

Midwest Regional NERO® Nature Formal Magic

Version 2.0

Objective:

- The objective of this play-test is to add to the existing NERO National Formal Magic System. This packet also extends to the NERO Nature Magic, NERO Nature Magic Cantrip, and NERO Nature Formal Magic play-tests. This packet will not reproduce information found in those packages, but will provide additional information for changes and updates for Formal Magic when Nature Magic is in use in the local NERO chapter. The wording presented in this system supersedes wording found upon formal scrolls released in-game when while packet is in effect.

Permanent Circle of Power – Nature

- The power of a Nature Permanent Circle of Power allows anyone invested to change their spell memorization for any remaining uncast spells in memory. They must still have and use a spell book to rememorize their spells.

List of Formal Magic effects available to Nature Magic

Level 1

Create/Destroy Mark
Enchant
Glyph of Protection
Investiture/Divestiture
Planar Asylum
Summon Basic Creature
* Recollection

Level 2

Cloak, Minor
Create Limited Formal Magic Scroll
Destroy Magic, Lesser
Render Indestructible
*Revelry of the Solstice
Whispering Wind
*Create Minor Totem

Level 3

Arcane Armor
Bane, Minor
Create Formal Magic Platform
Extend Enchantment
*Gift of the Blood Moon
*Gift of the Hunter's Moon
*Scrying Pool
Summon Lesser Creature

Level 4

*Create Base Totem
Create Unlimited Formal Magic Scroll
Delimit
*Rip from Binding
Spell Store
*Store Ability, Lesser

Level 5

Channel Spell
Cloak
Extend Formal Magic
*Recall
*Reincarnate
Summon Major Creature

Level 6

Bane
Create Protective Circle
Expanded Enchantment
*Forget Ability
Spirit Link

Level 7

*Aspect of Cat
Summon Greater Creature
Transform to Greater Creature
Vengeance

Level 8

* Aspect of Cobra
Destroy Magic, Greater
Spirit Walk
*Create High Totem
Transform to High Creature

Level 9

*Create Permanent Circle of Power
*Exile
Greater Extension
Spirit Lock
*Spiritual Geas
Summon Master Creature
Transform to Master Creature

* Only Formal Magic where the wording has been changed or new Formal Magics will be presented here.

Nature Formal Magic Descriptions

Level 1

Name: **Glyph of Protection**

Target: One Doorway

Duration: 5 Days

School: Nature

Components: P1, C1, E1, + <Designated by the type of glyph>

This formal magic will create a visible marking on both sides of the target and place one battle magic spell of the appropriate school (or an Alarm effect) onto the target. The marking must be at least 6" x 6" and cannot be covered by any means.

If a first, second, or third level spell, or the Alarm effect is used, add an additional point of Power. If a fourth, fifth, or sixth level spell is used, add two points of Power. If a seventh or eighth level spell is used, add three points of Power. Ninth level spells cannot be used.

The following spells can be used in a Glyph of Protection: *Blindness, Calm, Curse, Ensnare, Entangle, Entrap, Majesty, Pain, Paralyze, Repel, Shun, Silence, Sleep, and Weakness.*

The spell must be cast from the caster's memory (or a message up to twenty words in length must be spoken) at the end of the formal magic. The caster draws the symbol and all creatures within the Circle of Power receive a link to the Glyph.

Any person (with enough spirit to be affected by spells) who passes through the doorway must be invested to the Glyph of Protection or recognized by someone who is invested to the Glyph of Protection. Otherwise the Glyph will activate its selected effect. The Glyph instantaneously resets for each breaking of the plane throughout the duration of this formal magic. This means that multiple persons breaking the plane at the same time will each be affected as if they were breaking the plane in sequence. The effect of a Glyph of Protection may not be dodged or phased but may be resisted if applicable.

Casting Detect Magic upon the Glyph will reveal that it is a magical glyph but it does not provide any other information. Casting Dispel Magic upon the doorway will deactivate the glyph allowing passage through the plane of the doorway. The Glyph will remain deactivated as long as the caster of the Dispel Magic maintains line of sight on it. Once the spell caster loses line of sight or is himself affected by Dispel Magic, the Glyph will reset and trigger the next time someone breaks the plane. A Dispel Magic cast upon the glyph will also break any line of sight effects currently active due to the Glyph of Protection.

No matter what the effect of the Glyph of Protection no creature passing through the portal the glyph is upon may be healed by the functioning of the Glyph.

Each portal may only have one Glyph of Protection upon it. Multiple Glyphs of Protection on a single structure must be at least five feet apart.

A person may be invested in the Glyph of Protection by use of the Investiture formal magic of the school of magic to which the Glyph of Protection belongs.

All Glyphs of Protection that duplicate a spell are as per the description in the 7th edition NERO rulebook. The Glyph itself is considered the caster of the spell. Any area with a Glyph of Protection must be marked to indicate a marshal is needed to enter it.

