm).

Curse of Spells

All spells that have the phrase "Curse of" in the name of the spell are enchantments. These are special enchantments in that a character may only have 2 of these "Curse 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 "Curse of" spell may opt to break the enchantment at any time by stating "Break Enchantment <name of spell>". A character cannot be under the effects of a "Curse of" spell and an "Aspect of" spell at the same time.

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

Type	Skill	F	R	S	T	Prerequisites
Wild Magic	Commune with Nature	6	6	3	3	None
Wild Magic	Clarity of Pain	8	6	4	4	Commune with Nature
Wild Magic	Wild Magic Level 1	3	2	1	1	Clarity of Pain
Wild Magic	Wild Magic Level 2	3	2	1	1	Wild Magic level 1
Wild Magic	Wild Magic Level 3	6	4	2	2	Wild Magic Level 2
Wild Magic	Wild Magic Level 4	6	4	2	3	Wild Magic Level 3
Wild Magic	Wild Magic Level 5	9	6	3	3	Wild Magic Level 4
Wild Magic	Wild Magic Level 6	9	6	3	4	Wild Magic Level 5
Wild Magic	Wild Magic Level 7	12	8	4	5	Wild Magic Level 6

Wild Magic	Wild Magic Level 8	12	8	4	5	Wild Magic Level 7
Wild Magic	Wild Magic Level 9	15	10	5	6	Wild Magic Level 8
Wild Magic	Formal Wild Magic	12	8	4	4	Wild Magic Level 9

List of Spells

Level 1

Light
 Ensnare
 Disarm
 Free Undead
 Speak with Dead
 Spirit Shroud

Level 2

Control Undead
 Magic Armor
 Well of Chaos
 Repel
 Plant Mastery
 Detect Magic

Level 3

Charm Animal
 Blindness/Sight
 Entrap
 Help Undead
 Weakness/Remove Weakness
 Curse of Flesh
 Poison Food and Drink
 Shatter

Level 4

Curse of Last Breath
 Courage
 Curse of Wight
 Entangle
 Poison Shield
 Awaken
 Shun

Level 5

Curse of Specter
 Shield Magic
 Spiritual Boundary
 Silence
 Curse of Remembrance
 Release

Level 6

Curse of Bone

Curse of Thorns
Animal Growth
Elemental Shield
Visage of the Grave
Destroy
Sleep

Level 7

Spiritual Shelter
Curse of Revenant
Create Undead
Curse/Remove Curse
Pain/Soothe
Tarry
Charm

Level 8

Reflect Magic
Curse of Lost Knowledge
Curse of Grave
Curse of Vampire
Paralyze/Unparalyze
Dispel Magic

Level 9

Life Leech
Curse of Ghost
Circle of Power
Mausoleum
Banish
Curse of Spirit
Curse of Chaos

Level 1

Speak with Dead

1 N 10 Minutes

This spell, when cast upon a permanently dead body (less than 1 hour dead); will allow the caster and the target to communicate through a magical link. This is similar to a form of telepathy that is signified by placing the first two fingers on your hand to your temple while speaking. This lets everyone know that what you are saying is being communicated with this spell. Only the caster and any effected targets may understand these communications. This spell does not confer any special intelligence or sudden friendliness upon the target.

"I call forth mystic power to speak with dead."

Spirit Shroud

1 N Instant

This spell will prevent the scrying of the protected spirit from a single Detect Corruption spell. The protected target of the Detect Corruption spell will answer “No” to any question that reveals a taint or corruption in the past 12 hours. This protection lasts until used, the target dies and requires a life spell, or if dispelled.

“I call forth mystic power to shroud your spirit.”

Ensnare

1 N 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

Plant Mastery

2 N 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.”

Well of Chaos

2 N Instant

This spell allows the caster to throw a packet of “5 elemental chaos”. Should this packet hit a viable target (not the ground), the caster may throw another “5 elemental chaos” packet. The caster must throw another packet within 5 seconds of the last packet landing, else the spell ends. A maximum of three “5 elemental chaos” packets may be thrown per casting of this spell.

“I call upon chaos to tap this well...5 elemental chaos...”

Level 3

Blindness/Sight

3 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 N 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.”

Curse of Flesh

3 N 1 Day

This spell grants the recipient maximum scholar class armor points; overriding armor granted by physical armor or arcane Armor if this spell grants greater protection. While this spell is active no armor points from physical armor, or arcane armor count towards the character's armor value. Armor granted by this spell may place the character above their class maximum. Dexterity Armor may be stacked with this spell even if it puts the character above their class maximum. This armor will not breach, and may not be stacked with any other armor granting Curse spell. Curse of Flesh armor may be refit as normal armor, but if the character requires a Life spell, or if the target is affected by a Dispel Magic the spell immediately ends.

“I curse you with armored flesh.”

