

Midwest Regional NERO® Nature Magic System

Version 3.0

Objective:

- The Objective of this play-test is to add a new school of magic which embodies the natural aspect of Tyrra. This will give more variety to spell casting and add some new effects to the game.

Details:

Nature magic is a separate school of magic from Celestial and Earth magic, but works very much like the other schools of magic. Character can learn Nature magic spells in the same way that they learn Celestial and Earth spells, even paying the same build point costs to do so. Nature magic may be learned as a primary or as a secondary school of magic however at this time there are no rules for allowing characters to learn a tertiary school of magic.

Commune with Nature

Before a character can learn to cast Nature magic spells, they must first learn how to *Commune with Nature*. This allows the character attune themselves to the life force and rhythm of Tyrra itself. The skill allows the character insight into the characters surroundings and, at plot's discretion, is able to determine if an item, person, or area is tainted or corrupted. Such characters might also receive portents or visions if a particular area or item is particularly strong in nature or corrupt (also at plot's discretion).

Runes of Nature

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

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

Create Runes of Power

This skill grants the user 1 level of Production (4 production points) for every time this skill is purchased, per logistical day. Using these levels of production, characters can create runes that have stored Nature Magic within them. A person trained in the skill Runes of Nature may use Runes of Power to generate Nature Magic spells by placing a spell packet upon the Runes of Power, verbally stating the incant for the stored spell and then either touching the target with the packet or by hitting the target with the thrown spell packet. This action requires no light to perform, but follows all other spell-casting requirements. Spells marked below with an **R** may be made into Runes of Power. The cost for creating the rune is 1 level of Production per level of spell to be stored. Note that some spells may not be made into Runes of Power.

Aspect Spells

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

****Note about Nature spell books:** Characters do not need to have the skill *Read and Write* to use Nature spell books. The skill *Runes of Nature* skill conveys the ability to use Nature spell books.

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

TYPE	SKILL	F	R	S	T	Prerequisites
Nature Magic	Commune with Nature	6	6	3	3	
Nature Magic	Runes of Nature	8	6	4	4	Commune with Nature
Nature Magic	Nature Magic Level 1	3	2	1	1	Runes of Nature
Nature Magic	Nature Magic Level 2	3	2	1	1	Nature Magic Level 1
Nature Magic	Nature Magic Level 3	6	4	2	2	Nature Magic Level 2
Nature Magic	Nature Magic Level 4	6	4	2	3	Nature Magic Level 3
Nature Magic	Nature Magic Level 5	9	6	3	3	Nature Magic Level 4
Nature Magic	Nature Magic Level 6	9	6	3	4	Nature Magic Level 5
Nature Magic	Nature Magic Level 7	12	8	4	5	Nature Magic Level 6
Nature Magic	Nature Magic Level 8	12	8	4	5	Nature Magic Level 7
Nature Magic	Nature Magic Level 9	15	10	5	6	Nature Magic Level 8
Nature Magic	Formal Nature Magic	12	8	4	4	Nature Magic Level 9
Trades and Crafts	Create Runes of Power	6	5	3	4	Nature Magic Level 1

List of Spells

Level 1

R Calm Animal
 Detect Corruption
R Disarm
R Ensnare
 Light
 Stabilize
R Speak with Animals

Level 2

Aspect of Crow
R Detect Magic
 Empathic Healing
R Magic Armor
R Majesty
 Plant Mastery
R Repel

Level 3

Aspect of Leaf
 Blindness / Sight
R Charm Animal
R Entrap
R Purify Food and Drink
R Shatter
 Weakness / Remove
 Weakness

Level 4

R Aspect of Bluegill
 Aspect of Tiger
R Awaken
R Calm
R Entangle
R Lion's Heart
R Poison Shield
R Shun

Level 5

Aspect of Fox
R Natural Boundary
R Release
R Shield Magic
R Silence
R Silver Aura

Level 6

Animal Growth
 Aspect of Bark
R Aspect of Hedgehog
R Destroy
R Elemental Shield
 Glamour
R Sleep

