

Nature Formal v2.0

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Level One

Create Mark / Destroy Mark

Target: Item or Spirit

Duration: Two years / Instantaneous

Components: P1, C1 / P1, D1

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same 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 spell works in an identical way to the Celestial and/or Earth spells of the same name.

Glyph of Protection

Target: One doorway

Duration: 5 Days

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

Other than as outlined below, this formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

The following spells can be used in a Nature Glyph of Protection:

- Entangle <All>
- Tyrran Beam/Bolt/Storm/Blast
- Spittle
- Weakness
- Greater Spittle
- Nausea
- Sleep
- Silence
- Paralyze

Identify

Target: One or more Items, Bodies or Spirits

Duration: Instantaneous

Components: P1, C1, E1

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same 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 spell works in an identical way to the Celestial and/or Earth spells of the same 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 listed abilities will only be effective 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 *Appendix A* of

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this packet. 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.

- Primate - Ape
- Amphibian - Newt, Giant
- Avian - Condor
- Canine - Wolf, Dire
- Cloven - Boar, Giant Wild
- Fish - Stingray, Large
- Feline - Cat, Large
- Insectoid - Beetle, Giant
- Sentient Plant - Stalker Tree
- Reptile - Alligator
- Rodent - Beaver, Giant
- Ursine - Bear, Large
- Waterborne Mammal - Dolphin
- Worm - 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 game day via a three-count. This level of totem will require the caster to spend eight power components in the casting of it.

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.

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Planar Asylum

Target: Body(s)

Duration: 5 Days may not be extended

Components: P1, C1, E1, +1 P per additional person in the Asylum

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same 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, Fae, Light, Reason

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same 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 Local Under Water Rules are nullified by this ability. Water Ability is not a Game Skill, but is instead a form of movement and therefore will not prevent the use of other Game Skills or be lost when the target is affected by effects that cause the loss of or inability to use Game Skills.

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 Two

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: Chapter Specific or one of the following 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 sentient creature (e.g. 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 semi-Lycanthropic creature (e.g. 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 .

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

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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.

Cloak, Minor (scroll specific)

Target: Item or Body

Duration: Until Used, for a maximum of one year

Components: P2, C1, D1, E1, V1

Other than as outlined below, this formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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 (9th level is not allowed), but not a gas which duplicates the spell's effect

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 spell works in an identical way to the Celestial and/or Earth spells of the same 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 spell works in an identical way to the Celestial and/or Earth spells of the same 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.

Render Indestructible

Target: Item

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Duration: 5 days

Components: P2, C2, E2, T1

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Whispering Wind

Target: Spirit

Duration: One Message

Components: P2, E1, S1, V1

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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Level 3

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. There are no other effects for acid aura other than it being a carrier.

Arcane Armor

Target: Spirit

Duration: 5 days

Components: P3, C1, E1, S1

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Bane, Minor (scroll specific)

Target: Item or Body

Duration: Until used, for a maximum of one year

Components: P3, C2, D1, E1, V1

Other than as outlined below, this formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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 (9th level is not allowed), but not a gas which duplicates the spell's effect

Create Formal Magic Platform

Target: Circle of Power of the corresponding school

Duration: 1 Year

Components: P3, C2, S1, T2

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Create Nature's Cudgel

Target: None

Duration: 5 Days or One Killing Blow against a Specific Elemental Type (whichever is first)

Components: P3, C1, D1, S1, V1

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This formal magic creates a temporary Cudgel of living wood that allows an Elemental of the specific type it was created to be killing blowed and for the killing blow to permanently kill the Elemental on Tyrra. The type of Elemental the Cudgel is effective against must be declared at the time of casting and marked on the tag. The Cudgel is only good for one killing blow. It withers and dies immediately after the killing blow is completed.

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

Dreamvision

Target: Spirit

Duration: One Vision

Components: P3, S2, T2

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Extend Enchantment

Target: Batch of Formal Magic of the appropriate school

Duration: 6 months

Components: P3, T2

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same 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, Fae, Light, Reason

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Level 4

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: Chapter Specific or one of the following types - Base Beastman, Dryad (or Dark Dryad)Bark Warrior, Fungusoid (or Dark Fungusoid) Spore Warrior, Siren Needler

Except for the details outlined above, this Formal Magic Spell follows the rules of Awakening I.

Create Unlimited Formal Magic Scroll

Target: Unlimited Formal Magic Scroll other than this one

Duration: 2 Years or 1 year (see below)

Comonents: 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 spell works in an identical way to the Celestial and/or Earth spells of the same name.

