

Formal Nature Magic

2010

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LEVEL 1

Name: Create Mark / Destroy Mark
Target: Item or Spirit
Duration: Create Mark: Two years; Destroy Mark: Instantaneous
Components: Create Mark -P1, C1; Destroy Mark - P1, D1

This formal magic will create or destroy an indelible Mark of the appropriate school upon a spirit or an item.

The creation of a Mark can take one of three forms:

Spirit Mark will always show itself on the surface of the spirit's body.

Item Mark will always show itself on the surface of the item enchanted.

Mark of Ownership will always show itself on the surface of the body whose spirit possesses the item (it appears after one hour of possession, and disappears one hour after the item is no longer in possession).

The Mark can be up to two colors chosen by the caster and a size between one and ten square inches at the choice of the caster, at any location upon the target chosen by the caster. A Mark may not be drawn over an existing Mark.

Upon completion of Create Mark, the caster draws the Mark. Upon completion of Destroy Mark, one (non-hidden) mark of the appropriate school present on the target, if there are any, disappears immediately. If more than one mark is present on an item, the caster decides which one is destroyed. If more than one mark is present on a spirit, the target decides which one is destroyed.

Note this is one scroll capable of being used as both Create Mark and Destroy Mark. Any deliberate attempts to violate the spirit of the Mark of Ownership effect by passing the item around quickly will be dealt with by the local chapter disciplinary committee.

Name: Enchant
Target: Item or Body
Duration: Until used, for a maximum of one year
Components: C1, E1, + P equal to half the level of the spell rounded up

This formal magic will place one magic spell of the appropriate school onto the target. The caster must state the words, "I imbue this target with the spell" and then the spell must be cast from the caster's memory at the end of the formal magic. An Enchant upon a body counts against the 5 formal magic limit of the spirit within the body.

The possessor of the Item or the spirit inhabiting the Body is imbued with the ability to cast the spell, once, using the word "Activate" followed by the full incantation of the spell. For example, an item with a Flame Bolt Enchanted upon it may be used by touching the item and saying "Activate - I call forth a Flame Bolt" and throwing a packet. A packet is required even if the item is activated upon the person possessing the item. Other than requiring the word "Activate" before the incantation, the use of an enchanted item follows all normal spell casting rules.

The tag should be marked accordingly when the Enchant is cast. If completely expended, it should be rendered useless and turned into Logistics for return to the chapter of origin for tracking purposes.

Name: Glyph of Protection
Target: One doorway
Duration: 5 Days
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.

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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: Bind, Cause Disease, Confine, Curse, Destroy Undead, Dragon's Breath, Flame Bolt, Harm Undead, Ice Bolt, Ice Storm, Lightning Bolt, Lightning Storm, Magic Missile, Paralyze, Pin, Repel, Shun, Silence, Sleep, Taint Blood, Trap Undead, Weakness, Web, Wither Limb. Any of the "Cause" or "Cure" wounds spells can also be used.

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:	Identify
Target:	One or more Items, Bodies or Spirits
Duration:	Instantaneous
Components:	P1, C1, E1

This formal magic will allow a caster to perform an Identify upon a number of targets equal to the number of levels of Formal Nature Magic he possesses.

At the completion of the formal magic, the Identify is performed on the named items by touching them in a sequential order of the caster's choosing.

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Identify follows the rules for identify as stated in the 7th edition NERO rulebook on page 44 under the topic Permanent Circles of Power.

Name: Investiture / Divestiture
Target: Spirit and a Circle of Power, Glyph of Protection or Greater Ward
Duration: For the duration of the second target
Components: Invest - P1, C1, S1, T1; Divest - P1, D1, S1, V1

This formal magic will create or destroy a link between two targets. If used as Investiture, this formal magic creates a link between the two targets. If used as Divestiture, this formal magic destroys one of the links, if any exist, between the two targets.

The caster must already have an Investiture that links him to the second target.

The school of this scroll must be the same as the school of the second target.

Note this is one scroll usable as both Invest and Divest.

Investiture follows the rules as specified in the 7th edition NERO rules on page 44 under the topic of Permanent Circles of Power.

Name: Spirit Totem
Target: Spirit
Duration: One Year
Components: S1, T1, plus P as per the totemic level (listed below)

This formal magic will take a part of the target's spirit and send it to the four winds in search of its totem. Once discovered, this totem will give the target certain abilities with regards to the types of creatures that fall into his category. In all cases, the target's totem is decided by himself, and any roleplaying associated with this formal magic in terms of dreams, visions, or other similar occurrences are left totally to the discretion of the target.

The Spirit Totem will be of one of the following types:

Amphibian - this category includes all types of frog, newt, and toad.

Avian – this category includes any type of bird.

Canine – this category includes all types of wolf and dog.

Cloven - this category includes all types of cow, deer, goat, pig, sheep, and various other herd animals.

Feline – this category includes all types of cat.

Fish – this category includes all types of fish.

Insectoid – this category includes all types of arachnid and insect, including ant, beetle, scorpion, spider, etc.

Primate - this category includes all types of ape and monkey.

Reptile – this category includes all types of alligator, lizard, snake, turtle, etc.

Rodent - this grouping includes creatures such as the beaver, mole, opossum, otter, porcupine, rat, and weasel.

Sentient Plant - this category includes all types of animated and carnivorous plants.

Ursine – this category includes all types of bear and sloth, as well several other types of similar creatures.

Waterborne Mammals – this category includes marine mammals such as the whale, dolphin, and porpoise.

Worm - this category includes all types of worms.

Depending on the level of power of the enchantment, the Spirit Totem will allow the target certain abilities. The level of power is determined at the time of casting and will not improve without a subsequent casting. The power of the totem depends upon the Nature Formal Magic levels of the caster, and the experience level of the target at the time of casting, and the levels of power are outlined below. All listed granted powers are cumulative, and the target will receive the ability to use all of the powers at his level of Spirit Totem as well as those of lower levels. The

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listed abilities will only be affective when used to mimic, speak with, bond to, and take the form of an animal within the target's listed category.