A Marshal's Note must accompany each Glyph of Protection, listing the type of glyph, the expiration date, and the invested members (IG and OOG names).

Name: **Summon Basic Creature**

Target: None

Duration: 5 Days or until killed

School: Nature

Components: P1, C1, S1

This formal magic will summon one natural (possibly fantastic) creature from Tyrra. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic. If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot team discretion.)

Name: **Recollection**

Target: Spirit

Duration: Instantaneous

School: Nature

Components: P1, C1, T1, S1

This formal magic will renew a limited number of skills on the target. The number and type of skills renewed are dependent upon the skills chosen to be renewed. The recipient has a total number of points equal to 1/2 the Nature formal magic levels possessed by the caster. These points may be spent by the target to renew the desired abilities/skills in the following way:

- Spell Slot (levels 1-4), Back Attack, Critical Attack – **1 point each**
- Spell Slot (levels 5-8), Racial Abilities – **2 points each**
- Spell Slot (level 9), Formal Magic, Assassinate/Dodge, Critical Slay/Parry – **3 points each**

Each skill is renewed separately and any remaining unspent points left over at the completion of the formal magic casting are lost. No other abilities or skills may be renewed by use of this formal magic effect. A target may only be affected by *Recollection* once per logistical day (24 hours). Renewed skills are immediately available for use upon the successful completion of the formal magic casting. Spell Slots must be memorized if spell memorization is used in the character where with formal magic is cast. Renewed Formal Magic levels can only be used to cast cantrips.

Level 2

Name: **Cloak, Minor**

Target: Item or Body

Duration: One Year or until used

School: Nature

Components: P2, C1, D1, E1, V1

This formal magic provides single use protection that will stop the listed effect.

This effect is described under Cloak in the 8th edition NERO Rulebook on page 48. The user of this formal magic touches the item and calls "Cloak"

The following Cloak effects are allowed:

Binding (Nature) – protects from Pin, Bind, Web, Confine, Entangle

Charm (Nature) – protects from Calm, Charm, Dominate, Fear, Majesty, Pain, and Shun.

Command (Nature) – protects from Awaken, Calm, Charm, Majesty, Pain, Shun, Silence, and Sleep.
Curse (Nature) – protects from any spell with the incant “I Curse You With” but no other curse effects such as gypsy curse or fae curse.
Poison – protects from any poison effect including carrier attacks, alchemy or any attack with the word “poison” in the delivery.
Sleep (Nature) – protects from any effect that causes Sleep.
Summoned Force (Nature) – protects from Disarm, Shatter, Destroy and Enflame
<Spell Name> (Nature) – protects from the specific spell (below 9th level), but not a gas which duplicates the spell’s effect.

Name: Create Minor Totem

Target: Item (which must be a totem)

Duration: 5 days or until used

School: Nature

Components: P2, C2, E1, S2, + <Power equal to extra attuned spirits>

To cast this Formal Magic, the player must first have a proper totem phys-rep. A totem is a flag created by the nature mage. The flag must no less than 2’ x 3’ (2 feet high by 3 feet wide). This flag must be placed on a flagpole that will stand no less than 5’ high. The nature mage may decorate the field of the flag however they wish, but the final design must pass inspection and be approved by the local NERO chapter staff.

This Formal Magic will create a Nature Totem capable of granting bonus effects on all those attuned to the totem. The Nature Totem may have a number of additional attuned characters equal to one-third the Nature Formal Magic skill of the Primary Caster (excluding the caster themselves). Each additional character to be attuned adds 1 strength one power component to the casting cost. Only those who are attuned to the totem may benefit from the totem’s effects.

Each attuned character must wear a strip of cloth matching the design of the totem to designate them as gaining benefit from the totem. This cloth must be clearly visible to everyone but cannot be lost or stolen. This is especially important if there are multiple totems affecting the same targets.

The Nature Totem may only be used by the character the created it. To use the totem, the character must plant both feet and also plant the flag firmly in place and once planted neither their feet nor the flag may be moved. The character must then state the verbal phrase “Let the Forces of Nature aid our fight!” As long as the character remains standing, their feet remain planted and they have possession of the Nature Totem, the effect is continuously delivered to the recipients. All recipients must be within Line of Sight of the character (and totem) to receive the benefit of the effects. If a recipient breaks Line of Sight for 10-seconds they lose all benefits from the totem and even if they return to the area, the benefits are still lost.

It is the responsibility of the character holding the totem to notify those players whose characters are attuned to the totem when the totem is active and when it is down. Multiple totems in effect may stack, however each totem can only have one user.

The Nature Totem is considered the possession of the character holding it. The totem cannot be *Shattered* but can be *Destroyed* or *Disarmed* and is not affected by *Dispel Magic*. Opponents must not attack the totem itself, but instead must only attack the character holding it. The totem cannot be used while in a *Circle of Power* or a *Ward* (it does not function). A totem may not be rendered, nor may this Formal Magic be extended in any way.

