

Nature Magic v2.4

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Roleplaying and the Naturalist

A naturalist is a character that has a deep interest in the natural balance of Tyrra. Many naturalists seek this balance by looking to protect the realm against the incursion of elementals, while others seek a balance between man and beast. In any case, all naturalists have the ability to influence animals and sentient plants as well as limited ability to duplicate their acidic and poisonous defenses. In the fight against extra-planar forces, the Naturalist is unparalleled and many of his spells are attuned to the specific destruction of these types of beings. As with Earth magic, there is a dark side to nature. The Dark Naturalist is a character that dabbles in the mixture of animal and human traits, or animism. Like necromancy, the practice of animism is generally frowned upon and has even been made illegal in some civilized lands.

The Taboo of Animism

Like necromancy, animism is a much debated and maligned subject in the world of Tyrra. Sages from many lands have offered their thoughts on its practice, but no clear consensus has been formed.

On the one hand, animism is the practice of enhancing human skills by the addition of animalistic or floral traits. Growing claws, hurling poisonous spores, or enhancing the strength of oneself can be the difference between living and dying. Many naturalists see this as a tool like any other to serve the needs of the people or the land. The races are, after all just a higher form of organism – why shouldn't they benefit from natural enhancements?

Others see animism as a darkened path that inevitably leads to lycanthropy - a sickness that alters the minds of those that practice it. These people feel that the magic not only alters the body of the subject but also alters the mind. Many scholars even feel that this mental anguish is irreversible and leads to insanity and unbridled primal urges.

As with necromancy, assume that animism has many reputable sages who are either for or against its practice. The split should be about even. Unlike necromancy however, controlled forms of animism are relatively new to the civilized lands of Tyrra – less civilized cultures have practiced this art for many, many years. Again, it is up to you to decide where your character stands on this heated topic.

The Rules of Casting Nature Magic

In order to begin studying the school of Nature Magic, the character must first acquire the skills Lore of Nature, First Aid, and Healing Arts. All three of these skills help the Naturalist gain the focus necessary in order to invoke the natural forces that fuel her enchantments.

Lore of Nature

The Lore of Nature skill acts as a suitable prerequisite for the skills Healing Arts and Herbal Lore. A character with Lore of Nature as a prerequisite for Healing Arts cannot cast Earth Magic unless the skill Read & Write is also purchased. Lore of Nature will allow for the reading of alchemical formulas, but will not allow for the general reading of written text. Lore of Nature is the pre-requisite for use of a Medicine Bag as outlined in the following section.

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When combined with First Aid and Healing Arts, Lore of Nature also allows for the use of Runic Tattoos as outlined below. Lore of Nature is not a *Scholarly Skill* and therefore can be purchased by Scavengers, Barbarians, Half Orcs, and similar races at normal cost.

<u>NATURE SKILL</u>	<u>F</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>PREREQUISITE</u>
Lore of Nature	6	6	3	3	None

Medicine Bag

A character with the skill Lore of Nature will be able to gather specific plants, minerals, and other natural substances in such a way that they can be used to counter the effects of certain poisons via the utilization of a Medicine Bag. This is a sack filled with seemingly worthless materials that the Naturalist can use for effect. The physical representation of this bag is a pouch large enough to hold a 12 ounce soda can. The Medicine Bag can be created for 1 gold piece by any character with Lore of Nature, and will last for 2 years from the date created.

The Medicine Bag's ability to cure poisons is based on the type of materials held within the bag. Materials are gathered by special means in such a way that make them spiritually bonded to the character that collected them. A single bag may only hold up to three types of materials at any given time (see below), and the character may possess only one Medicine Bag in the course of any single event. If the bag is lost, stolen, or destroyed in any way the character cannot replace it until after the current event is over when she has time to properly acquire new materials. No other character can use a character's Medicine Bag under any circumstances.