- 1 - If the caster has at least one level of Nature Formal Magic and the target's experience level is one or higher, then the power level of the totem will be one. At this level, the target will be able to use the ability *Animal Ways* at will when dealing with creatures of his listed type. This level of totem will require the caster to spend two power components in the casting of it.
- 5 - If the caster has at least five levels of Nature Formal Magic and the target's experience level is five or higher, then the power of the totem can be five. At this level, the target will be able to freely communicate with creatures of his listed type. This communication will be bounded by the limits of animal intelligence in all cases. This level of totem will require the caster to spend four power components in the casting of it.
- 10 - If the caster has at least ten levels of Nature Formal Magic and the target's experience level is ten or higher, then the power of the totem can be ten. At this level, the target will be able to locate an animal companion within his designated category. This pet will follow all of the rules outlined in the skill Craftsman (Animal Trainer), except that there will be no level limits placed upon it, nor will there be any need to purchase any Craftsman (Type) skills in order to command the pet. At the time of the casting of the Spirit Totem spell, the target will receive a vision as to where his animal companion is. This generally leads to a quest of one type or another that will involve the target saving the life of his animal. This vision may take a while to materialize, and the animal companion will be gained when the quest to save it is completed. This quest is designed to provide a fun and exciting roleplaying opportunity for the target of the Spirit Totem, and it should not be so difficult as to make the recovery of the pet an unlikely scenario. In all cases the target character picks what type of pet he wishes to have, while the local plot team will determine the location of the pet and will design the quest according to the target's abilities. This level of totem will require the caster to spend six power components in the casting of it.
- 15 - If the caster has at least fifteen levels of Nature Formal Magic and the target's experience level is fifteen or higher, then the power of the totem can be fifteen. At this level, the target will be able to assume the form of an animal once per game day. The form taken depends on the type of the character's totem. The following table shows the types of totems and the animal forms that the character associated with each can assume.

<i>Amphibian</i> - Newt, Giant	<i>Fish</i> - Stingray, Large	<i>Sentient Plant</i> - Stalker Tree
<i>Avian</i> - Condor	<i>Insectoid</i> - Beetle, Giant	<i>Ursine</i> - Bear, Large
<i>Canine</i> - Wolf, Dire	<i>Primate</i> - Ape	<i>Waterborne Mammal</i> - Dolphin
<i>Cloven</i> - Boar, Giant Wild	<i>Reptile</i> - Alligator	<i>Worm</i> - Worm, Giant Carnivorous
<i>Feline</i> - Cat, Large	<i>Rodent</i> - Beaver, Giant	

In all cases the target retains his own intellect, but cannot use any of his game skills. The change in form will require the target to provide proper phys reps of the innate weaponry and appropriate makeup and/or costuming. The change will take at least 60 seconds of Concentration, and it will not be completed until the proper costuming is worn by the target. While in this form the character will be indistinguishable from a creature of the given type. The character's game skills are inaccessible while he is in this form, and he will fight and function as the creature in all aspects. If the listed creature normally has less body points than the character, then the character's body points will be kept throughout the change. If the creature has more body points, then the character will gain temporary body points when he changes into the animal form. These act in all respects like normal body points, except that they will be lost first in all instances. When the character changes back to his real form, his total body points will return to normal and he will not be able to keep any temporary body points that remain above his normal maximum. The character that changes form via this effect will be unable to speak, although he will understand what is going on around him as well as he normally would. He may be able to communicate via growls, barks, roars, clicks, or other types of noises appropriate to his new form. In order to return to form the target must spend 60 seconds Concentrating. If at any time while he is in his animal form a character is reduced to 0 body points for any reason, he will immediately and uncontrollably return to his normal form via a three-count. If the character does not return to form in any other way, he will automatically return to form at the end of the

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game day via a three-count. This level of totem will require the caster to spend eight power components in the casting of it. Activation of a change to Animal Form is an Alteration as defined by the WAR Transformation and Alteration Package, and follows the guidelines and restrictions outlined within that document in addition to those expressed here.

20 - If the caster has at least twenty levels of Nature Formal Magic and the target's experience level is twenty or higher, then the power level of the totem can be twenty. At this level, the target will be able to assume the form of his totem animal an additional two more times per game day. This level of totem will require the caster to spend ten power components in the casting of it.

Name: Planar Asylum (scroll specific)
Target: Body(s)
Duration: 5 Days may not be extended
Components: P1, C1, E1, +1 P per additional person in the Asylum
Approved Planes: Darkness, Dream, Light, Reason

This formal magic will allow the targets to survive on the scroll-specified plane even though its natural environment might be fatal to the targets. This formal magic does not confer any special resistance to attacks similar to the nature of the plane (i.e. Planar Asylum - Elemental Plane of Fire does not grant immunity to flame based attacks).

This formal magic may protect one person per level of formal magic ability, in the appropriate school, of the caster.

If a target of a Planar Asylum resurrects they lose all protection of the Asylum since it resides in the body, not the spirit.

Name: Summon Basic Extra-Planar Creature (scroll specific)
Target: None
Duration: 5 Days or until banished or killed
Components: P1, C1, E1, S1
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. 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.)

Name: Water Ability
Target: Body(s)
Duration: 5 Days (cannot be extended)
Components: P1, E1, S1 plus P1 equal to each additional target

This formal magic will allow the target to breathe and function normally under water without restriction. It affects the body of the target and will not take up a spot on the target's spirit, nor will it remain active through resurrection. All penalties and restrictions with regards to Drowning, Movement, and Speech in the WAR Local Under Water Rules are nullified by this ability. This is not a game skill, but is instead a form of movement.

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The caster can target a number of individuals equal to his or her levels of Formal Nature Magic with a single casting of this effect.

LEVEL 2

Name:	Awakening I
Target:	A living creature (see below)
Duration:	The creature created will last until permanently destroyed, but the caster's control will only last 5 Days.
Components:	P2, S2, V2
Approved Types:	Dissolver, Dryad (or Dark Dryad) Leaf Warrior, Fungusoid (or Dark Fungusoid) Sporeling, Minor Beastman

This effect follows the rules of creating and summoning in addition to the rules outlined below.

This formal magic will alter a living being in such a way that an entirely new type of creature is created. The caster can target different types of beings with this spell, and the result of it will depend upon the type of creature targeted. The valid targets for this effect and the results of its successful casting are outlined below.

Fungus – By targeting a patch of living fungus of at least 6 cubic inches, the caster can cause that fungus to grow into a Fungusoid (or Dark Fungusoid) of the appropriate type.

Humanoid – By targeting a humanoid, the caster can awaken the target's inner animalism and create a Beastman of the appropriate type. This is a special situation that has some unique rules from the other types of Awakening.

Plant – By targeting a green plant of at least 3' height or larger, the Shaman can cause that plant to literally become a Sentient Plant of the appropriate type.