Level 7

R Aspect of Bear
R Charm
 Curse / Remove Curse
R Guardian of the Four
R Natural Shelter
R Pain / Soothe
 Tarry

Level 8

R Aspect of Bull
 Aspect of Owl
 Aspect of Possum
R Dispel Magic
R Paralyze / Unparalyze
R Reflect Magic

Level 9

Aspect of Armadillo
 Aspect of Rabbit
 Aspect of Stone
 Banish
 Circle of Power
 Haven

Level 1

Detect Corruption

Ogarth's Natural Detection

1 N Instant

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

"I call forth mystic power to Detect Corruption."

Ensnare

Borcha's Minor Trap

1 N R Instant

This spell creates causes an ensnaring roots to burst from the ground which traps the target's right foot. This effect may be broken by cutting it on a 3-count or by Ripping Free on a 3-count (suffering no damage). To Rip Free the character must have at least +1 strength or an *Endow* effect. Individuals may be freed by others following these same rules. This is considered a Binding effect. The attack is not magical in nature and is not blocked by a *Shield Magic* or *Reflect Magic*, but is stopped by a *Magic Armor*.

"I call forth roots, physical entangle foot."

Speak with Animals

Tarinzan's Natural Tongue

1 N R 10 Minutes

This spell, when cast upon a creature of animal intelligence, 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 grant you the gift of understanding."

Level 2

Aspect of Crow

Sasha's Charm Inhibitor

2 N Indefinite

This enchantment grants the target a single *Resist Charm* as per the racial skill of the same name. A target may only be affected by one *Aspect of Crow* at a time. This ability is lost if the target dies and requires a *Life* spell, or is affected by a *Dispel Magic*.

"I grant you the power of the Crow."

Majesty

Geas' Majestic Coercion

2 N R 5 Seconds

This spell forces the target to bend one knee to the ground and may not move it for 5-seconds. The target may take no offensive action while kneeling and the 5-second count does not start until the player's knee touches the ground. If the target is attacked while under the effects of this spell, the spell immediately ends. This is a charming effect.

"I command you to kneel."

Plant Mastery

Veslin's Herbal Coercion

2 N 10 Minutes

This spell allows the caster to verbally control the affected plant for 10-minutes. The plant will follow all verbal commands given by the caster 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 a charming effect.

"I command this plant to do my bidding."

Level 3

Aspect of Leaf

Thorjin's Soft Skin

3 N 1 Day

This enchantment grants the recipient 10 armor points provided that the character is not wearing any physical armor and the player is in costume. This spell may not stack with any other armor granting spells/effects but this spell may grant armor value above the characters normal class maximum. The armor provided by this spell may be refit to full value by spending one minute of concentration. This effect immediately ends if the armor is reduced to 0 points, if the character dies and requires a *Life* spell, or if they are affected by a *Dispel Magic*.

"I grant you the protection of Leaf Skin."

Blindness / Sight

Bearkiller's Affliction / *Bearkiller's Elucidation*

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, abilities or attacks. The target may still engage melee combat and can still touch-cast spells and effects. This effect immediately ends if the target dies and requires a *Life* spell or is affected by a *Dispel Magic*. The reverse of *Blindness* is *Sight*. This spell will remove the effects of the *Blindness* spell on a target.

"I curse you with Blindness."

"I rid you of your Blindness."

Entrap

Borcha's Trap

3 N R Instant

This spell creates an entrapping vine to burst from the ground which holds the affected target's arms to their sides. This effect may be broken by cutting it on a 3-count or by Ripping Free on a 3-count (suffering no damage). To Rip Free the character must have at least +1 strength or an *Endow* effect. Individuals may be freed by others following these same rules. This is considered a Binding effect. The attack is not magical in nature and is not blocked by a *Shield Magic* or *Reflect Magic*, but is stopped by a *Magic Armor*.

"I call forth vines, physical entangle arms."