A *Minor Totem* may produce one of the following effects (chosen by the caster at the time of creation): Add 10 to maximum Body Points, Add +2 to Strength bonus (+1 in each hand), Add 3 Return Battle Magic, Add 3 Resist Poison, Add Rip from Pin/Bind (must take body damage), or Add base 2 damage claws.

Once the Nature Totem is activated the totem is only active until dropped and all effects immediately end once dropped. When the totem is dropped the player holding it must designate this by stating "Totem down!" in a voice loud enough for everyone to hear it.

Name: Revelry of the Solstice

Target: Spirit

Duration: Until the next Solstice begins (cannot be extended)

School: Nature

Components: P2, E1, T1

This Formal Magic grants the recipient with a specific *Cloak vs. <element type>* which can be used 3x/day for the duration of the Formal Magic. The specific type of cloak granted is based on the date the Formal Magic is cast (current season):

- Spring Solstice (begins March 20) = Cloak vs. Lightning
- Summer Solstice (begins June 21) = Cloak vs. Fire
- Autumn Solstice (begins September 23) = Cloak vs. Stone
- Winter Solstice (begins December 21) = Cloak vs. Ice

The character chooses when to use this effect by stating the verbal phrase "Cloak" when hit with an appropriate effect. The Formal Magic only lasts until the beginning of the next Solstice and then immediately expires. A Target may only have a single *Revelry of the Solstice* at any time. This Formal Magic cannot be extended.

Level 3

Name: Bane, Minor

Target: Item or Body

Duration: Max of One Year or Until Used

School: Nature

Components: P3, C2, D1, E1, V1

This formal magic provides single use protection that will reflect the listed effect. This effect is described under Bane in the 8th edition NERO Rulebook on page 48. The user of this formal magic touches the item and calls "Bane".

The following Bane effects are allowed:

Binding (Nature) – protects from Pin, Bind, Web, Confine, Entangle

Charm (Nature) – protects from Calm, Charm, Dominate, Fear, Majesty, Pain, and Shun.

Command (Nature) – protects from Awaken, Calm, Charm, Majesty, Pain, Shun, Silence, and Sleep.

Curse (Nature) – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.

Poison – protects from any poison effect including carrier attacks, alchemy or any attack with the word "poison" in the delivery.

Sleep (Nature) – protects from any effect that causes Sleep.

Summoned Force (Nature) – protects from Disarm, Shatter, Destroy and Enflame

<Spell Name> (Nature) – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect.

Name: Gift of the Blood Moon

Target: Body

Duration: Next Daybreak

School: Nature

Components: P3, D1, S1

This Formal Magic enchants the recipient and grants them the following abilities:

+10 Body Points, *Immune to Curse of Transformation*, *Resist Charm* 2 times-ever, +5 Melee Damage vs. Vampires. This Formal Magic may only be cast between 6pm and 6am. Expires at next daybreak (6AM) or if the recipient resurrects. This Formal Magic may not be extended in any way.

Name: **Gift of the Hunters' Moon**

Target: Body

School: Nature

Duration: Next Daybreak

Components: P3, D1, S1

This Formal Magic enchants the recipient and grants them the following abilities:

+10 Body Points, *Immune to Curse of Transformation*, *Resist Fear* 2 times-ever, +5 Melee Damage vs. Werewolves. This Formal Magic may only be cast between 6pm and 6am. Expires at next daybreak (6AM) or if the recipient resurrects. This Formal Magic may not be extended in any way.

Name: **Scrying Pool**

Target: Item and Spirit

Duration: One Vision

School: Nature

Components: P3, C2, T2

This formal magic must be cast upon a reflective pool of clean water, and the primary caster. This pool may be natural or contained within a prepared bowl. The caster must be able to see their reflection in the water.

During the casting an in-game location, time, or person must be named or described by the primary caster. This location, time or person must be recognized by and pre-approved by the local plot team. Notification of the casting of this formal magic must provide the plot team enough time to prepare a vision. Failure to do so may cause the formal magic to fail or backlash.

During the casting, the primary caster must stare into the pool in order to receive the vision. Any and all information gained is completely determined by the local plot team. After successful completion of the formal magic the scrying pool will produce the images of the vision providing the caster with information. The Primary caster enters a deep trance in which all of their senses are engrossed in the vision. During the vision, the caster is unaware of their surroundings.

Name: **Summon Lesser Creature**

Target: None

Duration: 5 Days, or until killed.

School: Nature

Components: P3, C2, S2

This formal magic will summon one natural (possibly fantastic) creature from Tyrra. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot team discretion.)

Level 4

Name: **Create Base Totem**

Target: Item (which must be a totem)

Duration: 5 days or until used

School: Nature

Components: P4, C2, E2, S3, + <Power equal to extra attuned spirits>

To cast this Formal Magic, the player must first have a proper totem phys-rep. A totem is a flag created by the nature mage. The flag must no less than 2' x 3' (2 feet high by 3 feet wide). This flag must be placed on a flagpole that will stand no less than 5' high. The nature mage may decorate the field of the flag however they wish, but the final design must pass inspection and be approved by the local NERO chapter staff.