Tree – By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Dryad (or Dark Dryad) of the appropriate type.

For the first five days of this enchantment the caster remains in control of the target. After this time however, the target literally becomes a typical creature of its listed type, and it will behave accordingly.

In the case of a humanoid target, if it is someone other than the caster they become a typical Beastman of the appropriate type immediately, except that they are under the control of the caster for five days. During this time the target will follow the caster's commands exclusively, and will not have any memory of his actions. His new motivations will take top priority, and he will forsake all ties to his former life in pursuit of them. During this five day period, the Beastman will not know his friends and family, and will act totally on the whim of the caster.

If the caster himself is the target of this formal magic, he will be able to maintain quite a bit more control. His own thoughts and motivations will take precedence during the first five days, although the animal instincts will be constantly fighting to be released. In either case, at the end of the five days, the humanoid will acquire the magical disease known as Lycanthropy as described in the official WAR Tyrann Monster Manual.

This effect will not take up a slot on a humanoid's spirit, but will instead be active upon the target's body. This means that this effect will fade if the humanoid is forced to resurrect within the first five days. At any time during the initial five days of this enchantment, the target can choose to resurrect in order to end the effect. If this is done, the target will die on a three-count of massive system failure and will immediately go to resurrect. This can only be done at the free-will of the player involved, and no game effect, form of control, or other type of circumstance can make the target go and resurrect in this way. Beastmen that are not of their own mind can choose to resurrect rather than acquire Lycanthropy in this way by refusing the formal magic spell or by choosing to resurrect at the end of their five days of being controlled.

This formal magic spell is reversible, and if an Awakening of equal or higher level is cast upon the target of a previous Awakening within the first five days, then these two will cancel each other out, immediately nullifying both effects. In addition, this effect is subject to removal via the casting of a Destroy Nature Magic formal magic

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spell that targets the affected character's body within the first five days. This latter method will remove all Nature Magic effects on the target's body as well.

Name: Cloak, Minor (scroll specific)
Target: Item or Body
Duration: Until Used, for a maximum of one year
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 latest edition of the NERO International Core Rules. The user of this formal magic touches the item and calls "Cloak vs. <effect>".

The following Cloak effects are allowed:

- Acid – protects from attacks that deliver acid damage.
- Binding - protects from Pin, Bind, Web, Confine effects.
- Called Nature – protects from spells with the incant “I call upon nature.”
- Charm - protects from Charm, Shun, Dominate, Fear, and Vampire Charm.
- Command - protects from Awaken, Charm, Shun, Silence, and Sleep.
- Curse - protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.
- Harnessed Power – protects from any spell with the incant “I harness the power of.”
- Poison – protects from any attack with the word “poison” in the verbal.
- Sleep - protects from any effect that causes Sleep.
- <Spell Name> - protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect

Name: Create Limited Formal Magic Scroll
Target: Formal Magic Scroll other than this one
Duration: Until Used, for a maximum of one year
Components: P2, C1, E1, + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components.

This formal magic will create an exact copy of any other Formal Magic scroll of the appropriate school.

The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Limited, regardless of the target scroll's original type. The new scroll will be limited to a number of uses equal to 1/3 the number of levels (round up in all cases) of the appropriate school of formal magic possessed by the caster, to a maximum of fifteen. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied". These words will also appear on the new scroll if any flaw changes the new scroll in any way.

Name: Destroy Magic, Lesser
Target: Item, Spirit, Glyph of Protection, Circle of Power, Wall of Force, or Ward
Duration: Instantaneous
Components: P2, D1, V1

This formal magic will bring to a conclusion all existing magic of the appropriate school, both Formal Magic and Battle Magic, on the target.

The caster must touch the target with a spell packet during the entire casting of the formal magic. This formal magic may only be cast from within a Circle of Power that does not expire within one hour.

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If cast upon a spirit, then all magic present on the body is also affected, although items carried are not affected. In this case, all formal magic, including Spirit Link(s), is affected. While each Spirit Link is gone forever, other magic upon any applicable item is unaffected.

If cast upon an item, then all magic present on the item, including Spirit Link, is affected. While that particular Spirit Link is gone forever, other magic present upon the spirit is unaffected.

Name: **Regeneration**
Target: **Spirit**
Duration: **5 Days**
Components: **P2, S1, V1**

This formal magic allows the target to use the creature ability Regeneration once per game day. This effect can be made to work multiple times if cast in a pyramid fashion upon the target's spirit.

Regeneration is not an Earth Magic effect, and it will work to heal any type of being.

Name: **Render Indestructible**
Target: **Item**
Duration: **5 days**
Components: **P2, C2, E2, T1**

This formal magic will render the target Indestructible, and prevents an item from being affected by normal destructive means, such as Shatter and Destroy spells or normal physical damage including traps.

This formal magic may only be cast upon a weapon, shield, armor, pouch, door, or another item up to a normal door in size. If cast upon a suit of armor, the armor will never breach but may still be reduced to zero points via normal combat damage.

Various effects may still destroy an indestructible item. The onus of ability to do so is on the NPC or PC who is performing the destruction. Proper documentation of the ability to destroy an indestructible item will allow destruction of said item even though this formal magic renders it indestructible to normal IG means.

Name: **Whispering Wind**
Target: **Spirit**
Duration: **One Message**
Components: **P2, E1, S1, V1**

This formal magic causes a message to be delivered on the wind to anyone who meets the following conditions: that person has a spirit; the caster has met them; they are not permanently dead; and presently on this plane of existence.

The wind will carry the message to the recipient where only he will be able to hear it. The recipient may choose to ignore any Whispering Wind that comes to him. The recipient will be aware of the identity of the message sender.

The message is limited to five words plus one word per level of formal magic ability possessed by the caster.

The time for the message to be delivered varies

Certain effects and fluctuations of magic may prevent the message from being delivered.

The marshal is responsible for delivering the message or finding an NPC to deliver the message. The message will take as long to deliver as it takes for the formal magic marshal or the designated NPC to find the recipient. If the recipient is not on site the message delivery will obviously be delayed. The time allowed for delivery of the

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message is 2 hours or the formal magic will fail, this time limit is extendable by the plot committee. This formal magic may not be used for communication between chapters without prior agreement between the staff/plot committees of both chapters. If communication between chapters is attempted, the player may be responsible for obtaining such agreements.