Delimit

Target: Item

Duration: 5 Days

Components: P4, C1, S3

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Nature's Revival

Target: Spirit

Duration: 1 Year or until used

Components: P4, S2, T1, V1

This Formal Magic Spell 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). This effect will last for the remainder of the Game Day, until dispelled by use of the Reverse Nature's Revival Cantrip, or 5 minutes of meditation in a Nature Circle if the target has at least one level of Nature Formal Magic in his or her skill set.

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 lose the use of their transformed abilities while in Animal Form (see below), and will also typically lose them for the remainder of the module when they Revive in this way as well even if they are able to regain their original form.

As soon as the target of this Formal Magic 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

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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/worn¹ equipment and clothing will change along with the Reviving character. If this magic is cast on a person other than the caster, the recipient will return as a lesser animal while if cast on one's self the character may 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

Spell Store

Target: Item or Body

Duration: 5 Days

Components: P4, C2, E1

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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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Level 5

Channel Spell

Target: Weapon

Duration: 5 days

Components: P5, C2, E2, S2, Plus P equivalent to the spell being channeled.

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Cloak (scroll specific)

Target: Item or Body

Duration: 5 days

Components: P5, C2, D2, E1, V2

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name. For approved types, reference the definition of *Cloak, Minor* in this package.

Extend Formal Magic

Target: Batch of formal magic of the appropriate school

Duration: 1 year

Components: P5, T4

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Protection Aura

Target: Body

Duration: 5 days

Components: P5, C2, D1, E1, V2 (Unrestricted components only)

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Rip From Pin/Bind/Web/Confine

Target: Spirit

Duration: 5 Days

Components: P5, V3

This formal magic allows the caster to use the monster ability Rip From Pin/Bind/Web/Confine as described in the latest edition of the NERO International Core Rules.

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, Fae, Light, Reason

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Tyrran Aura

Target: Item

Duration: 5 Days

Components: P5, D1, E2, V2

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This effect allows a weapon to swing Tyrran damage. Tyrran damage only deals damage to beings of Extra-Planar origin. The damage delivered by the affected weapon is doubled when called as Tyrran.

Level 6

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: Chapter Specific or one of the following types - Dryad (or Dark Dryad) Trunk Warrior (no PC skills), Fungusoid (or Dark Fungusoid) Spore Knight (no PC skills), Gargantuan Creeper, Major Beastman

Except for the approved types listed above, this formal magic spell works in an identical way to the Awakening I formal spell outlined in this packet.

Bane (scroll specific)

Target: Item or Body

Duration: 5 days

Components: P6, C2, D2, E1, V3

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name. For approved types, reference the definition of *Bane, Minor* in this package.

Create Protective Circle

Target: Circle of Power

Duration: 1 Year

Components: P6, C3, E3, S3, T4

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same 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 spell works in an identical way to the Celestial and/or Earth spells of the same name.

Name: Spirit Link

Target: Spirit and Item

Duration: 5 days

Components: P6, C3, E2, S3

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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Level 7

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 any time the creature is destroyed on Tyrra, and this process requires the target. 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.

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.

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, Fae, Light, Reason

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Transform to Greater Creature (scroll specific)

Target: Spirit

Duration: 2 years

Components: P7, C3, E4, S4, T1 (Unrestricted only)

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Vengeance

Target: Spirit

Duration: Until all charges used or one year, whichever comes first

Components: P7, C1, D2, E3, S2

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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Level 8

Create Nature's Haven

Target: Area of Effect (see below)

Duration: 2 Years

Components: P8, C2, E3, S3

A Nature's Haven is typically a vale or grove, but could be any definable area in a natural setting (e.g. a cave, body of water, swamp, desert, etc.). The area must be clearly defined with no part of it being farther away from the point of casting than ¼ mile per level of Nature Formal Magic possessed by the caster. The area cannot contain any man-made structures except those made by the caster himself and these must always be made out of unrefined, natural materials gathered by hand.

Just prior to the casting of this Formal Magic Spell, the caster must walk the boundary of the proposed Haven and successfully deal with any threats found there in such a way that the caster is not forced to resurrect, retreat, or significantly alter course. If the walking of the boundary in this way is interrupted the caster must start again from the beginning.

Upon completion of this casting, the Naturalist performing the casting will form a spiritual bond with the Haven in such a way that he or she will immediately know of any extra-planar activity within it. In addition, The Naturalist will always know the relative balance of Elemental forces within the Haven such that if there is any type of significant imbalance it will be known.