This Formal Magic will create a Nature Totem capable of granting bonus effects on all those attuned to the totem. The Nature Totem may have a number of additional attuned characters equal to one-third the Nature Formal Magic skill of the Primary Caster (excluding the caster themselves). Each additional character to be attuned adds 1 strength one power component to the casting cost. Only those who are attuned to the totem may benefit from the totem's effects.

Each attuned character must wear a strip of cloth matching the design of the totem to designate them as gaining benefit from the totem. This cloth must be clearly visible to everyone but cannot be lost or stolen. This is especially important if there are multiple totems affecting the same targets.

The Nature Totem may only be used by the character the created it. To use the totem, the character must plant both feet and also plant the flag firmly in place and once planted neither their feet nor the flag may be moved. The character must then state the verbal phrase "Let the Forces of Nature aid our fight!" As long as the character remains standing, their feet remain planted and they have possession of the Nature Totem, the effect is continuously delivered to the recipients. All recipients must be within Line of Sight of the character (and totem) to receive the benefit of the effects. If a recipient breaks Line of Sight for 10-seconds they lose all benefits from the totem and even if they return to the area, the benefits are still lost.

It is the responsibility of the character holding the totem to notify those players whose characters are attuned to the totem when the totem is active and when it is down. Multiple totems in effect may stack, however each totem can only have one user.

The Nature Totem is considered the possession of the character holding it. The totem cannot be *Shattered* but can be *Destroyed* or *Disarmed* and is not affected by *Dispel Magic*. Opponents must not attack the totem itself, but instead must only attack the character holding it. The totem cannot be used while in a *Circle of Power* or a *Ward* (it does not function). A totem may not be rendered, nor may this Formal Magic be extended in any way.

A *Base Totem* may produce two of the following effects (chosen by the caster at the time of creation) and the effects may be chosen more than once (stacking is permitted):

Add 10 to maximum Body Points, Add +2 to Strength bonus (+1 in each hand), Add 3 Return Battle Magic, Add 3 Resist Poison, Add Rip from Pin/Bind/Web (must take body damage), or Add base 4 damage claws.

Once the Nature Totem is activated the totem is only active until dropped and all effects immediately end once dropped. When the totem is dropped the player holding it must designate this by stating "Totem down!" in a voice loud enough for everyone to hear it.

Name: **Store Ability, Lesser**

Target: Item

Duration: Until used or two years (whichever comes first)

School: Nature

Components: P4, C2, E1, T1

This Formal Magic places a single expendable per day skill or ability from one character that has the actual skill (i.e. a build-bought skill) and stores it onto the target. At the beginning of this Formal Magic casting, the caster must touch the target and state "I enchant you with the ability to <skill or ability name>" after which, the ability being stored must be immediately performed a character with the skill (without

effect) into the target at the time of Formal Magic casting. The stored ability may only be used once-ever and after it is used this Formal Magic immediately expires on the target.

All rules for activating a magic item apply. The tag must be marked accordingly when the *Store Ability* is cast.

Any of the following skills and abilities may be stored: *Assassinate*, *Back Attack*, *Break Charm*, *Critical Attack*, *Critical Slay*, *Critical Parry*, *Detect Celestial Magic*, *Dodge*, *Hobbling Dodge*, *Resist Charm*, *Resist Poison*, and *Resist Sleep*.

The skills *Assassinate*, *Back Attack*, *Critical Attack*, *Critical Slay*, and *Critical Parry* must be stored in a weapon. The character must have the necessary weapon skill in order to use the Stored Ability. The handedness and damage of the attack must also be indicated. The skills *Dodge* and *Hobbling Dodge* must be stored in a rabbits' foot. All other per-day skills have no restrictions on the type of target they might be stored in. The person using the stored ability does not need to have the necessary prerequisite skill(s), the exception being a weapon skill and hand (if applicable) and must have the appropriate weapon in the proper hand. Spells, spell casting skills, and Formal Magic skills cannot be stored with the use of this Formal Magic. If a non-standard skill or ability is attempted to be stored it may be successful at the discretion of the Plot Team, however, that item must be marked *LCO*.

Name: **Rip from Binding**

Target: Spirit

Duration: 2 Years or Until All Charges Used

School: Nature

Components: P4, D2, V1

This formal magic allows the character to *Rip from Binding* effects per the Monster Ability of the same name on page 94 of the NERO Rulebook 8th Edition. This ability has a number for charges equal to one plus 1/3 the number of Nature formal magic skill possessed by the Primary Caster (round down).

To use this ability the player must perform a 3-count with the verbal "One is rip free, two I rip free, three I rip free." When the verbal is started the character suffers body point damage based on the binding effect they are ripping free from: *Pin* (2pts), *Bind* (4pts), *Web* (6pts), and *Confine* (8pts). *Entangle* effects cause no body point damage to the character.