LEVEL 3

Name: Acid Aura

Target: Item

Duration: 5 days

Components: P3, C1, E1

This formal magic allows the wielder of a weapon to swing acid damage. This does not add any amount of damage to the character's swing, but instead simply changes the nature of the attack. This effect is a Damage Aura as defined in the WAR Local Rules Addendum.

Name: Arcane Armor

Target: Spirit

Duration: 5 days

Components: P3, C1, E1, S1

This formal magic provides a 4 point suit of armor without a physical form which functions identically to normal physical armor except it cannot be breached and lose value. When it is reduced to 0 it requires a minute of concentration to refit back to full value. If multiple Arcane Armors of the same school are cast, they will provide protection in a pyramid fashion: an additional two castings will provide 8 points, an additional three castings (for a total of six) provide 12 points. The recipient is limited to the maximum armor for his or her profession and will receive no benefit from any additional points. Arcane Armor cannot be used in conjunction with normal physical armor at all, or Arcane Armor of another school, the highest value will apply. This means that someone with Arcane Armor may not gain the points from wearing a suit of armor. If two Arcane Armors are in effect on one person the Arcane Armor with the lower pyramid is effectively suppressed.

Arcane Armor in no way provides protection against a waylay, however, a coif or helmet may be worn without negating the Arcane Armor but conferring its protection to waylay.

The level of the pyramid (4 points=1, 8 points=2, 12 points=3) is the number of effects with regard to the 5-effect limit, rather than the number of castings. Tags should be marked with the level of the pyramid (Arcane Armor Level 1, Arcane Armor Level 2, Arcane Armor Level 3) rather than the number of points, to allow for possible future changes to the number of points per level.

Name: Bane, Minor (scroll specific)

Target: Item or Body

Duration: Until used, for a maximum of one year

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 latest edition of the NERO International Core Rules.

The following Bane effects are allowed:

Acid – protects from any attack that delivers acid damage.

Binding - protects from Pin, Bind, Web, Confine effects.

Called Nature – protects from spells with the incant "I call upon nature."

Charm - protects from Charm, Shun, Dominate, Fear, and Vampire Charm.

Command - protects from Awaken, Charm, Shun, Silence, and Sleep.

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

Harnessed Power – protects from any spell with the incant “I harness the power of.”

Poison – protects from any attack with the word “poison” in the verbal.

Sleep - protects from any effect that causes Sleep.

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

Name: Create Formal Magic Platform
Target: Circle of Power of the corresponding school
Duration: 1 Year
Components: P3, C2, S1, T2

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the Circle of Power to be extended beyond its normal (one hour) duration. The circle will only be useful for casting other formal magic and will provide no protection whatsoever. Anyone may enter or leave this type of circle freely. This circle is of the "fish-tail" variety.

A marshal's note must be included with the circle listing the expiration date for the circle. Formally created Nature circles cannot be erected within or around a building or other similarly permanent man-made object.

Name: Create Stake of Woe
Target: None
Duration: 5 Days or One Killing Blow against a Vampire (whichever is first)
Components: P3, C1, D1, S1, V1

This formal magic creates a temporary Stake of Woe that allows a Vampire to be killing blowed and take a death from the killing blow. Be forewarned that while a single staking permanently kills most vampires, some very powerful vampires are rumored to be able to survive multiple stakings. The Stake of Woe formed is Shatterable or Destroyable. The Stake also gives the ability to deliver one packet delivered Arcane Solidify ever.

The Stake Created by this Formal magic may not be extended in any manner.

Name: Dreamvision
Target: Spirit
Duration: One Vision
Components: P3, S2, T2

This formal magic allows the target to have a prophetic or fact revealing vision of a general nature on a topic designated at the time of the casting. Be forewarned that the contents of the vision will never reveal specific information and may even fail to reveal anything. At the end of the formal magic the target will go into a deep sleep (if not already asleep) during which the vision will take place as a dream. Any action taken against the person may, at the person's option, break the sleep interrupting the vision.

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The duration of the vision is variable depending on how much is revealed on the given topic. The target must be able to fall asleep normally.

Plot should be notified in advance of the casting of this formal magic so a proper vision may be supplied. The information revealed by this formal magic is completely up to the plot committee. This formal magic is meant for use in situations between PCs and NPCs and plot generated scenarios. It will not be allowed to target one group of PCs by another group of PCs, in such cases no vision will be received regardless of the success of the formal magic.

Name: **Extend Enchantment**
Target: **Batch of Formal Magic of the appropriate school**
Duration: **6 months**
Components: **P3, T2**

This formal magic increases the duration of any Formal Magic previously cast in the current batch to six months.

If successful, the batch immediately terminates at the completion of this formal magic.

Extend Enchantment does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Name: **Summon Lesser Extra-Planar Creature (scroll specific)**
Target: **None**
Duration: **5 Days or until banished or killed**
Components: **P3, C2, E2, S1**
Approved Types: **Darkness, Dream, Light, Reason**

This formal magic will summon one intelligent creature from its native plane. 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.)

LEVEL 4

Name: **Awakening II**
Target: **A living creature (see below)**
Duration: **The creature created will last until permanently destroyed, but the caster's control will only last 5 Days.**
Components: **P4, S2, V3**
Approved Types: **Base Beastman, Dryad (or Dark Dryad) Bark Warrior, Fungusoid (or Dark Fungusoid) Spore Warrior, Siren Needler**

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This effect follows the rules of creating and summoning in addition to the rules outlined below.

This formal magic will alter a living being in such a way that an entirely new type of creature is created. The caster can target different types of beings with this spell, and the result of it will depend upon the type of creature targeted. The valid targets for this effect and the results of its successful casting are outlined below.

Fungus – By targeting a patch of living fungus of at least 6 cubic inches, the caster can cause that fungus to grow into a Fungusoid (or Dark Fungusoid) of the appropriate type.

Humanoid – By targeting a humanoid, the caster can awaken the target's inner animalism and create a Beastman of the appropriate type. This is a special situation that has some unique rules from the other types of Awakening.

Plant – By targeting a green plant of at least 3' height or larger, the Shaman can cause that plant to literally become a Sentient Plant of the appropriate type.

Tree – By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Dryad (or Dark Dryad) of the appropriate type.

For the first five days of this enchantment the caster remains in control of the target. After this time however, the target literally becomes a typical creature of its listed type, and it will behave accordingly.