By using the Medicine Bag for sixty seconds and simulating the rubbing of compounds under the nose, feeding the victim, applying to wounds, etc., the Naturalist can remove any lasting effect delivered as Poison. This ability in all ways follows the rules of an Antidote Elixir with regard to what can and cannot be cured, and the requirements of the skill First Aid with regard to interruption. The following materials give the listed benefits:

Material¹	Antidote²
Pine Cone	Sleep Poison
Leaf	Feeblemind Poison
Bark	Nausea Poison
Dried Flower	Paranoia Poison
Root	Vertigo Poison
Fungus	Weakness Poison
Berry	Paralysis Poison

Materials need to be physically represented in order to be used. If materials are repped by actual items collected from nature, please be careful about the quantity and types of materials you grab – get only small amounts and use innocuous materials unlikely to cause allergic reactions in yourself or others.

Selecting Nature as a Primary or Secondary School

When purchasing Spell Slots in Nature Magic, the cost is the same as a Primary or Secondary Spell Slot for the other schools as listed in the core rules. The caster's Primary School is always purchased at the appropriate cost, while all other schools will be purchased at Secondary cost. There is no such thing as a Tertiary School.

¹ A single Medicine Bag can never hold more than three materials at any time.

² Antidotes work for any gas, ingested, or contact poison of the listed type

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Nature Magic Spells

This style of magic is attuned to the forces of nature. Some of the spells are borrowed from monster abilities and the other schools, while others are of totally new origin. The spells listed below are available exclusively to the school of Nature Magic unless otherwise indicated in the spell description.

LEVEL 1	Calm Animal Detect Poison Endow Entangle <foot> Illumination/ Darkness Mend Repel Animal	LEVEL 2	Delayed Endow Detect Magic Leaf Armor Magic Armor Shun Animal Tyrran Beam	LEVEL 3	Charm Animal Claws of the Badger Entangle <arms> Spittle Turn Elemental Weakness/Remove
LEVEL 4	Awaken Nausea Poison Shield Treeskin Tyrran Bolt Entangle <body>	LEVEL 5	Animal Ways Greater Spittle Release Shield Magic Silence	LEVEL 6	Control Animal Elemental Shield Shroud Sleep Tyrran Storm
LEVEL 7	Charm Claws of the Bear Deadly Spittle Pestilence	LEVEL 8	Cocoon Dispel Magic Paralyze/Unparalyze Reflect Magic Tyrran Blast	LEVEL 9	Banish Circle of Power Regenerate Petrify

Nature Incants

I call forth mystic power to...

Detect Magic (2)
Shield Magic (5)
Dispel Magic (8)
Reflect Magic (8)

I call upon nature to...

Calm Animal (1)
Detect Poison (1)
Entangle foot (1)
Mend you (1)
Repel Animal (1)
Shun Animal (2)
Charm Animal (3)
Entangle arms (3)
Entangle body (3)
Turn Elemental (3)
Nauseate you (4)
Remove Nausea (4)

I curse you with...

Weakness (3)
Paralysis (8)

I harness the power of...

a Tyrran Beam 20 (2)
acid/damage poison 15 (3)
a Tyrran Bolt 40 (4)
acid/damage poison 25 (5)
a Tyrran Storm 60 (6)
acid/damage poison 35 (7)
Pestilence (7)
a Tyrran Blast 80 (8)

I rid you of...

Weakness (3)
Paralysis (8)

May nature grant me...

Leaf Armor (2)
Claws of the Badger (7)
Treeskin (4)
Animal Ways (5)
Claws of the Bear (7)

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Control Animal (6)
build a Shroud (6)
build a Cocoon (8)
Regenerate you (9)
Petrify you (9)

I command you to...

Awaken (4)
Silence (5)
Sleep (6)
be Charmed (7)

I grant you the power of...

Darkness (1)
An Endow (1)
Illumination (1)
a Delayed Endow (2)
a Magic Armor (2)
a Physical Shield (3)
a Poison Shield (4)
an Elemental Shield (6)

With eldritch force I build a...

Circle of Power (9)

With mystic force I...

Release you (5)
Banish you (9)

LEVEL 1

Calm Animal - Xavier's Bestial Soother

Duration – 5 minutes

This spell mimics the level 1 Earth Magic spell of the same name.