Level 5

Name: **Cloak**

Target: Item or Body

Duration: 5 days

School: Nature

Components: P5, C2, D2, E1, V2

This formal magic will create a once per day protection that will stop a certain type of effect. The item must be touched and the effect must be spoken aloud at the end of the formal magic.

This effect is described under Cloak in the 8th edition NERO Rulebook on page 48. The user of this formal magic touches the item and calls "Cloak"

The following Cloak effects are allowed:

Binding (Nature) – protects from Pin, Bind, Web, Confine, Entangle

Charm (Nature) – protects from Calm, Charm, Dominate, Fear, Majesty, Pain, and Shun.

Command (Nature) – protects from Awaken, Calm, Charm, Majesty, Pain, Shun, Silence, and Sleep.

Curse (Nature) – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.

Poison – protects from any poison effect including carrier attacks, alchemy or any attack with the word "poison" in the delivery.

Sleep (Nature) – protects from any effect that causes Sleep.

Summoned Force (Nature) – protects from Disarm, Shatter, Destroy and Enflame

<Spell Name> (Nature) – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect.

Name: **Recall**

Target: Spirit and Circle

Duration: Maximum of 1 year, or duration of COP

School: Nature

Components: P5, C2, S3, T2

This formal magic will allow the target spirit to recall themselves, their physical body, and any immediate possessions they are carrying to the circle of power where this formal magic was originally cast. Objects with a spirit other than the users will not travel with the user and possessions carried by the traveling character must be movable.

Recalling is done on a 3-count. The recalling player must state the verbal phrase “One I recall...Two I recall...Three I recall” in a voice loud enough to be heard by anyone within 20 feet. During the count the character is substantial enough to be effected by attacks. Once the 3-count is complete, the player must don a white headband and physically walk (not run) to the circle where this formal magic was originally cast. Wards and other protections will not stop a spirit from recalling to its circle. The physical body of the character will then reform within the circle during a 10-count in the same manner as the 3-count. During the re-entry count the character is substantial enough to be effected by attacks.

If the original circle where this formal magic was cast is destroyed, this formal magic is also destroyed. If this occurs when the spirit is in transit, the Spirit will return to the spot where the recall occurred as if the circle existed there.

This formal magic has charges that represent the number of times a character can perform a recall. Once these charges have been exhausted, the formal magic on both the character and the circle immediately expire.

One casting of this formal magic will grant the number of recalls equal to 1/3 the levels of Nature formal magic possessed by the Primary Caster (rounded up). This formal magic uses up a spirit slot on the character.

Name: **Reincarnate**

Target: Spirit

Duration: Instantaneous

School: Nature

Components: P5, C2, S2, V2 (S2 required. Unrestricted components only)

This formal Magic changes the targeted characters Race AND Class as if the character was affected by both a *Spirit Forge* and a *Change Race* formal magic simultaneously. This formal magic may only be begun on a willing target. This is an out-of-game decision that cannot be forced through any in-game means (voice control and enslavement included). During the formal magic, the Formal Magic Marshal chooses the new race and class of the target. The target may not remain the same race or class; both must be changed and must be legal combinations. The target chooses how to spend their loose Build Points. During the formal magic, the target must be killed by the primary caster and their body allowed to dissipate (failure to do so will cause a backlash). Upon successful completion of this formal magic the body will reform as the new race and class without weakening the spirit. Should the formal magic fail or backlash for any reason, the spirit will be forced to resurrect at an appropriate earth circle. This will cause the spirit to be weakened by one death (the character must draw as if they had died normally).

Even though this formal magic duplicates the effects of two separate formal magic effect (*Spirit Forge* and *Race Change*), it counts as a single formal magic effect. This formal magic requires a singular Power

component and a singular Spirit component to be used in the casting. Only Unrestricted components may be used.

This formal magic counts exactly the same as a *Spirit Forge* for the purpose of deaths and must be recorded on the player's character sheet.

Name: **Summon Major Creature**

Target: None

Duration: 5 Days, or until killed.

School: Nature

Components: P5, C3, S3

This formal magic will summon one natural (possibly fantastic) creature from Tyrra. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot team discretion.)

Level 6

Name: **Bane**

Target: Item or Body

Duration: 5 Days

School: Nature

Components: P6, C2, D2, E1, V3

This formal magic will create a once per day protection that will reflect a certain type of effect. The item must be touched and the effect must be spoken aloud at the end of the formal magic.

This effect is described under Bane in the 8th edition NERO Rulebook on page 48. The user of this formal magic touches the item and calls "Bane"

The following Bane effects are allowed:

Binding (Nature) – protects from Pin, Bind, Web, Confine, Entangle

Charm (Nature) – protects from Calm, Charm, Dominate, Fear, Majesty, Pain, and Shun.