Purify Food and Drink

Feldar's Purification

3 N R Instant

This spell will remove any corruption, impurities, poisons and alchemical substances from food and drink. The spell will affect one cubic foot of food or drink per casting. This spell cannot target a living creature. This spell is delivered by the caster waving their hand over the area to be targeted. This spell may not be thrown.

"I rid this <food and/or drink> of all impurities."

Level 4

Aspect of Bluegill

Ssissil's Aqua Lung

4 N R 1 Hour

This enchantment grants the recipient with the ability to breathe underwater for one hour, in addition to their normal environment. This spell does not convey the ability to move freely. This effect immediately ends if the target dies and requires a *Life* spell or is affected by a *Dispel Magic*. A target under the effects of this spell may speak and cast spells normally, as if they were not underwater.

"I grant you the power of Water Breathing."

Aspect of Tiger

Shir's Ferocity

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 function exactly as the monster ability *Claws*, and are governed by those rules. A target may only be affected by one *Aspect of Tiger* at a time. This effect immediately ends if the target dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Tiger"

Entangle

Borcha's Master Trap

4 N R Instant

This spell creates an entrapping vine to burst from the ground which holds the affected target's entire body, trapping them in place and holding their arms to their sides. This effect may be broken by cutting it on a 3-count or by Ripping Free on a 3-count (suffering no damage). To Rip Free the character must have at least +1 strength or an *Endow* effect. Individuals may be freed by others following these same rules. This is considered a Binding effect. The attack is not magical in nature and is not blocked by a *Shield Magic* or *Reflect Magic*, but is stopped by a *Magic Armor*.

"I call forth vines, physical entangle body."

Lion's Heart

Borcha's Trap

4 N R Instant

This spell immediately removes all *Fear* effects on the recipient. In addition, the recipient also gains a single *Resist vs. Fear* for the next 10-minutes. If this *Resist* is not used within that time, it is lost.

"I rid you of your Fear and strengthen your resolve."

Level 5

Aspect of Fox

Horin's Mnemonic Enhancement

5 N Indefinite

This enchantment allows the recipient to renew a single spell of 1st through 4th level that the recipient has previously cast. This spell will have no effect until activated. To activate this enchantment the character must state "Aspect of Fox renew <spell name>" (or spell level if cast-on-the-fly is being used). The spell named is immediately returned to the enchanted caster's memory and may be used immediately. This enchantment will last upon a character until used or until the recipient dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Fox."

Natural Boundary

Din's Line

5 N R 5 Days

This spell creates a natural wall (similar to a *Wall of Force*) that will prevent any creature without a metabolism (such as undead, elementals, golems, etc.) from crossing its borders. Before casting the spell, the caster must place a green string or marking on the ground to designate 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 used to mark the area up to the maximum size. This barrier will not prevent spells, alchemy, claws, weapons or other items from crossing into the affected area. A *Dispel Magic* targeting the green marked phys-rep will immediately remove this spell.

"I summon a force to create a Natural Boundary."

Level 6

Animal Growth

Gargantua's Enhancement

6 N 1 Hour

This spell will immediately grant a creature with animal intelligence +30 body points and an additional +4 strength to whatever body points and Monstrous Strength it already had previously. This additional body point increase will revive a dying creature, because the new body point total is +30 (so the creature would revive at 29 body points). A creature may only be affected by one *Animal Growth* at a time. This spell will end if the target dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of Animal Growth."

Aspect of Bark

Thorjin's Tough Hide

6 N 1 Day

This enchantment grants the recipient 14 armor points provided that the character is not wearing any physical armor and the player is in costume. This spell may not stack with any other armor granting spells/effects but this spell may grant armor value above the characters normal class maximum. The armor provided by this spell may be refit to full value by spending one minute of concentration. This effect immediately ends if the armor is reduced to 0 points, if the character dies and requires a *Life* spell, or if they are affected by a *Dispel Magic*.

"I grant you the protection of Bark Skin."