"I call upon nature to Calm Animal"

Detect Poison – Vina's Toxin Revealer

Duration – Instant

This spell will allow the caster to immediately determine the presence and nature of any alchemical substances that are active upon a single target. If successfully cast this spell will reveal all currently active poisons within a person or a single bottle, cup, or similar vessel. Alchemy that is not prepared will not be detected, and only active poisons will be detected. For the purposes of this spell, poisons are considered to be active while they are still curable by an alchemical antidote. For example, if a character has a Death Elixir in his pouch it will not be detected by this spell, but if there is a Death Elixir in a cup or a person has drunk one and has not been down for longer than 60 seconds, this spell will alert the caster to its presence. Instant poisons such as damage gasses or Instant Death will at no time be active within a person and can never be detected as such. Gasses within a trap are not active. The caster will be the only one to gain this knowledge, and he will know the type of the poison or poisons that are currently active. The caster will gain no other in-game knowledge from the casting of this spell.

"I call upon nature to Detect Poison"

Darkness – Elmina's Masque of the Baracoor

Duration – Instant

This spell will extinguish one in-game light possessed by the target, or a single light it is Touch Cast upon. In cases of dangerous footing, the light may still be maintained by the wielder, but cannot be used for any in-game purpose until it is replaced.

"I grant you the power of Darkness."

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Endow – *Barantur’s Charm of Ogre Strength*

Duration – Indefinite

This spell is identical to the level 1 Celestial Magic spell of the same name.

“I grant you the power of an Endow.”

Entangle <foot> – *Vina’s Instant Weed Growth*

Duration – 5 minutes

This spell will cause large woody vines to spring forth from the ground or floor and grab the victim’s foot. These vines are magical in nature and will not in any way damage the surface of the floor or ground from which they spring. This spell will hold the target’s right foot to the ground in a way similar to a Pin. The effect lasts for 5 minutes and is Binding in nature. An Oil of Slipperiness applied to the target’s body less than an hour before being struck by an Entangle will protect against one such attack. Formal protectives (i.e. Cloak, Bane) against Binding will also work. A Release spell or an Alchemical Solvent will free the victim. The victim can be cut out by someone using an edged weapon with a three count (“One I cut you out, two I cut you out, three I cut you out.”). If you have an Endow or Delayed Endow spell, you may break free, expending the spell in the process. Someone else with an Endow type spell can likewise break you free. When using an Endow to break free of an Entangle, the character calls “Endow,” performs a three-counted rip free, role-plays that he is ripping free of the binding, and is then free of the effect. An Endow may be used to break another character out of an Entangle, with the same call and similar role-play. Ripping free in this way is in no way harmful to the character, and beings with Superhuman Strength can rip free of effects that Entangle them without need of an Endow of any type.

Illumination – *Alva’s Illuminator*

Duration – Next Daybreak

This spell is identical to the Level 1 Earth Magic spell of the same name.

“I grant you the power of Illumination”

Mend – *Balvar’s Spark of Life*

Duration – Instant

By casting this spell on a character that is at 0 or – 1 body points the caster can immediately bring the target’s body point total up to one. This spell will have no other effect and will not cure conditions that are still active upon the target such as Sleep, Charm, Paralysis, etc. This spell will serve to blow a Shield Magic, Reflect Magic, or similar protective. This healing is not Earth in nature and can be used to heal creatures that are not affected or damaged by Earth. Mend will have no effect on a character that is in need of a Life spell.

“I call upon nature to Mend you”

Repel Animal – *Xavier’s Bestial Repellant*

Duration – Concentration

This spell is identical to the Level 2 Earth and Celestial Battle Magic spell of the same name, except that it only works on creatures of animal intellect.

“I call upon Nature to Repel Animal”

LEVEL 2

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Delayed Endow – *Midtguard's Delayed Ogre Strength*

Duration – Indefinite

This spell is identical to the level 2 Celestial Magic spell of the same name.

"I grant you the power of a Delayed Endow."

Detect Magic – *Shalizar's Enchanted Magesight*

Duration – Instant

This spell functions exactly as the Level 2 Celestial and Earth Spells of the same name.