Command (Nature) – protects from Awaken, Calm, Charm, Majesty, Pain, Shun, Silence, and Sleep.

Curse (Nature) – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.

Poison – protects from any poison effect including carrier attacks, alchemy or any attack with the word "poison" in the delivery.

Sleep (Nature) – protects from any effect that causes Sleep.

Summoned Force (Nature) – protects from Disarm, Shatter, Destroy and Enflame

<Spell Name> (Nature) – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect.

Name: **Forget Ability**

Target: Spirit

Duration: Instant

School: Nature

Components: P6, D4, S2 (requires D4)

This Formal Magic causes the target to forget all levels of any one learned skill or ability of their choosing. The skill or ability may only be forgotten if no other skill or ability has that skill as a Prerequisite. Upon the completion of the Formal Magic the designated skill is removed from the player's character sheet and the proper *Build Points* (BP) are added to the character sheet as loose BP. These BP may be used immediately to buy new skills, however if they are not used immediately, they cannot be spent until the end of the event. The character may learn any skill normally allowed. Any per-day skills purchased cannot be used until the next logistical reset. This effect does not count as a *Spirit Forge*.

Level 7

Name: **Aspect of Cat**

Target: Spirit

Duration: 2 Years or Until All Charges Used

School: Nature

Components: P7, C7, S7, T7 (requires P4 and S2)

This formal magic counts as an *Aspect* and takes up one *Aspect* slot for the duration of the effect. This formal magic grants the recipient the ability to *Resist Death* nine times-ever. The target player also gains one *Death* added to their character sheet for their character (not counting their two "free" deaths). Deaths taken from this formal magic may NEVER be bought back with goblin stamps in any chapter. A character may only have one active *Nine Lives* active at any time and cannot have another one cast on them for one year from the date of this casting (such castings fail). The date of this casting must be noted on their character sheet. This formal magic takes up one spirit slot on the recipient (as well as the *Aspect* slot). At the end of this formal magic, the Primary Caster must state the phrase "I grant you the power of the Cat" and touch the recipient with a spell packet.

Name: **Summon Greater Creature**

Target: None

Duration: 5 Days, or until killed.

School: Nature

Components: P7, C3, E3, S3

This formal magic will summon one natural (possibly fantastic) creature from Tyrra. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot team discretion.)

Level 8

Name: **Aspect of Cobra**
Target: Spirit
Duration: 5 Days
School: Nature
Components: P8, C2, D4, S2

This formal magic counts as an *Aspect* and takes up one Aspect slot for the duration of the effect. The character gains a pool of 50 points plus 10 points per level of Nature formal magic possessed by the Primary Caster to a maximum of twenty five levels (300 points). The character may throw attacks of "10 Poison" until the pool is used up. The character may only have one *Aspect of Cobra* at any time. Casting the poison packets follow the same rules as use Alchemy gases and thus may not be done while taking body point damage or if the character is not able to use their hands. If the character takes body damage during the call of "10 Poison" or the delivery is otherwise interrupted per normal casting rules that 10 point casting fails and is lost to the pool but the rest of the pool remains. The poison attack generated by this formal magic is not magical and will not be stopped by a *Shield Magic* or *Reflect Magic* but will be stopped by a *Poison Shield* or *Resist Poison*. Before the end of the formal magic casting, the Primary Caster must state "I grant you the power of the Cobra."

Name: **Create High Totem**
Target: Item (which must be a totem)
Duration: 5 days or until used
School: Nature
Components: P8, C4, E4, S5, + <Power equal to extra attuned spirits>

To cast this Formal Magic, the player must first have a proper totem phys-rep. A totem is a flag created by the nature mage. The flag must no less than 2' x 3' (2 feet high by 3 feet wide). This flag must be placed on a flagpole that will stand no less than 5' high. The nature mage may decorate the field of the flag however they wish, but the final design must pass inspection and be approved by the local NERO chapter staff.

This Formal Magic will create a Nature Totem capable of granting bonus effects on all those attuned to the totem. The Nature Totem may have a number of additional attuned characters equal to one-third the Nature Formal Magic skill of the Primary Caster (excluding the caster themselves). Each additional character to be attuned adds 1 strength one power component to the casting cost. Only those who are attuned to the totem may benefit from the totem's effects.

Each attuned character must wear a strip of cloth matching the design of the totem to designate them as gaining benefit from the totem. This cloth must be clearly visible to everyone but cannot be lost or stolen. This is especially important if there are multiple totems affecting the same targets.

The Nature Totem may only be used by the character the created it. To use the totem, the character must plant both feet and also plant the flag firmly in place and once planted neither their feet nor the flag may be moved. The character must then state the verbal phrase "Let the Forces of Nature aid our fight!" As long as the character remains standing, their feet remain planted and they have possession of the Nature Totem, the effect is continuously delivered to the recipients. All recipients must be within Line of Sight of the character (and totem) to receive the benefit of the effects. If a recipient breaks Line of Sight for 10-seconds they lose all benefits from the totem and even if they return to the area, the benefits are still lost.