In the case of a humanoid target, if it is someone other than the caster they become a typical Beastman of the appropriate type immediately, except that they are under the control of the caster for five days. During this time the target will follow the caster's commands exclusively, and will not have any memory of his actions. His new motivations will take top priority, and he will forsake all ties to his former life in pursuit of them. During this five day period, the Beastman will not know his friends and family, and will act totally on the whim of the caster.

If the caster himself is the target of this formal magic, he will be able to maintain quite a bit more control. His own thoughts and motivations will take precedence during the first five days, although the animal instincts will be constantly fighting to be released. In either case, at the end of the five days, the humanoid will acquire the magical disease known as Lycanthropy as described in the official WAR Tyrran Monster Manual.

This effect will not take up a slot on a humanoid's spirit, but will instead be active upon the target's body. This means that this effect will fade if the humanoid is forced to resurrect within the first five days. At any time during the initial five days of this enchantment, the target can choose to resurrect in order to end the effect. If this is done, the target will die on a three-count of massive system failure and will immediately go to resurrect. This can only be done at the free-will of the player involved, and no game effect, form of control, or other type of circumstance can make the target go and resurrect in this way. Beastmen that are not of their own mind can choose to resurrect rather than acquire Lycanthropy in this way by refusing the formal magic spell or by choosing to resurrect at the end of their five days of being controlled.

This formal magic spell is reversible, and if an Awakening of equal or higher level is cast upon the target of a previous Awakening within the first five days, then these two will cancel each other out, immediately nullifying both effects. In addition, this effect is subject to removal via the casting of a Destroy Nature Magic formal magic spell that targets the affected character's body within the first five days. This latter method will remove all Nature Magic effects on the target's body as well.

Name:	Create Unlimited Formal Magic Scroll
Target:	Unlimited Formal Magic Scroll other than this one
Duration:	2 Years or 1 year (see below)
Components:	P4, C2, E2, T2 + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components.

This formal magic will create an exact copy of any other Unlimited Formal Magic scroll of the appropriate school.

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The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Unlimited. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied". These words will also appear on the new scroll if any flaw changes the new scroll in any way.

The caster must choose to have the scroll last only one year, in which case the scroll may be used any number of times each day, or to have the scroll last two years, in which case the scroll may only be used once each day. The number of times that the scroll may be used per day must be noted on the scroll.

Name: Delimit
Target: Item
Duration: 5 Days
Components: P4, C1, S3

This formal magic Delimits the use of an item based on race, profession, gender, ability to perform a skill, or general experience. Only those who match the Delimitations upon the item may use the item.

The caster decides what the Delimitation put on the item is at the time of casting, the options are:

Only usable by a male, Only usable by a female, Only usable by a (fighter, rogue, scholar, templar), only usable by someone with the skill <x>, only usable by someone under <y> level, only usable by someone over <z> level, only usable by race <q>.

If there is more than one Delimit on an item they both take effect, for example an item only usable by elves or dwarves, not an "elf-dwarf". This formal magic may be used to allow use of an item limited in use by formal magic flaw.

Name: Revive
Target: Spirit
Duration: 1 Year or until used
Components: P4, S2, T1, V1

This formal magic takes up a slot on the target's spirit and allows the caster to use the creature ability Revive once ever. A character using this skill cannot be prevented from Reviving in any way. No game effects will work to target a character Reviving by means of this formal magic, and any that strike a character while he is Reviving should get the response of "no effect." A single character may never have more than one Revive upon his spirit at any time.

Revive begins as soon as the target would normally begin to dissipate for resurrection, thus all active effects lost when the character needs a Life spell will still be lost. Effects lost at resurrection will be maintained because the character will not resurrect. The level 7 battle magic spell Create Undead will not prevent a character from Reviving by means of this formal magic, and the Create Undead will be immediately dispelled when the Revive takes effect. Similarly, creatures that are immune to Life spells or crumble at 0 body will begin to Revive as soon as they would normally crumble. In the case of golems or other similar Alterations, this will leave the character behind in his normal form while the effects of the golem will crumble and fade away. Transformed characters will not lose any of their transformed abilities in this way.

As soon as the target of this ritual begins to Revive he must say, "begin Revive." This is an out-of-game statement that cannot be prevented. After the 5-minute count for Reviving, the character must state "end Revive," again as an out-of-game statement. Any character with the skill healing Arts can use it to ask if a character is Reviving.

Name: Spell Store
Target: Item or Body
Duration: 5 days
Components: P4, C2, E1

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This formal magic will create a rechargeable Battle Magic spell slot of the appropriate school in the target.

The first casting will allow storage of a first, second or third level Battle Magic spell from someone's memory only. Each additional casting in a pyramid fashion will allow up to three additional levels for the spell slot. Thus after an additional two castings, up to six spell levels may be stored within the target. After an additional three castings (for a total of six) up to nine levels may be stored within the target. Once charged, anyone in possession of the item or the person into which the Spell Store was cast may cast the spells stored within as if they were casting from a magic item. The spells stored can be of any combination of levels up to the maximum spell levels allowed by the formal magic performed. Thus a sixth level spell store item or person could hold a sixth level spell or six first level spells.

To charge the item or person it must be touched by the individual casting the spells with which it is charged, upon casting the spell into the item or person, the possessor of the item or the person must announce "Absorbed".

A Spell Store item or person may not intercept a thrown spell and absorb it in any circumstances.

A Spell Store item always discharges at the end of an event. The spells within do not remain from event to event and may not transfer between chapters.

The level of the pyramid (1-3 spell level=1, 4-6 spell levels=2, 7-9 spell levels=3) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

LEVEL 5

Name: Channel Spell
Target: Weapon
Duration: 5 days
Components: P5, C2, E2, S2, + P equivalent to the level of the spell being channeled

This formal magic will create a channel in the target for a particular spell of the appropriate school. The effect will transfer that particular spell of the appropriate school from the wielder's memory and deliver it as a Spellstrike through the target once per day.

Components equal to one additional point per level of the spell must be added to the components normally required for this formal magic. The caster must state the words, " I attune this target to the spell" and then the spell must be cast from the caster's memory at the end of the formal magic. Channel cannot be used for 9th level spells or confining effects (Pin, Bind, Web, Confine, Imprison).

The proper call for a channeled spell is "Spellstrike <full spellname> <option>" (Option is for when the spells allows for a choice such as Wither Limb- i.e., right arm or Shatter-i.e., shield)

The full incant of the spell must be said and the spell to be channeled must come from the user's memory. Until the incant is complete this spell may be stopped by the caster taking body damage or by any other circumstance that will stop the casting of a normal spell. The caster's hand need not be empty but may only be holding the weapon that will channel the spell. When the incant is complete the caster's next action within five seconds must be to swing the weapon as per a normal weapon attack and deliver the spell with the call as described above. A spellstrike may not be accepted under a shield magic or reflect magic.