"I call forth mystic power to Detect Magic"

Magic Armor – *Robalyn's Mystic Protection Field*

Duration – Indefinite

This spell functions exactly the same as the level 2 Earth and Celestial Battle Magic Spell of the same name.

"I grant you the power of a Magic Armor"

Leaf Armor – *Pylarius's Personal Protection*

Duration – Indefinite

This protection allows the caster to gain 5 points of magical armor protection. This spell will not function on any target other than the caster. The points granted by means of this spell are the last armor points lost. This spell may not be stacked with a Shield or Bless of any type. If the caster is successfully targeted by any of these spells, an active Leaf Armor is immediately dispelled.

"May Nature Grant me Leaf Armor"

Shun Animal – *Xavier's Bestial Intimidation*

Duration – 5 Minutes

This spell functions exactly the same as the level 4 Earth and Celestial Battle Magic Spell of the same name except that it will only function against creatures with Animal intellect.

"I call upon Nature to Shun Animal"

Tyrran Beam – *Mercury's Interplanar Stinger*

Duration – Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 30 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except blow a Shield Magic or Reflect Magic.

"I harness the power of a Tyrran Beam 20"

LEVEL 3

Charm Animal – *Xavier's Animal Friendship*

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Duration – 5 Minutes

This spell functions exactly the same as the level 3 Earth Battle Magic Spell of the same name.

“I call upon nature to Charm Animal”

Claws of the Badger – *Annik’s Body Weaponry*

Duration – 1Hour

By casting this spell the caster can grow claws. These are standard short sword sized claws that deliver 2 points of normal damage with each strike. These claws cannot parry blows, nor can they 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.

“May nature grant me Claws of the Badger”

Entangle <arms> – *Vina’s Hindering Bands*

Duration – 5 minutes

This spell will cause large woody vines to come into being. These vines materialize from thin air and wrap about the target in such a way as to bind his arms to his sides. These vines are magical in nature and will fade as soon as the spell’s duration is up or the effect is removed, whichever comes first. This spell will hold the target’s arms to his sides in a way similar to a Bind. The effect lasts for 10 minutes and is Binding in nature. An Oil of Slipperiness applied to the target’s body less than an hour before being struck by an Entangle will protect against one such attack. Formal protectives (i.e. Cloak, Bane) against Binding will also work. A Release spell or an Alchemical Solvent will free the victim. The victim can be cut out by someone using an edged weapon with a three count (“One I cut you out, two I cut you out, three I cut you out.”). If you have an Endow or Delayed Endow spell, you may break free, expending the spell in the process. Someone else with an Endow type spell can likewise break you free. When using an Endow to break free of an Entangle, the character calls “Endow,” performs a three-counted rip free, role-plays that he is ripping free of the binding, and is then free of the effect. An Endow may be used to break another character out of an Entangle, with the same call and similar role-play. Ripping free in this way is in no way harmful to the character, and beings with Superhuman Strength can rip free of effects that Entangle them without need of an Endow of any type.

“I call upon nature to Entangle arms”

Spittle – *Xavier’s Bestial Smite*

Duration – Instant

This spell allows the caster to deliver a blast of acid or poison spittle that causes 15 points of damage to the target. If delivered as damage poison, this damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the racial skill Resist Poison if the damage delivered is poison in nature.

“I harness the power of acid/damage poison 15”

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Turn Elemental – *Alipostos's Planar Frightening*

Duration – 5 Minutes, Line of Sight

This spell allows the caster to Turn a single Elemental being of Mindless intellect. This effect can only be removed by Dispel Magic. It acts like Fear with regard to its duration and loss of Game Skills.

"I call upon nature to Turn Elemental"

Weakness/Remove Weakness – *Tyrr's Damage Reducer/Restorer*

Duration – Indefinite

This spell functions exactly as the level 3 Earth Battle Magic spell of the same name.