It is the responsibility of the character holding the totem to notify those players whose characters are attuned to the totem when the totem is active and when it is down. Multiple totems in effect may stack, however each totem can only have one user.

The Nature Totem is considered the possession of the character holding it. The totem cannot be *Shattered* but can be *Destroyed* or *Disarmed* and is not affected by *Dispel Magic*. Opponents must not attack the totem itself, but instead must only attack the character holding it. The totem cannot be used

while in a *Circle of Power* or a *Ward* (it does not function). A totem may not be rendered, nor may this Formal Magic be extended in any way.

A *Base Totem* may produce three of the following effects (chosen by the caster at the time of creation) and the effects may be chosen more than once (stacking is permitted):

Add 10 to maximum Body Points, Add +2 to Strength bonus (+1 in each hand), Add 3 Return Battle Magic, Add 3 Resist Poison, Add Rip from Pin/Bind/Web (must take body damage), or Add base 6 damage claws.

Once the Nature Totem is activated the totem is only active until dropped and all effects immediately end once dropped. When the totem is dropped the player holding it must designate this by stating "Totem down!" in a voice loud enough for everyone to hear it.

Name: **Store Ability**

Target: Item

Duration: 5 Days

School: Nature

Components: P8, C3, E2, T2 (which must include a P4 and T2 components)

This spell creates an empty *Ability Slot* within the target for the specified skill. The caster must specify the skill or ability to be stored at the beginning of the Formal Magic casting by touching the target and saying "I enchant you with the ability to <skill or ability name>". Once designated, the skill or ability cannot be changed. The caster must be touching the target for the entire casting.

This empty *Ability Slot* may be filled at any time by a character with the specified skill or ability with which it is to be charged touching the item and expending the specified daily skill into the item (with no effect). Upon using the skill or ability into the item, the possessor of the item must announce "Absorbed". Once this phrase is started the skill or ability is expended from the character and is stored into the target if the phrase is completed properly without interruption. A Store Ability item may not be used to "steal" or "intercept" and absorb a skill from an unwilling target under any circumstances. This *Ability Slot* may only hold a single skill at a time and may only hold the skill specified. Once used, the *Ability Slot* becomes empty again and may be filled only with the specified skill. This may be done an unlimited times per day. Stored skills and abilities discharge at the end of the event and the item will always be empty at the start of a new event. Any prerequisite skills for the stored skill are ignored and the user need not actually have the proper prerequisite skills in order to use the stored ability. The stored ability functions exactly as if the user had actually purchased the skill in every way. All other rules for the use of the stored ability still apply.

Any of the following skills and abilities may be stored: *Assassinate*, *Back Attack*, *Break Charm*, *Critical Attack*, *Critical Slay*, *Critical Parry*, *Detect Celestial Magic*, *Dodge*, *Hobling Dodge*, *Resist Charm*, *Resist Poison*, and *Resist Sleep*.

The skills *Assassinate*, *Back Attack*, *Critical Attack*, *Critical Slay*, and *Critical Parry* must be stored in a weapon. The character must have the necessary weapon skill in order to use the Stored Ability. The handedness and damage of the attack must also be indicated. The skills *Dodge* and *Hobling Dodge* must be stored in a rabbits' foot. All other per-day skills have no restrictions on the type of target they might be stored in. The person using the stored ability does not need to have the necessary prerequisite skill(s), the exception being a weapon skill and hand (if applicable) and must have the appropriate weapon in the proper hand. Spells, spell casting skills, and Formal Magic skills cannot be stored with the use of this Formal Magic. If a non-standard skill or ability is attempted to be stored it may be successful at the discretion of the Plot Team, however, that item must be marked LCO.

Level 9

Name: **Exile**

Target: A Single Extra-Planar Being

School: Nature

Duration: Permanent or until the vial is destroyed (whichever comes first)

Components: P9, C6, E6, T4, V4 plus the collected essence of the being to be banished (P4 and E4 required)

This formal magic causes one extra-planar being to be exiled from the plane of Tyrra, never to return. In order to do so, the formal caster will need to collect the essence of the being to be exiled. This essence can be gathered anytime the creature is destroyed on Tyrra, and this process is outlined in the NERO 8th Edition Rule Book under the section entitled "Formal Magic Components." The essence must be collected from the creature while they are on Tyrra to be of any use in this Formal Magic.

The properly collected essence of an extra-planar being can be used within this Formal Magic at any time within five days of its collection. When used as a component for the casting of the *Exile* in this way, the essence will be consumed along with the other Formal Magic components. At the conclusion of this Formal Magic the specific being from will be permanently banished from Tyrra, and will be unable to travel to this plane via Rift, portal or any other method. A small vial of colored sand is created once the being is Exiled. If the vial of sand is destroyed, the effect of *Exile* on that being immediately ends. The vial is not rendered and may not be the target of the *Render* cantrip or the *Render Indestructible* formal magic.