Name: Cloak (scroll specific)
Target: Item or Body
Duration: 5 days
Components: P5, C2, D2, E1, V2

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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 7th edition NERO Rulebook on page 44. The user of this formal magic touches the item and calls "Cloak vs. <effect>".

The following Cloak effects are allowed:

Acid – protects from any attack that delivers acid damage.

Binding - protects from Pin, Bind, Web, Confine effects.

Called Nature – protects from spells with the incant "I call upon nature."

Charm - protects from Charm, Shun, Dominate, Fear, and Vampire Charm.

Command - protects from Awaken, Charm, Shun, Silence, and Sleep.

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

Harnessed Power – protects from any spell with the incant "I harness the power of."

Poison – protects from any attack with the word "poison" in the verbal.

Sleep - protects from any effect that causes Sleep.

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

Name: Escape Pin/Bind/Web/Confine
Target: Spirit
Duration: 5 Days
Components: P5, V3

This formal magic allows the caster to use the monster ability Escape Pin/Bind/Web/Confine as described in the latest edition of the NERO International Core Rules. This effect is not limited in use as far as the number of times that the target can escape from the effects.

Name: Extend Formal Magic
Target: Batch of formal magic of the appropriate school
Duration: 1 year
Components: P5, T4

This formal magic increases the duration of any Formal Magic previously cast in the current batch to one year.

If successful, the batch immediately terminates at the completion of this formal magic.

Extend Formal Magic does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Name: Extend Formal Magic
Target: Batch of formal magic of the appropriate school
Duration: 1 year
Components: P5, T4

This formal magic increases the duration of any Formal Magic previously cast in the current batch to one year.

If successful, the batch immediately terminates at the completion of this formal magic.

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Extend Formal Magic does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Name: Protection Aura
Target: Body
Duration: 5 days
Components: P5, C2, D1, E1, V2 (Unrestricted components only)

This formal magic will provide a Protection Aura 2. If multiple Protection Auras are cast, they will provide protection in a pyramid fashion. An additional two castings will provide a Protection Aura 3, an additional three castings (for a total of six castings) will provide a 4 Protection Aura, and so on.

Any damage up to the value of the Protection Aura will be decreased to one point of damage. (For example, a weapon blow of 2 against a single protection aura will be reduced to 1 point of damage but a blow of 3 will do a full 3 points.) Protection Aura falls outside all armor and protectives except Magic Armor.

Protection Aura is not cumulative with other Protection Auras nor is it cumulative with the monster ability Threshold.

The requirements for neck protection against the waylay skill apply before the damage is reduced by the Protection Aura. Thus, a "2 waylay" will work against someone with a leather coif and a single Protection Aura. The person will fall unconscious, and will take one point of damage - the damage was reduced by the Protection Aura, but the blow was successful. See page 37 of the NERO 7th edition rulebook.

Protection Aura does not provide any protection from Carrier Attacks. For example, a carrier attack of "2 Poison" against a single Protection Aura will do 1 point of damage, and if the person is taking body damage, the person is affected by the Poison effect. See page 81 of the NERO 7th edition rulebook.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

The level of the pyramid (Protection Aura 2=1, Protection Aura 3=2, Protection Aura 4=3, and so on) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

Name: Summon Major Extra-Planar Creature (scroll specific)
Target: None
Duration: 5 Days or until banished or killed
Components: P5, C2, E2, S2
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. 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

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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.)

Name: Tyrran Aura
Target: Item
Duration: 5 Days
Components: P5, D1, E2, V2

This effect allows a weapon to swing Tyrran damage. Tyrran damage only deals damage to beings of Extra-Planar origin. When the wielder of the weapon swings it in combat, the damage delivered is doubled when called as Tyrran. This is a Damage Aura as defined in the WAR Local Rules Addendum.

LEVEL 6

Name: Awakening III
Target: A living creature (see below)
Duration: The creature created will last until permanently destroyed, but the caster's control will only last 5 Days.
Components: P6, S2, V4
Approved Types: Dryad (or Dark Dryad) Trunk Warrior(no PC skills),Fungusoid (or Dark Fungusoid) Spore Knight (no PC skills), Gargantuan Creeper, Major Beastman

This effect follows the rules of creating and summoning in addition to the rules outlined below.

This formal magic will alter a living being in such a way that an entirely new type of creature is created. The caster can target different types of beings with this spell, and the result of it will depend upon the type of creature targeted. The valid targets for this effect and the results of its successful casting are outlined below.

Fungus – By targeting a patch of living fungus of at least 6 cubic inches, the caster can cause that fungus to grow into a Fungusoid (or Dark Fungusoid) of the appropriate type.

Humanoid – By targeting a humanoid, the caster can awaken the target's inner animalism and create a Beastman of the appropriate type. This is a special situation that has some unique rules from the other types of Awakening.

Plant – By targeting a green plant of at least 3' height or larger, the Shaman can cause that plant to literally become a Sentient Plant of the appropriate type.

Tree – By targeting a tree of at least 6' height, the caster can awaken the tree's spirit, causing it to harbor a Dryad (or Dark Dryad) of the appropriate type.

For the first five days of this enchantment the caster remains in control of the target. After this time however, the target literally becomes a typical creature of its listed type, and it will behave accordingly.

In the case of a humanoid target, if it is someone other than the caster they become a typical Beastman of the appropriate type immediately, except that they are under the control of the caster for five days. During this time the target will follow the caster's commands exclusively, and will not have any memory of his actions. His new motivations will take top priority, and he will forsake all ties to his former life in pursuit of them. During this five day period, the Beastman will not know his friends and family, and will act totally on the whim of the caster.

If the caster himself is the target of this formal magic, he will be able to maintain quite a bit more control. His own thoughts and motivations will take precedence during the first five days, although the animal instincts will be constantly fighting to be released. In either case, at the end of the five days, the humanoid will acquire the magical disease known as Lycanthropy as described in the official WAR Tyrran Monster Manual.