"I curse you with Weakness/I rid you of your Weakness"

LEVEL 4

Awaken – *Althema's Mental Clarifier*

Duration – Instant

This spell functions exactly the same as the level 4 Earth and Celestial Battle magic spell of the same name.

"I command you to Awaken"

Entangle <body> – *Vina's Clutching Vines*

Duration – 5 minutes

This spell will cause large woody vines to spring forth from the ground or floor and grab the victim, totally immobilizing him. These vines are magical in nature and will not in any way damage the surface of the floor or ground from which they spring. This spell will hold the target immobilized in a way similar to a Web. The effect lasts for 10 minutes and is Binding in nature. An Oil of Slipperiness applied to the target's body less than an hour before being struck by an Entangle will protect against one such attack. Formal protectives (i.e. Cloak, Bane) against Binding will also work. A Release spell or an Alchemical Solvent will free the victim. The victim can be cut out by someone using an edged weapon with a three count ("One I cut you out, two I cut you out, three I cut you out."). If you have an Endow or Delayed Endow spell, you may break free, expending the spell in the process. Someone else with an Endow type spell can likewise break you free. When using an Endow to break free of an Entangle, the character calls "Endow," performs a three-counted rip free, role-plays that he is ripping free of the binding, and is then free of the effect. An Endow may be used to break another character out of an Entangle, with the same call and similar role-play. Ripping free in this way is in no way harmful to the character, and beings with Superhuman Strength can rip free of effects that Entangle them without need of an Endow of any type.

Nausea – *Arborland's Instant Sickness*

Duration – 5 minutes

This spell causes the victim to become extremely nauseated. This nausea will last for ten minutes or until the victim is given a Dispel Magic. During the duration of this spell the target may not perform any game actions and he cannot run. The effect is identical to that of a *Taint Blood* without a loss of body points. During the duration of this spell the target should role-play being nauseated as much as possible. This effect is in no way necromantic.

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“I call upon nature to Nauseate you”

Poison Shield – *Klarissa’s Poison Protector*

Duration – Indefinite

This spell is identical to the Earth Magic spell of the same name.

“I grant you the power of a Poison Shield”

Remove Nausea – *Alarain’s Tummy Settler*

Duration – Instant

This spell removes the effect Nausea.

“I call upon nature to Remove Nausea”

Treeskin – *Sarina’s Tree Aspect*

Duration – Indefinite

This protection allows the caster to gain 10 points of magical armor protection. This spell will not function on any target other than the caster. The points granted by means of this spell are the last armor points lost. This spell may not be stacked with any type of Shield or Bless. If the caster is successfully targeted by any of these spells, an active Treeskin is immediately dispelled.

“May nature grant me Treeskin”

Tyrran Bolt – *Mercury’s Interplanar Welter*

Duration – Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 40 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except blow a Shield Magic or Reflect Magic.

“I harness the power of a Tyrran Bolt 40”

LEVEL 5

Animal Ways – *Xavier’s Bestial Kinship*

Duration - 1 Hour

This spell allows the caster to blend in with creatures of animal intellect. As long as the caster behaves like a member of an animal group, she will completely and utterly fool any being of animal intellect or lower that is looking on. This means that if the caster completes his incantation and begins pretending to be a wolf while being surrounded by ravenous wolves, these animals will immediately accept him as one of their kind and will not even remember that there was an intruder among them. Also, any creatures of animal intellect or lower that are looking on or encounter the caster and her “family” while the spell is still in effect will believe her to be an animal of the appropriate type. Any beings with Low intellect or higher will immediately recognize the caster for what she is. The spell will be broken if the caster is forced to speak, fight, or otherwise act normally. The caster need not be among an entire group of creatures for this spell to be effective, and one lone being could be classified as the caster’s “family”. The size of the caster does not change with this spell, and if the caster’s “family” is larger she will be considered a runt, or possibly even young. If the size discrepancy is tremendous this spell may not function. This spell will in no way give the caster any special understanding of the language of the creatures or any ability to

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communicate with them. If at any time during the duration of this spell the caster attempts to change the type of creature that she is pretending to be the spell will be broken.