This is a special plot related item and has specific restrictions which must be followed. The item must be turned-in to the plot team after each event and can be retrieved from the plot team when you check-in at logistics. You will be given a voucher for this item (this voucher cannot be lost or stolen). This vial must always remain in-game.

Name: **Spiritual Geas**

Target: Spirit

Duration: One Adventure

School: Nature

Components: P9, S4, T4, E4, C4, D4, V4 (singular of each type required)

This formal magic requires one singular component of each type listed. The local Plot Team must be notified in advance of the event this formal magic is to be cast. Failure to do so will result in backlash. This formal magic places a mark upon the body of the target spirit. This mark is recognizable to all intelligent creatures as marking one who is "impure/corrupted". This mark will last until the marked target has completed their *Spiritual Geas*. This Mark may not be targeted with *Destroy Formal Magic* or removed via any normal means.

Upon notification that this formal magic will be cast, the plot team will prepare a trial/adventure in which the target is tested. The form and difficulty of the test is completely up to the plot team. At the end of the casting of this formal magic, a gate will open within the circle. This gate will remain open for one hour for every 5 levels of Nature Formal Magic skill the primary caster possesses. This gate leads to the trial/adventure that the plot team has prepared. The marked target is the only person able to enter this gate. There the target must successfully complete the trial/adventure. Once the trial/adventure has been successfully completed, the target is ejected from the gate. Whether or not the target successfully completed the trial/adventure the mark will be removed once the gate has closed.

Should the target be successful, they will be purified of any and all corruption/taint. The target will be considered by nature to have repaid all debts and proven they are no longer an enemy of nature. Should the gate close, or be destroyed, anyone still in the trial/adventure will be immediately ejected. Success or failure of a trial/adventure is solely determined by the plot team of the chapter where this formal magic is performed.

Name: **Summon Master Creature**

Target: None

Duration: 5 Days, or until killed.

School: Nature

Components: P9, C4, E4, S4

This formal magic will summon one natural (possibly fantastic) creature from Tyrra. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic. If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Nature Formal Magic Change Log:

- The changes from version 1.0 to 2.0 consist of wording changes, error correction, and changes made for clarity and balance. Some formal magic effects were removed entirely. Some new formal magic effects were added. The changes are listed as follows:
 - *Glyph of Protection* nature specific additions
 - *Temporal Shift* removed. Unbalanced.
 - *Recollection* at 1st level as a replacement for *Temporal Shift*. Renewed abilities and skills are now done based on points with each ability/skill having been assigned its own point value. Number of points is now based on 1/3 formal magic levels of the primary caster.
 - *Cloak, Minor* corrected errors and added Nature specific effects.
 - *Create Minor Totem, Create base Totem, and Create High Totem* all extensively rewritten for clarity and playability. Caster must now plant feet and totem and cannot move them. Opponents now attack the caster holding the totem instead of attacking the totem itself. The totem now has no separate body points. Attuned character(s) must be designated by wearing specific items matching the totem pattern. Activation phrase changed.
 - *Revelry of the Solstice* added at 2nd level.
 - *Bane, Minor* corrected errors and added Nature specific effects.
 - *Gift of the Blood Moon* added at 3rd level.
 - *Gift of the Hunter's Moon* added at 3rd level.
 - *Scrying Pool* error correction and wording changes for clarity.
 - *Rip from Binding* added at 4th level.
 - *Reincarnate* moved to 5th level from 9th level. *Reincarnate* rewritten. Removed limit of number of castings. Added that it counts against Spirit Forge limit for deaths. S2 is now required for casting. New race and class are now chosen by the Formal Magic Marshal.
 - *Forget Ability* added at 6th level. Allows character to unlearn all levels of a specific skill which has no prerequisites. Build may then be repent. Does not count as a *Spirit Forge* effect.
 - *Store Ability* extensively rewritten and moved from level 4 to level 8.
 - *Store Ability, Lesser* added at 4th level to allow creation of once-ever items.
 - *Cloak* corrected errors and added Nature specific effects.
 - *Recall* corrected errors in wording and clarified the wording in some areas.
 - *Aspect of Cat* added at 7th level.
 - *Bane* corrected errors and added Nature specific effects.
 - *Create Spirit Vessel* removed. Unbalanced.
 - *Regenerate Body* removed. Unbalanced.
 - *Aspect of Cobra* added at 8th level.
 - *Exile* added at 9th level.
 - *Spiritual Geas* error correction in wording. Singular component of each type now required to cast. If plot team is not notified beforehand formal magic now backlashes (instead of fails).
 - *Cloak* and *Bane* now also include "Poison" as an option for those effects.
 - General
 - Bolded all the formal magic scroll names
 - Replaced all instances of "ritual" with "formal magic" or "casting".
 - Corrected NERO Rulebook 8th edition page numbers.