Aspect of Hedgehog

Thornwood's Revenge

6 N R Indefinite

This enchantment will cause a physical blow which strikes the character to instead be reflected back upon the attacker. This defense may only be used to defend against melee weapon attacks and may not be used against ranged attacks or damage. The entire attack is defended against including any additional effects such as carrier effects or *Waylay*. A target may only be affected by one *Aspect of Hedgehog* at a time. This spell may not be stacked with *Magic Armor*. When using this enchantment the character must announce "Bane Physical". This enchantment will last upon a character until used or until the recipient dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Hedgehog."

Glamour

Beezle's Cloak

6 N 1 Hour

This spell will shroud the caster in a disguising cloak of magic that changes the casters physical description to that of a plot approved creature. The caster must role-play their new appearance, or the spell will be broken. The caster is still recognizable to those that know them, but will they appear as the chosen creature. This is a self-cast only spell and may never be placed in a magic item. This spell ends if the caster dies and requires a *Life* spell or is affected by a *Dispel Magic*.

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

Level 7

Aspect of Bear

Ghurahl's Endurance

7 N R 1 Hour

This enchantment temporarily grants the recipient +20 Body Points to their maximum Body Point total for one hour. This effect will revive a dying creature, restoring them to 19 Body Points as if they were just healed. This enchantment may not stack with any other body effects. A target may only be affected by one *Aspect of Bear* at a time. This spell will end if the target dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Bear"

Natural Shelter

Din's Nature Preserve

7 N R 5 Days

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

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

Pain / Soothe

Brinn's Agony

7 R 10 Minutes

This spell will cause the target to writhe in intense pain and suffering unable to perform any action or skills. The target may scream in pain but may take no other action or use any in-game skills. This is a charm effect and may be resisted by the racial ability *Resist Charm*. This spell will end if the target dies and requires a *Life* spell or is affected by a *Dispel Magic* or an *Awaken*. The reverse of *Pain* is *Soothe*. A *Soothe* spell will remove the effects of the *Pain* spell.

"I command you to suffer in Pain."

"I rid you of your Pain."

Level 8

Aspect of Bull

Taurin's Ferocity

7 N R 1 Hour

This enchantment temporarily grants the recipient a bonus of +2 to all melee damage dealt by the character (but not ranged attacks). A target may only be affected by one *Aspect of Bull* at a time. This spell will end if the target dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Bull"

Aspect of Owl

Horin's Greater Mnemonic Enhancement

8 N Indefinite

This enchantment allows the recipient to renew a single spell of 1st through 7th level that the recipient has previously cast. This spell will have no effect until activated. To activate this enchantment the character must state "Aspect of Owl renew <spell name>" (or spell level if cast-on-the-fly is being used). The spell named is immediately returned to the enchanted caster's memory and may be used immediately. This enchantment will last upon a character until used or until the recipient dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Owl."

Aspect of Possum

Jinn's Regrowth

8 N Indefinite

This enchantment will prevent the recipient from bleeding out, saving them from death. Once the character reaches 59 seconds of their 60-second dying count, they will instead be immediately healed to full Body Points. This spell does not remove any other effects upon the character and the spell effect prevents the character from reaching the "dead" state (triggering 1-second before actual death). A target may only be affected by one *Aspect of Possum* at a time. To use this effect, the player must announce "Revive" and this is an out-of-game call. This spell effect is considered healing and will only affect creatures that are healed by such effects. This spell has no effect upon undead and other creatures not healed by healing magic. This enchantment will last upon a character until used or until the recipient dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Possum."

Level 9

Aspect of Armadillo

Sayin's Transformation

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 (minimum 1). 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. A target may only be affected by one *Aspect of Armadillo* at a time. The damage reduction effect of this spell does not stack with any other reduction or damage cap effect and only the higher value will be effective if there is a conflict. This enchantment will last until the recipient dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Armadillo."