“May nature grant me Animal Ways”

Greater Spittle – *Xavier’s Bestial Destructor*

Duration – Instant

This spell allows the caster to deliver a blast of acid or poison spittle that causes 25 points of damage to the target. If delivered as damage poison, this damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the racial skill Resist Poison if the damage delivered is poison in nature.

“I harness the power of acid/damage poison 25”

Release – *Hiro’s Splendid Unbinding*

Duration – Instant

This spell functions identically to the level 5 Earth and Celestial spell of the same name.

“With mystic force I Release you”

Shield Magic – *Tyler’s Improved Protection From Enchantment*

Duration – Indefinite

This spell functions identically to the level 5 Earth and Celestial spell of the same name.

“I call forth mystic power to Shield Magic”

Silence – *Turing’s Mystical Muzzler*

Duration – 5 Minutes

This spell functions identically to the level 5 Earth and Celestial spell of the same name.

“I command you to Silence”

LEVEL 6

Control Animal – *Xavier’s Animal Enslavement*

Duration – 5 minutes

By means of this spell the caster gains total control over the actions of one being of Animal Intellect. This control functions in all ways like Enslavement except that it will last for only 5 minutes. The most recent Control Animal effect will take precedence in any conflict.

“I call upon nature to Control Animal”

Elemental Shield – *Peldin’s Elemental Barrier*

Duration – Indefinite

This spell is identical to the level 6 Earth spell of the same name.

“I grant you the power of an Elemental Shield”

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Shroud – *Balvar’s Mystical Swaddling*

Duration – 15 Minutes

When cast upon a Dead target, this spell will stop the five minute Death Count. The Shroud can be dispelled by the caster at any time. Weapons and packets that would damage the character inside a Shroud will instead affect the Shroud, and if the Shroud takes 50 points of damage in this way it will be dispelled. If the Shroud is dispelled or its duration runs out the Death Count will resume where it left off. If a Life Spell is cast upon the Shroud, the character inside will receive it successfully as if it had been Touch Cast with no chance for denial and will immediately begin to Regenerate. If the Shroud is dispelled in any way after the start of but prior to the completion of the Regenerate, the character will emerge with 1 body point per the rules of Life. At the successful conclusion of the Regenerate the Shroud will be dispelled and the character will emerge with full body points. The Shroud appears as glowing bands of gossamer threads that cover and protect the character inside, and only the character’s face can be seen allowing onlookers to recognize those that they know. A Dispel Magic will remove a Shroud, and effects other than those listed here will have no effect. This spell will fizzle for no effect if cast upon a character that is not Dead.

“I call upon Nature to build a Shroud”

Sleep – *Folson’s Somnolent Vapors*

Duration – 5 minutes

This spell functions exactly as the level 6 Earth and celestial Battle Magic spell of the same name.

“I command you to Sleep”

Tyrran Storm – *Mercury’s Interplanar Smiter*

Duration – Instant

With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 60 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except blow a Shield Magic or Reflect Magic.

“I harness the power of a Tyrran Storm 60”

LEVEL 7

Charm – *Dalton’s Mystic Befriending*

Duration – 5 minutes

This spell is identical to the level 7 Celestial and Earth spell of the same name.

“I command you to be Charmed”

Deadly Spittle – *Xavier’s Bestial Slayer*

Duration – Instant

This spell allows the caster to deliver a blast of acid or poison spittle that causes 35 points of damage to the target. If delivered as damage poison, this damage bypasses armor completely. The spells Shield Magic and Reflect Magic can block this attack, as will a Poison Shield or the racial skill Resist Poison if the damage delivered is poison in nature.

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“I harness the power of acid/damage poison 35”

Claws of the Bear – *Annik’s Improved Body Weaponry*

Duration – 1Hour

By casting this spell the caster can grow claws. These claws follow the rules for Claws of the Badger in all ways, except that Claws of the Bear deliver 5 points of normal damage with each strike.