Also, while within his Haven, the caster will be able to *Commune With Nature*. This ability allows the creator of the Haven character to ask a single question pertaining to the natural environment within the Haven. This could involve anything that the Haven's 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 Haven's creator must consume an alchemical *Hallucinoid* elixir while within the Haven. He must then stay within the Haven 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 Naturalist to use any levels of Formal Magic. This effect will follow the rules for Dreamvision in all other ways.

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 spell works in an identical way to the Celestial and/or Earth spells of the same name.

Transform to High Creature (scroll specific)

Duration: 2 years

Components: P8, C4, E5, S5, T3 (Unrestricted only)

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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Level 9

Create Permanent Circle of Power

Target: Circle of Power

Duration: 2 Years

Components: P9, C4, E4, S4, T4

Other than as outlined below, this formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

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 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.

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 spell works in an identical way to the Celestial and/or Earth spells of the same name.

Spirit Lock

Target: Spirit and Item

Duration: 5 days

Components: P9, C4, E4, S6

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Summon High Extra-Planar Creature (scroll specific)

Target: 5 Days or until banished or killed

Components: P9, C4, E4, S4

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

Transform to Master Creature (scroll specific)

Duration: 2 years

Components: P9, C8, E10, S10, T5 (Unrestricted only)

This formal magic spell works in an identical way to the Celestial and/or Earth spells of the same name.

APPENDIX A: Animal Companion Rules

What is an Animal Companion?

An animal companion is a creature naturally found upon Tyrra. This creature must have Animal Intellect, and will not have any magical abilities. Some examples would be a dog, bird, owl, lion, giant weasel, or bear. Some creatures that would otherwise fall into this category may be prohibited at the local chapter. A character may never have an animal companion whose Monster Level is higher than the character's Experience Level.

When Can I Use my Animal Companion?

Once the creature is acquired, it will be allowed to accompany the character on certain modules and adventures. In these instances, the player is responsible for acquiring an NPC to play the creature. At the discretion of the Head Plot Marshal the NPC Shack may provide a player to fill this part, but this occurrence will be rare if ever, and will seldom last longer than a four-hour period.

Powers

When a character acquires an Animal Companion, he gains any limited empathy with the animal that allows for basic communication. The communication is much more limited than speaking with the animal by means of a Charm Animal or similar spell, and only the following commands will be understood:

- "Come" – The beast will come to the trainer or a spot that he points to on the ground. The animal will do its best to follow this command, but will not knowingly put itself in grave peril to follow it.
- "Down" – The creature will become non-aggressive and may sit or lie down for a while. This state is not magical, and a persisting irritation may require the master to restate the command, or in the extreme may prevent this command from functioning altogether.
- "Fetch" – This command causes the creature to return a thrown object to its trainer. This command must be given while the trainer is in the act of throwing.
- "Go" – This command, accompanied by a pointing finger, will cause the trained beast to move off in the direction that the master indicates. This "moving off" generally will not cause the creature to break line of sight with its master.
- "Guard" – The creature will stay and attack any creature that tries to come near.
- "Kill" – When issuing this command the trainer will point toward an intended target, and the beast will attack the indicated target to the best of its ability.
- "Stay" – The creature will stay where it is.

Animal Companions are not mindless beings like golems or undead. Repeated incidents of mistreatment will cause these creatures to flee at the first opportunity, and they generally will not follow commands that put their own lives in grave peril. If the master is consistently abusing or putting his trained animal into dangerous situations, the creature can become disenchanting and begin to disobey commands and/or leave altogether. On any single module the residing marshal can inform the animal that it will begin to obey only when it wants to. This should be the case based on what the master has done within that single module only. If this occurs on three or more separate modules, the local plot committee can decide that the creature will "flee." This will occur either during one of the current event's modules, or at the conclusion of the event. Either way the creature will be lost until a new binding takes place (i.e. a re-casting of the Formal Spell).

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Creatures without Game Skills that are acquired as pets for primarily roleplaying reasons (normal snakes, songbirds, a ferret, etc.) can also become Animal Companions. These creatures cannot learn any set command other than their name. For the purposes of this skill, all such creatures are considered to be non-combative, and can be killed at the will of any combat-capable character. Local plot committees may deem fit to allow these creatures to come into game if properly phys repped by stuffed animals or other safely unobtrusive manner. NPCs will seldom if ever be allowed to play these types of parts as the suspension of disbelief is simply too much, and local plot reserves the right to decide against this phys repping for any reason.