Aspect of Rabbit

Jeremiah's Lucky Break

9 N Indefinite

This enchantment grants the recipient a single *Dodge* as if they had the skill. A target may only be affected by one *Aspect of Rabbit* at a time. This spell may never be placed in a magic item. This enchantment will last upon a character until used or until the recipient dies and requires a *Life* spell or is affected by a *Dispel Magic*.

"I grant you the power of the Rabbit"

Aspect of Stone

Thorjin's Impenetrable Hide

9 N 1 Day

This enchantment grants the recipient 20 armor points provided that the character is not wearing any physical armor and the player is in costume. This spell may not stack with any other armor granting spells/effects but this spell may grant armor value above the characters normal class maximum. The armor provided by this spell may be refit to full value by spending one minute of concentration. This effect immediately ends if the armor is reduced to 0 points, if the character dies and requires a *Life* spell, or if they are affected by a *Dispel Magic*.

"I grant you the power of Stone Skin."

Haven

Din's Barbaric Shelter

9 N 5 Days

This spell creates a natural ward (similar to a *celestial Ward* spell) that surrounds the structure designated by the caster. Before the spell is cast, the caster must place a marker of their own hand print on every doorway (hand print placed on a white sheet of paper, taped to the doorway, excluding windows). This spell will prevent any creature without a metabolism (such as undead, elementals, golems, etc.) from entering the area contained in the Haven. This barrier will not prevent spells, alchemy, claws, weapons or other items from crossing into the affected area. This barrier may not be dispelled but may be destroyed by a *Destroy Formal Magic* effect from any school of magic cast upon any of the hand markings (entire structure is affected). The size limitation of this barrier is exactly the same as for the *celestial spell Ward*. This spell may be cast as soon as all the hand prints are placed but a hold may not be called for this purpose. Creatures without a metabolism inside an active *Haven* are immediately forced to exit using the nearest portal. In such cases, the creature may defend itself normally as it makes this escape. Any person or object in the path of the creature will be pushed to the side to allow the creature the ability to exit the structure.

"I summon a force to create a Haven."

Nature Magic Change Log:

- The changes from version 2.5 to 3.0 consist mostly of minor wording changes. In some cases changes were made for clarity and balance. These changes are listed as follows:
- *Runes of Power* system converted to use Production Levels (per 9th edition) instead of Production Points.
- Renamed Spells:
 - *Aspect of Focus* is now *Aspect of Crow*
 - *Aspect of Water* is now *Aspect of Bluegill*
 - *Aspect of Thorns* is now *Aspect of Hedgehog*
 - *Aspect of Regrowth* is now *Aspect of Possum*
 - *Aspect of Tyrra* is now *Aspect of Armadillo*.
- Spells that had their incants altered:
 - *Aspect of Crow* (was *Aspect of Focus*)
 - *Aspect of Leaf*
 - *Blindness / Sight*
 - *Entrap*
 - *Purify Food and Drink*
 - *Aspect of Bluegill* (was *Aspect of Water*)
 - *Aspect of Tiger* – added “the” to incant
 - *Entangle*
 - *Aspect of Fox* – added “the” to incant
 - *Animal Growth*
 - *Aspect of Bark*
 - *Aspect of Hedgehog* (was *Aspect of Thorns*)
 - *Aspect of Bear* – added “the” to incant
 - *Pain / Soothe*
 - *Aspect of Bull* – added “the” to incant
 - *Aspect of Owl* – added “the” to incant
 - *Aspect of Possum* (was *Aspect of Regrowth*)
 - *Aspect of Armadillo* (was *Aspect of Tyrra*).
 - *Aspect of Rabbit* – added “the” to incant
- *Aspect of Bear* now adds +20 Body Points in total but cannot be stacked with itself any longer.
- *Aspect of Bull* now adds +2 Strength in total but cannot be stacked with itself any longer.
- The spell *Courage* was removed and a new replacement spell called *Lion's Heart* was added. There was no reason to ever cast *Courage* as *Awaken* is a better spell and at the same level. The addition of *Lion's Heart* at 4th level fixes this issue.