“May nature grant me Claws of the Bear”

Pestilence – *Arborlond’s Creeping Death*

Duration – Indefinite

This spell combines the effects of Weakness, Disease, and Nausea in a single magical attack. Each of these afflictions can be healed individually or the casting of a single Dispel Magic can alleviate them all. If this is left uncured the Nausea effect will go away in 10 minutes while the other effects will last until cured or until the target is in need of a Life Spell. This attack is in no way necromantic.

“I harness the power of Pestilence”

LEVEL 8

Cocoon – *Cedarlock’s Wrapped Stasis*

Duration – 1 Hour

This spell acts like a Shroud, except that it cannot be affected by weapon or packet-delivered damage and will last for 1 hour.

“I call upon Nature to build a Cocoon”

Dispel Magic – *Killraven’s Diabolical Disruptor*

Duration – Instant

This spell is identical to the level 8 Celestial and Earth spell of the same name.

“I call forth mystic power to Dispel Magic”

Paralyze/Unparalyze – *Nyrina’s Nerve Blocker/Restorer*

Duration – 5 minutes

This spell functions exactly as the level 8 Earth Magic spell of the same name.

“I curse you with Paralysis/I rid you of Paralysis”

Reflect Magic – *Kincaid’s Enchantment Reflection*

Duration – Indefinite

This spell functions exactly as the level 8 Celestial and Earth Magic spells of the same name.

“I call forth mystic power to Reflect Magic”

Tyrran Blast – *Mercury’s Interplanar Abolisher*

Duration – Instant

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With a successful casting of this spell the caster can shoot a bolt of pure energy from his or her hand that will deal 80 points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this spell will do nothing except blow a Shield Magic or Reflect Magic.

“I harness the power of a Tyrran Blast 80”

LEVEL 9

Banish – *Lititia’s Elemental Banishment*

Duration – Instant

This spell functions exactly the same as the Level 9 Earth Magic spell of the same name.

“With mystic force I Banish you”

Circle of Power – *Lania’s Power Circle*

Duration – 10 minutes

This spell is identical to the level 9 Earth and Celestial spell of the same name.

“With eldritch force I build a Circle of Power”

Regenerate – *Balvar’s Healing Grace*

Duration – Instant

This spell restores the target to his or her full body points. The target may not be restored to a total of body higher than is appropriate for his race and level via this spell. This spell may not be used to aid a dead character in any way. This healing is not metabolism related, and beings with no metabolism can be healed via this spell. At the completion of a successful casting of the spell the target will require 60-seconds to Regenerate. This otherwise follows the rules of Regeneration as outlined in the Core Rules.

“I call upon nature to Regenerate you”

Petrify – *Oin’s Revenge*

Duration – 10 minutes

This spell turns the target to stone. The target will remain stone for the period of one hour, at the end of which the stone will crumble with the same effect of having received a successful Killing Blow. A Dispel Magic cast upon a Petrified being will immediately alleviate the effect without causing the target to crumble. The caster of a Petrify can cause his target to crumble by delivering a successful Killing Blow to it. If a Killing Blow delivered in this way is unsuccessful, the Petrified being is released from the effects of the spell without crumbling. Only the caster can deliver the Killing Blow in such a way, and no other character can deliver the blow. A character that is hit by his own Petrify can choose to crumble at any time before the full duration is up. No other standard game effect will work on a being that is under the effects of a Petrify. This spell is similar to an Imprison with respects to falling and massive mechanical damage, however a Petrified being does not breathe and will not be subject to suffocation.

“I call upon nature to Petrify you”

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Runic Tattoos

In addition to the normal casting of Battle Magic, a Naturalist can learn to Create Runic Tattoos. Each time that the Naturalist uses this skill to create a new tattoo or to retrace the magic into an existing one, the target will gain the ability to cast a Nature Magic spell. This spell is designated by the creator at the time of the tattoo's creation, and each spell stored must have its own tattoo. The tattoo can be as simple or complex as the creator sees fit, and existing tattoos can actually be used as the phys rep for a Runic Tattoo, but each Runic Tattoo must have its own phys rep. The location of this tattoo is restricted only by the fact that there must really be a phys rep, and it must be in a location that can be checked by a marshal. Each Runic Tattoo must cover at least a 1" by 1" area. No character may have more than ten Runic Tattoos on his or her body at any one time.