Poison Food and Drink

3 N Instant

This spell will poison a single serving of food or drink with the effects of a Slow Poison as if the food/drink had an ingested Slow Poison added by an alchemist.

“I grant you the gift of poisoned <Food/Drink>.”

Level 4

Curse of Last Breath

4 N 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 curse you with Last Breath.”

Curse of Wight

4 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 Curse of Wight 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 curse you with Wight’s Claws”

Entangle

4 N 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

Spiritual Boundary

5 N 5 Days

This spell creates a natural wall that will prevent any non-undead creature from crossing its borders. Before casting the spell, the caster must place a red 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 and weapons may still cross this barrier. Dispel Magic may dispel this spell.

“I summon a force to create a Spiritual Boundary.”

Curse of Specter

5 N Indefinite

This spell forces the caster to phase-out immediately as per the monster skill (hands crossed over the crotch area, only be affected by Solidify, cannot run, cannot effect environment, and may still communicate). This spell has the following limitations: This is a caster only spell. A character cannot phase-out with any items/characters they have picked up in the last hour. A character phased-out with this spell may be affected by a Dispel Magic, which drops this spell. This spell may not be placed in a magic item.

“I curse you with Spectre’s Form.”

Curse of Remembrance

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 “Curse of Remembrance <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 curse you with remembrance.”

Level 6

Animal Growth

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.”

Curse of Bone

6 N 1 Day

This spell grants the recipient maximum templar class armor points; overriding armor granted by physical armor or arcane Armor if this spell grants greater protection. While this spell is active no armor points from physical armor, or arcane armor count towards the character's armor value. Armor granted by this spell may place the character above their class maximum. Dexterity Armor may be stacked with this spell even if it puts the character above their class maximum. This armor will not breach, and may not be stacked with any other armor granting Curse spell. Curse of Bone armor may be refit as normal armor, but if the character requires a Life spell, or if the target is affected by a Dispel Magic the spell immediately ends.

“I curse you with armor of bone.”

Curse of Thorns

6 N 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 curse you with Thorn's protection.”

Visage of the Grave

6 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 undead 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 call upon chaos to mark your form.”

Level 7

Curse of Revenant

7 N 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 curse you with revenant’s form.”

Den of Chaos

7 N 5 Days

This spell creates an unnatural ward that will prevent non-undead creatures from crossing its borders. The caster may cross the border at will. Before the spell is cast, the caster must place a C on each portal of entry into the warded area. This spell may not be cast in conjunction with Wizard’s Lock, Natural Shelter, or Ward. Dispel Magic may dispel this spell. The limitation of the size of a Den of Chaos is the same as a Ward. Spells, Claws and weapons may still cross this barrier.

“I summon a force to create a Den of Chaos.”

Pain/Soothe

7 N 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

Curse of Vampire

7 N 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 curse you with vampire’s strength.”

Curse of Grave

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 "Rise from the grave". This spell will 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 spell will 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 curse you with grave’s embrace.”

Curse of Lost Knowledge

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 “Curse of Lost Knowledge <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 curse you with lost knowledge.”

Level 9

Life Leech

9 N Instant

This spell allows the caster to kill one creature by siphoning its life force and using this energy to grant life to another. The caster casts the Life Leech spell upon a helpless target and completes a killing blow count with their spell casting hand as magic. The caster then has 3 seconds to cast a life spell delivered as “Magic Life” upon any target they wish.

“I call upon chaos to steal your life...Killing blow 1...Killing blow 2...Killing blow 3 magic...Magic Life.”

Mausoleum

9 N 5 Days

This spell creates an unnatural ward that surrounds the structure that the caster signifies by placing a marker of his/her skull on every doorway (skull shaped white sheet of paper, taped to the doorway, windows not necessary). This barrier will not allow any non-undead creature to enter the area contained in the Mausoleum. The caster may cross the border at will. This barrier may not be dispelled, but may be destroyed by a Destroy Formal Magic from any school of magic cast upon any of the skull 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 skull markings are placed, a hold may not be called for this purpose.

“I call forth mystic power to create a mausoleum.”

Curse of Spirit

9 N 1 Day

This spell grants the recipient maximum fighter class armor points; overriding armor granted by physical armor or arcane Armor if this spell grants greater protection. While this spell is active no armor points from physical armor, or arcane armor count towards the character’s armor value. Armor granted by this spell may place the character above their class maximum. Dexterity Armor may be stacked with this spell even if it puts the character above their class maximum. This armor will not breach, and may not be stacked with any other armor granting Curse spell. Curse of Spirit armor may be refit as normal armor, but if the character requires a Life spell, or if the target is affected by a Dispel Magic the spell immediately ends.

“I curse you with spirit armor.”

Curse of Chaos

9 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 Curse of Chaos 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 curse you with chaos' form."

Curse of Ghost

9 N Indefinite

This enchantment grants the recipient a single Phase as if they had the monster ability. No one may have more than one Curse of Ghost 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 curse you with ghosts form."