

Nature Cantrips v1.0

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Nature Specific Cantrips

ACID AURA - Ryanar's Acidic Aura

Type: Personal

Duration: Invoked

School: Celestial

Cost: 1 Component

Incant: By Nature I gain an acid aura

Effect: The caster gains the ability to swing the damage type acid which they may swing against a chosen opponent. Only one Acid Aura may be in effect at a given time. Changing targets requires a new casting. This effect is lost if the caster dies and requires a life spell.

CRUMBLE CONSTRUCTION – Jendor's De-Civilizer

Type: Broad

Duration: Instant

School: Nature

Cost: 2 Components

Incant: By Nature I crumble these structures

Effect: Crumble Construction will weaken all man-made structures in a 10' radius area per level of Nature Formal Magic of the caster. This will be a natural weakening, and to a trained eye the buildings will simply appear to have aged overnight. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster the dimensions increase by so that someone with 2 levels has a 20' maximum radius around them and someone with 8 levels has an 80' maximum radius.

HARDENED CLAWS – Annik's Shielded Offense

Type: Personal

Duration: 1 Hour

School: Nature

Cost: 1 Component

Incant: By Nature I Grow Hardened Claws

Effect: By casting this spell the caster can grow hardened (body-weaponry style) claws. These are standard short sword sized Body Weaponry that deliver 4 points of normal damage with each strike. These claws can parry blows, and cannot be cast upon anyone but the caster. While using these claws the caster may retract them so that other actions can be performed, and each claw may be retracted independent of the other. While the claws are active (not retracted), no game skill other than touch-casting may be performed with that hand. In order to retract or reactivate the claw or claws, the wielder must perform a three-counted action. The caster must provide his or her

own standard red claw phys. reps. The caster can end this spell at any time, but once ended the claws are gone and cannot be regained except by a new casting of this spell. These claws are always visible to any that take the time to notice for the spell's entire duration. The damage dealt by Claws cannot be improved through the purchase of weapon proficiencies, but extraordinary strength and Blade spells/poisons will function as normal.

OOG Note: The caster must have and use red claw phys reps as the Body Weaponry created by this cantrip.

NATURE'S CARAPACE – Annik's Chitinous Shell

Type: Personal

Duration: Game Day

School: Nature

Cost: 2 Components

Incant: By Nature I grow a carapace

Effect: By casting this spell the caster can grow a carapace that will act as 10 or 20 points of Natural Armor for the remainder of the Game Day. As per the core rules of Natural Armor, this shell cannot be stolen, removed, or breached, and will require a 60-second count to refit. A Scholar will gain 10 points while a Templar, Rogue, or Fighter will gain 20 points via this spell.

NATURE'S HARMONY – Vina's Malignancy Culling

Type: Broad

Duration: Instant

School: Nature

Cost: 2 Components

Incant: By Nature I bring harmony to this place

Effect: Nature's Harmony will bring a 10' radius area per level of Nature Formal Magic of the caster more in line with the natural flow of Tyrran energy. This will undo the effects of corruption and interplanar influences that blight the land and its denizens. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster the dimensions increase by so that someone with 2 levels has a 20' maximum radius around them and someone with 8 levels has an 80' maximum radius.

POOLED SPITTLE – Xavier's Damaging Reservoir

Type: Offensive

Duration: Day

School: Nature

Cost: 2 Components

Incant: By Nature I gain a pool of <Acid or Poison>

Effect: The caster may choose a type (Acid or Poison) in which they will receive a pool of 50 points plus 10 points per level of Nature Formal Magic of the caster to a maximum of twenty five levels (300 points). The caster may

throw attacks of 10 Physical Acid or 10 Damage Poison (depending on the type selected) until the pool is used up. The caster may only have one Pooled Spittle at any time. Thus a caster with ten levels of formal magic gains a pool of 150 points which they may throw as 10 <type>. This pool is lost if the caster dies and requires a life spell. A new casting of Pooled Spittle will replace an old casting of it. Casting the packets for this effect follow the same rules as casting a spell and thus may not be done if taking body damage or if the caster cannot speak or use their hands.

RAMPANT GROWTH – Balvar’s Supernatural Stimulant

Type: Broad
Duration: Instant
School: Nature
Cost: 2 Components
Incant: By Nature I grow this flora and fauna

Effect: Rampant Growth will cause all natural plants and animals within a 10’ radius per level of Nature Formal Magic of the caster to grow by 10% immediately. This growth is natural and irreversible. Plants and animals can only be affected by this spell one time ever. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster the dimensions increase by so that someone with 2 levels has a 20’ maximum radius around them and someone with 8 levels has an 80’ maximum radius.

REVIVE – Balvar’s Spiritual Respite

Type: Personal
Duration: Game Day
School: Nature
Cost: 2 Components
Incant: By Nature I gain the ability to Revive

Effect: This cantrip allows the caster to Revive per the core rules. This does not require the use of a Spirit Slot and lasts only until the end of the current Game Day, but otherwise functions as the Nature Formal Magic spell of the same name.

SOOTHE/INCITE – Xavier’s Bestial Influencer

Type: Broad
Duration: Month
School: Nature
Cost: 2 Components
Incant: By Nature I soothe/incite these beasts

Effect: This spell will influence the demeanor of 10 animals per level of formal magic of the caster by one category. The targets of this spell must be within 10’ of the caster per level of Nature Formal Magic possessed by the caster.

TYRRA'S WELL – Mercury's Tyrran Geyser

Type: Personal

Duration: Indefinite

School: Nature

Cost: 1 Component

Incant: By Nature I tap the mana flow of Tyrra...20 Arcane Tyrra...20 Arcane Tyrra...

Effect: At the time of casting, the caster must plant both feet. As long as both feet remain planted and the cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "20 Arcane Tyrra". While the cantrip is in effect, the caster can perform no other skill nor cast any other spell or cantrip. Each packet thrown acts as a separate Arcane attack doing 20 points of the chosen element in damage to the target. The call "20 Arcane Tyrra" is considered part of the verbal and like any other verbal the cantrip is lost if the caster takes body damage, performs an in game skill, or speaks other words to interrupt the verbal.