If a character that has a Runic Tattoo is in need of a Life spell, the tattoo is not immediately lost, and will stay if the Life spell is received before the body dissipates. As soon as the body dissipates and is forced to resurrect, the Runic Tattoo is lost and the spells stored within it will fade. If the spells contained in a tattoo are not lost in this way or used, they will last for 2 years from the time created.

Runic tattoos can be created and stored on pieces of parchment before being applied to a character's skin. These stored tattoos can then be transferred to the skin of the user by any character with a single purchase of Create Runic Tattoo in his skill set. The transfer process takes 60 seconds and follows the rules for refitting armor with the Tattoo Artist roleplaying the transfer to the target. The tag and expiration date for the Tattoo do not change when it is applied. The phys rep for an unapplied tattoo is a piece of paper with a picture of the tattoo on it.

A character that has the skills Lore of Nature, Healing Arts, and First Aid can cast spells from a Runic Tattoo that are up to 2 levels above the level of Nature Magic that they possess in a similar way to scrolls. A character with no skill in Nature Magic who has the required skills will be able to cast up to and including a 2nd level Runic Tattoo.

The skill Create Runic Tattoo is a Production Skill similar to the skills Create Potion and Create Scroll. The prerequisites are that the Naturalist must first be able to cast level 4 Nature Magic, and she must be able to cast a Nature Magic spell of the same level as the one duplicated by the tattoo. The build costs to purchase Create Runic Tattoo are:

<u>NATURE SKILL</u>	<u>F</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>PREREQUISITE</u>
Create Runic Tattoo	6	5	3	4	None

Following is a list of the Runic Tattoos that can be created and the level/production level cost associated with them:

Spell	Level	Spell	Level	Spell	Level
Calm Animal	1	Turn Elemental	3	Animal Control	6
Darkness	1	Weakness	3	Elemental Shield	6
Detect Poison	1	Remove Weakness	3	Shroud	6
Endow	1	Awaken	4	Sleep	6
Entangle <foot>	1	Entangle <body>	4	Tyrran Storm	6
Light	1	Nausea	4	Deadly Spittle	7
Mend	1	Poison Shield	4	Claws of the Bear	7

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Detect Magic	2	Treeskin	4	Pestilence	7
Leaf Armor	2	Tyrran Bolt	4	Cocoon	8
Magic Armor	2	Animal Ways	5	Dispel Magic	8
Tyrran Beam	2	Greater Spittle	5	Paralyze	8
Charm Animal	3	Release	5	Unparalyze	8
Claws of the Badger	3	Shield Magic	5	Reflect Magic	8
Entangle <arms>	3	Silence	5	Tyrran Blast	8
Spittle	3	Animal Control	6		

Change Log

- 3/30/2011 – moved damage number to end of spittle spells for better game play; altered the wording of Medicine Bag footnote #2 for clarity
- 3/29/2011 – brought all durations in line with 9th Edition, changed Light to Illimination, modified production point costs, referred rules of spells mimicked by 9th Edition to their core counterparts
- 3/4/2011 – moved damage number to the end of the tyrran damage spells; changed duration of shroud to 15 minutes
- 2/23/2011 – Removed all reference to Nature’s Focus/spell books; added Turn Elemental; significantly clarified rules for Lore of Nature and Medicine Bag; reduced Runic Tattoo use to 2 levels above the level of Nature Magic possessed by the caster; added Claws of the Badger, changed Claws to Claws of the Bear, upped the damage to 5 points; modified damage of Leaf Armor and Treeskin to 5 and 10 respectively; modified Cocoon to include Regeneration; added Shroud; clarified some wording in Runic Tattoo section;
- 2/1/2011 – Removed Read Nature’s Runes in favor of Lore of Nature; added the Darkness, Repel Animal, Shun Animal, and Cocoon spells; upped damage for all Tyrran spells to 15 points per level; doubled all Acid damage to 10 per level;
- 6/22/2010 – Added first two pages to clear up several vagaries