

Nature Cantrips v2.4

4/23/2011

Shared Cantrips

In addition to the Cantrips listed below, the Naturalist will be able to use all Cantrips listed within the section entitled “*Shared between both schools of magic*” from the core Cantrip rules.

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.

CREATE WATER – Perego’s Magic Spring

Type: Broad
Duration: Indefinite
School: Nature
Cost: 1 Component
Incant: By Nature I Create Water.

Effect: This cantrip creates an amount of clean, pure, Tyrran water that can be used to fill a small lake or reservoir, container, well, or even to water crops or plants. The volume of water created is up to 10 cubic feet of water per level of Formal Nature Magic possessed by the caster – the caster can choose to make less at his or her own discretion. If the caster chooses, the water can be distributed among distinct containers, but all must be within the maximum area of effect and accessible to the caster via normal means (i.e. the removal of a lid) – no creating water within an Imprison or other inaccessible or otherwise sealed container to drown anyone. When created, this water will not drop or otherwise flow to cause damage. This water can be added to existing water in order to cause an increase in the level of a pond, lake, or stream. At plot’s discretion created water can be packet delivered to fight natural fires.

CRUMBLE CONSTRUCTION – Jendor’s De-Civilizer

Type: Broad
Duration: Instant
School: Nature

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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: Game Day

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.

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NATURE'S HARMONY – Vina's Malignancy Culling

Type: Broad
Duration: Instant
School: Nature
Cost: 1 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 150 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: 1 Component
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.

NATURE’S REVIVAL – Balvar’s Spiritual Respite

Type: Personal

Duration: Game Day

School: Nature

Cost: 1 or 2 Components

Incant: By Nature I gain the power of Revival as a(n) <<animal type>>

Effect: This cantrip allows the caster to Revive per the core rules, with the added restriction that at the end of the Revive the target will become an animal of appropriate power (see below) for the remainder of the Game Day. This effect does not take up a slot on the target’s spirit.

A character using this cannot be prevented from Reviving in any way. No game effects will work to target a character Reviving by means of this effect, 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 person 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. 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, but could lose them for other reasons.

As soon as the target of this Cantrip 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 will be able to tell if a character is Reviving, and those with the skill Healing Arts will be able to tell how much time is left before the Naturalist Revives. No skills are reset by Reviving in this way.

When the character returns he or she will return in the form of an animal. All carried/worn equipment¹ and clothing will change along with the Reviving character. If one component is spent in the casting of this effect, the caster will return as a lesser animal while if two are spent the character will return as a greater animal. The lesser animal will have 20 body points, a bite at 4-normal, and Resist Poison 1/day while the greater animal will have 40 body points, claws at 6-normal, and Resist Poison 2/day. The animal will also receive a special ability based on its type as outlined below.

Animal Type	Lesser Ability	Greater Ability
Bear	Superhuman Strength +2	Superhuman Strength +4
Giant Beetle	Natural Armor 20	Natural Armor 40
Giant Frog	Physical Fumble 2/day	Physical Fumble 4/day
Giant Lizard	Threshold 3	Threshold 6

The type of creature is decided at the time of casting. This list can also be altered by the local chapter, so please check to see if any other creatures will be available.

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 occur slowly over the course of the Revive count, and it will not be completed until the proper

¹ “carried/worn equipment” is anything that would be defined as in the target’s possession following the rules for legal spell targets as outlined in the latest edition of the Core Rules.

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costuming is worn by the target. If the proper costuming is not added prior to the end of the 5-minute Revive count, the Nature's Revive will not work and the character will go to Resurrect instead of being saved.

While in this form the character will be indistinguishable from a creature of the given type by casual onlookers, but will be recognizable as his character by anyone that knows the character per the core rules. 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 either wait for the effect to wear off at the end of the Game Day, or must be the target of the Reverse Nature's Revival cantrip. The effect will wear off if the character is forced to Resurrect. The creature that the caster will transform into is chosen at the time of casting.

REVERSE NATURE'S REVIVAL – Georg's Spiritual Restoration

Type: Spirit

Duration: Instant

School: Nature

Cost: 0 Components

Incant: By Nature I reverse your Revival

Effect: By means of this cantrip the caster can return one being back to his or her true form from an Alteration caused by the Nature's Revival cantrip. Once this is successfully cast, the target will require a full, uninterrupted 60-seconds to return to form. This will follow the rules of Meditation, and the count will start as soon as this cantrip is successfully delivered. If the Meditation is interrupted, the Reverse Nature's Revival cantrip will be interrupted for no effect and the Altered character will remain in animal form until a successful casting of this cantrip is received or the effect ends in another manner, whichever comes first..

SHILLALEGH – Neveah's Threshold Breaker

Type: Item/Personal

Duration: Day/Invoked

School: Nature

Cost: 1 Component

Incant: By Nature I Make a Shillelagh.

Effect: When cast onto a one handed blunt object or staff, this Cantrip adds a Tyrran Aura to that weapon for the remainder of the Game Day or until the second part of this effect is Invoked. Only the caster of this Cantrip will gain the Tyrran Aura and Invoked portion of this effect, and any other character using the weapon will deliver their typical damage with it.

When Sillalegh is Invoked against a single target, the weapon's damage will be increased to one point higher than the target's Threshold against that target only. As soon as the Shillelagh is Invoked, the wielder will be able to ask

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the target what their Threshold is. If the target does not have a Threshold the weapon damage remains unchanged. Either way, the increased damage can only be used against the targeted opponent for the remainder of the duration of the Invocation, and it will deal the character's typical damage against all other creatures. This will work only once, and should the target's Threshold change, the Shillalegh will not adjust. The maximum amount of damage dealt by a Shillalegh by means of this Invocation will never be more than the wielder's. When the creature this effect is Invoked against is destroyed or the Invocation expires, the weapon will lose the Tyrran Aura and will break as if struck with a *Shatter* spell. Weapons that can Resist Shatter or are Indestructible will be able to avoid destruction, and will continue to function as normal with no lasting effect. This effect does not have three charges as other Invoked Cantrips do, but will otherwise follow the rules of Invoked duration when used as such.

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.

Change Log

- *4/22/2011 – drastically altered Revive rules; added Shillalegh and Create Water; adjusted Pooled Spittle to a set pool instead of based on levels of Nature Magic*