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This effect will not take up a slot on a humanoid's spirit, but will instead be active upon the target's body. This means that this effect will fade if the humanoid is forced to resurrect within the first five days. At any time during the initial five days of this enchantment, the target can choose to resurrect in order to end the effect. If this is done, the target will die on a three-count of massive system failure and will immediately go to resurrect. This can only be done at the free-will of the player involved, and no game effect, form of control, or other type of circumstance can make the target go and resurrect in this way. Beastmen that are not of their own mind can choose to resurrect rather than acquire Lycanthropy in this way by refusing the formal magic spell or by choosing to resurrect at the end of their five days of being controlled.

This formal magic spell is reversible, and if an Awakening of equal or higher level is cast upon the target of a previous Awakening within the first five days, then these two will cancel each other out, immediately nullifying both effects. In addition, this effect is subject to removal via the casting of a Destroy Nature Magic formal magic spell that targets the affected character's body within the first five days. This latter method will remove all Nature Magic effects on the target's body as well.

Name: Bane (scroll specific)
Target: Item or Body
Duration: 5 days
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 7th edition NERO Rulebook on page 44. The user of this formal magic touches the item and calls "Bane vs. <effect>".

The following Bane effects are allowed:

Acid – protects from any attack that delivers acid damage.

Binding - protects from Pin, Bind, Web, Confine effects.

Called Nature – protects from spells with the incant "I call upon nature."

Charm - protects from Charm, Shun, Dominate, Fear, and Vampire Charm.

Command - protects from Awaken, Charm, Shun, Silence, and Sleep.

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

Harnessed Power – protects from any spell with the incant "I harness the power of."

Poison – protects from any attack with the word "poison" in the verbal.

Sleep - protects from any effect that causes Sleep.

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

Name: Create Protective Circle
Target: Circle of Power
Duration: 1 Year
Components: P6, C3, E3, S3, T4

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the target to be extended beyond its normal (one hour) duration. The target circle will become a Permanent Circle of Power of the appropriate school, except that it can never perform the function of Identify or Resurrection. Anyone within the target circle during the entire casting of this formal magic will receive an Investiture to the Permanent Circle of Power.

This formal magic will not create a Permanent Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than one hour. If this is attempted, this formal magic will automatically fail.

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When the circle is identified, the number of spirits invested will be revealed as well as any invested members who are presently in the circle. There is no limit to the number invested.

A marshal's note must be included with each circle listing the expiration date for the circle and all invested members (IG and OOG names). Formally created Nature circles cannot be erected within or around a building or other similarly permanent man-made object.

Name: Expanded Enchantment
Target: Item or Body
Duration: 5 days
Components: P6, C3, E3, + P equivalent to level of the spell being expanded

This formal magic will place one battle magic spell of the appropriate school onto the target.

The caster must state the word, "I imbue this target with the spell" and then the spell must be cast from the caster's memory at the end of the formal magic.

An Expanded Enchantment upon a body counts against the 5 formal magic limit of the spirit within the body.

The possessor of the Item or the spirit inhabiting the Body is imbued with the ability to cast the spell, once per day, using the word "Activate" followed by the full incantation of the spell. For example, an item with a Flame Bolt Expanded Enchantment upon it may be used by touching the item and saying "Activate - I call forth a Flame Bolt" and throwing a packet. A packet is required even if the item is activated upon the person possessing the item. Other than requiring the word "Activate" before the incantation, the use of an Expanded Enchantment item follows all normal spell casting rules.

Name: Spirit Link
Target: Spirit and Item
Duration: 5 days
Components: P6, C3, E2, S3

This formal magic creates a link between the targets. The targets must both be in physical contact with the caster during the entire casting of the formal magic. The item must be considered a possession of the target spirit, and must be movable by that spirit when in their normal body.

While the item is linked, it cannot be separated from the person until the duration of the Spirit Link expires or the person's spirit suffers a final death. While the spirit is separated from the body, the item is intangible and invisible and will reform at the place of the spirit's resurrection. If the spirit's resurrection fails, the item is reformed with the dead body and the item is then in the possession and spirit linked to the next person to pick it up as a possession, if that person has a spirit. If that person is at the limit of the formal magics on their spirit they will realize that the item attempted to spirit link to them and failed.

LEVEL 7

Name: Exile
Target: A Single Extra-Planar Being
Duration: Permanent
Components: P7, E2, S2, T2, V1 plus the collected essence of the being to be banished

This formal magic spell will allow the Naturalist to permanently exile an extra-planar being from the plane of Tyrra. 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

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under the section entitled “Formal Magic Components.” The essence must be collected 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 spell in this way, the essence will be consumed along with the other material components. At the conclusion of this formal magic, the specific being that the essence was collected from will be permanently banished from Tyrra, and will be unable to travel to this plane via Rift and/or portal of any kind.

Name: Spell Parry
Target: Weapon
Duration: 5 Days
Components: P7, C2, E2, V3

This formal magic allows a character to avoid any single game effect delivered via packet as a spell, Magic, Arcane, or Elemental attack. In order to do so, the wielder of the weapon must have an unused Critical Parry in his skill set and must use it properly in order to activate this ability.

When used, the correct verbal for this effect is “Spell Parry.” The wielder of the weapon can use this ability once per day for each Spell Parry formal magic effect active upon a weapon. This effect cannot be used to target a shield.

Name: Summon Greater Extra-Planar Creature (scroll specific)
Target: None
Duration: 5 Days or until banished or killed
Components: P7, C3, E3, S3
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. 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.)

Name: Transform to Greater Creature (scroll specific)
Target: Spirit
Duration: 2 years
Components: P7, C3, E4, S4, T1 (Unrestricted only)
Approved Creatures: Nature Knight

This formal magic will transform the target into a specific Greater Creature upon the permanent death of the target.

[Addition, August 3, 1999] Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

Name: Vengeance
Target: Spirit
Duration: Until all charges used or one year, whichever comes first

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Components: P7, C1, D2, E3, S2

This formal magic causes a retributive strike of pure magical damage equal to ten points per level of formal magic ability possessed by the caster in the appropriate school to any being inflicting a killing blow upon the bearer of this formal magic. This damage occurs after the killing blow and is not avoidable in any manner. This formal magic has a number of charges equal to one third the number of levels of formal magic ability possessed by the primary caster in the appropriate school, rounded down.

LEVEL 8

Name: Destroy Magic, Greater
Target: Item, Spirit, Glyph of Protection, Circle of Power, Wall of Force, or Ward
Duration: Instantaneous
Components: P8, D4, V4

This formal magic will bring to a conclusion all existing magic of the appropriate school, both Formal Magic and Battle Magic, on the target.

The caster must touch the target with a spell packet during the entire casting of the formal magic.

If the target is a Ward, Greater Ward, or Circle of Power, the target must be adjacent to the circle, and the circle from which the formal magic is being cast cannot be a protective circle - the caster must reach out of the circle to touch the target.

If cast upon a spirit, then all magic present on the body is also affected, although items carried are not affected. In this case, all formal magic, including Spirit Link, is affected. While a Spirit Link is gone forever, other magic upon any applicable item is unaffected.

If cast upon an item, then all magic present on the item, including Spirit Link, is affected. While that particular Spirit Link is gone forever, other magic present upon the spirit is unaffected.

Name: Spirit Walk
Target: Spirit(s)
Duration: Indeterminate
Components: P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking

This formal magic causes the targets and their possessions to travel to another Circle of Power that has a duration of longer than one hour. It does not provide for interplanar travel.

This formal magic may allow travel for any number of willing targets up to one half the total levels of the casters of the formal magic (in the appropriate school).

The caster designates a person as the primary target of the formal magic – that person must know the destination Circle of Power by having seen it himself or herself, prior to the casting of this formal magic. The destination of the Spirit Walk must be declared at the start of the formal magic.

Upon completion of the formal magic, all targets will go Out of Game and walk to the destination Circle of Power. All targets walk at the pace of the slowest target. They may not pass through a Ward, Greater Ward or Wizard Lock. If the destination Circle of Power is inaccessible or does not exist, the Circle of Power in which the formal magic was cast becomes the destination Circle of Power, and the group walks back to their origin. If that is also inaccessible or does not exist when they arrive, the targets may resurrect and all non-spirit-linked items are lost.

Upon entering the destination Circle of Power, the targets and their possessions immediately begin to reform within ten slow seconds and are tangible enough to be affected by attacks. The sounds of the ten-count (spoken in a normal

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speaking voice), as well as the sounds associated with the people getting into the destination circle (opening doors, etc.), represent the noise of the flux of their arrival. The targets reform at the edge of the circle, just inside.

No one may Spirit Walk to or from a Circle of Power in another chapter without prior approval from the staff/plot committees of both chapters.

Name: Transform to High Creature (scroll specific)
Target: Spirit
Duration: 2 years
Components: P8, C4, E5, S5, T3 (Unrestricted only)
Approved Creatures: Nature Lord

This formal magic will transform the target into a specific High Creature upon the permanent death of the target.

The target must currently have a Transform to Greater Creature formal magic present upon its spirit. The previous formal magic, if indeed present, must be of the same type of creature as the one being attempted. If either of these conditions is untrue, this formal magic will fail.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

[Addition, August 3, 1999] Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

LEVEL 9

Name: Create Permanent Circle of Power
Target: Circle of Power
Duration: 2 Years
Components: P9, C4, E4, S4, T4

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the target to be extended beyond its normal (one hour) duration. The target circle will become a Permanent Circle of Power of the appropriate school. Anyone within the target circle during the entire casting of this formal magic will receive an Investiture to the Permanent Circle of Power.

This formal magic will not create a Permanent Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than one hour. If this is attempted, this formal magic will automatically fail.

When the circle is identified, the number of spirits invested will be revealed as well as any invested members who are presently in the circle. There is no limit to the number invested.

A marshal's note must be included with each circle listing the type and expiration date of the circle and all invested members (IG and OOG names).

Nature Circles of this type allow any invested member to *Commune With Nature*. This ability allows the invested character to ask a single question pertaining to the local area's natural surroundings. This could involve anything that local plants and/or animals would perceive, including but not limited to areas of increased predatory activity, the last occurrence of frost, regions of heavy pollution, extremely extraordinary phenomena (such as magical portals and/or elemental activity), etc. This ability will not reveal specific information, and is generally only useful to find approximate locations and/or times of occurrences. In order to use this power the invested character must consume an alchemical *Hallucinoid* elixir while within the circle. He must then stay within the circle until the effects of this elixir wear off naturally. During this time the character will have a vision that may or may not reveal the answer to his question. There will be no need for formal components or scrolls, and this ability does not require the use of the skill formal magic. Only one character can use the circle to *Commune With Nature* at any given time. This effect

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will follow the rules for Dreamvision in all other ways. This type of Nature Circle will also prevent extra-planar beings from entering it by any method. Formally created Nature circles cannot be erected within or around a building or other similarly permanent man-made object.

Name: Greater Extension
Target: Batch of formal magic of the appropriate school
Duration: 2 Years
Components: P9 (including at least one P2 or P4), C2, T4

This formal magic increases the duration of any Formal Magic previously cast in the current batch to two years.

If successful, the batch immediately terminates at the completion of this formal magic.

Greater Extension does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Name: Spirit Lock
Target: Spirit and Item
Duration: 5 days
Components: P9, C4, E4, S6

This formal magic creates a link between the targets. The targets must both be in physical contact with the caster during the entire casting of the formal magic. The item must be considered a possession of the target spirit, and must be movable by that spirit when in their normal body.

While the item is linked, it cannot be separated from the person until the duration of the Spirit Link expires or the person's spirit suffers a final death. While the spirit is separated from the body, the item is intangible and invisible and will reform at the place of the spirit's resurrection. If the spirit's resurrection fails, the item's existence becomes unraveled and the item disappears forever.

All properties given to the item via formal magic will only work for the person to whom it is Spirit Locked.

If either target is later the subject of Destroy Magic that successfully affects the Spirit Lock, all formal magic of all schools present upon the item expires immediately and the entire item is destroyed. The intent is that there is no way for anyone to take a Spirit Locked item from a person.

Name: Summon High Extra-Planar Creature (scroll specific)
Target: None
Duration: 5 Days or until banished or killed
Components: P9, C4, E4, S4
Approved Types: Darkness, Dream, Light, Reason

This formal magic will summon one intelligent creature from its native plane. 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.)

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Name: Transform to Master Creature (scroll specific)
Target: Spirit
Duration: 2 years
Components: P9, C8, E10, S10, T5 (Unrestricted only)
Approved Types: Nature Icon

This formal magic will transform the target into a specific Master Creature upon the permanent death of the target.

The target must currently have a Transform to High Creature formal magic present upon its spirit. The previous formal magic, if indeed present, must be of the same type of creature as the one being attempted. If either of these conditions is untrue, this formal magic will fail.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

[Addition, August 3, 1999] Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.