

Welcome to NERO Massachusetts/Ravenholt

2008 Player Notes/Playtests

We hope your visit is a memorable and enjoyable one, and hope to see you again in the future. We will appreciate it if you fill out our post-event survey on-line at our web page after the event, so that we may work to improve the game further. It can be found at www.neromass.com.

RULES IN USE: The Rules from the NERO Rule Book© 8th Edition, the 8th edition Errata, the NERO® Formal Magic system©, and specific NERO® Playtests are in use per our Playtests package.

NEW TO NERO: If you are new to LARPing in general, new to NERO specifically, or even if you'd just like a refresher course because you've been away, please come to one of our new player training sessions, usually held about an hour before game starts, either in the tavern or in Monster Camp.

SUPPORTING A GOOD GAME ENVIRONMENT: You are one player in the larger game environment, but you have a serious responsibility while game is on – to stay in-game throughout the entire weekend, especially when walking around, and you can be seen by the other players. If everyone takes responsibility for keeping a strong in-game environment, the event will be more enjoyable for all participants. Speak out-of-game as little as possible during the event. Every player is expected to gently correct other players if they go out of game during the event. Individuals who repeatedly go out of game will be asked to leave. If you have an in-game secret, which you don't want revealed, you shouldn't tell anyone out-of-game. This way, if someone discovers your secret, you can be assured it was discovered in-game. Please be considerate of others!

DAILY SKILLS TRACKING: To track the use of your skills we provide you with a Character sheet. When you use a times per day Skill, you are required to mark the use of it off in some way, within 10 minutes of its use. We encourage players to find a time after using skills to mark their use on the skill sheet.

CANTRIPS: If you cast a cantrip OR HAVE ONE PUT UPON YOU, you are responsible for putting that note on your character card, with the date and caster's OOG name (if not you).

FORMAL MAGIC: Formal Magic Marshals are to be requested at Monster Camp, not by intercepting a Staff member who is already busy doing something else, please!

SPELLCASTING: The "Cast On The Fly" spell casting technique is used at NERO Mass. As per National mandate, a spellbook is only required during "studying" at reset.

RAVENHOLT STARTING PROTECTIVES: You may opt otherwise for character reasons, but if you so choose, you can come into the start of a Ravenholt event having received the following (all other protectives should be sought in game):

- Bless · Greater Bless
- Shield · Greater Shield
- Magic Armor · Shield Magic

PUZZLE WARD: The same as regular Ward or Greater Ward, except that a puzzle is built in as the "lock" mechanism instead of a key rep. This may not be made by PCs.

DESTROY FORMAL MAGIC CLARIFICATION: Per the National ritual package, only the appropriate school of magic can be used to destroy an item. If an item is not marked, however, and its school of origin is in dispute, a plot marshal must be present to handle the call. It is further clarified that DFMing a Ward must take place either from a formal platform or from a non-protective circle of power, or by encircling the entirety of the warded object.

CURSE OF TRANSFORMATION: A Curse of Transformation will pause the death count of the PC on whom it is put, until they are taken down again, at which point the timer starts where it left off when transformed.

LOCAL CHAPTER ONLY ITEMS: Any member who attempts to use an expired or improperly authorized Item is cheating. Please take the time to make sure that all of your tags are validated with the proper authorizing mark and an expiration date. LCO (Local Chapter Only) Magic Items and/or Tags from other Chapters are NEVER to be carried with current game possessions or tags while at a game other than the Chapter issuing the LCO Tag. LCO Items



found on a person at a chapter other than the issuing one can be confiscated by the Chapter and returned to the Originating Chapter. Per National, if they are being made use of illegally, disciplinary action may be taken by any of the Chapters and/or National, as well.

SLEEPING ARRANGEMENTS - CABINS/TENTS: All players are created equal, and therefore sleeping bed spaces are acquired on a first-come, first-served basis within your assigned cabin. This means that once you are assigned a bed, no other player may take that bed from you. At most of our camps, you may pitch a tent in the designated areas, and these tents are always in-game and can be Warded. Please check with Safety before setting up, to ensure that your choice of locations will not be a problem. Please mark any tent cords clearly.

OUT-OF-GAME AREAS: Bathrooms and showers are considered out-of-game at all times.

PARKING: Parking is tight at all of our sites. Please be courteous and aware when parking, and take up as little space as possible, while not blocking others' ability to come and go. Between 9:30 PM on the first game day and 2 PM on the last game day, vehicles may **not** come onto in-game areas for any reason other than medical emergencies. Certain sites may have additional restrictions on the use and placement of vehicles. Be sure not to block any fire lanes with your vehicle at any time.

MARSHAL NOTES: Each Cabin has a Marshal Notes sheet that should be attached to the back of the door. Each cabin is responsible for ensuring that the proper information is on the Marshal Notes. See the NERO® Rule Book to determine what information must be on the Marshal notes.

PCs VISITING MONSTER CAMP: If PCing, when entering Monster Camp or if you feel that plot conversations are taking place near you, please loudly declare "PC IN CAMP!!" So that others do not accidentally spoil your enjoyment of the game. Before coming to monster camp we request that you ask yourself "Am I asking for in-game information? Do I really need this information out of game, and do I need it right now"? Our Monster Camp personnel are trying to coordinate the scheduled actions of dozens of people, and their time is valuable.

GETTING ANSWERS: While you should feel comfortable asking questions of staff and players as much as you need to, please try to keep out-of-game questions away from situations where people are obviously very much in-game and in character. If the question does not need an immediate answer, save it for your post-event survey. Except in the most urgent of situations, please do your best to avoid interrupting staffers who are obviously in-game in an important role, with questions – they need to keep focused and in-character in order to keep the plotlines moving. This will help us maintain a constant in-game atmosphere at all times, for the benefit of all involved.

MARSHAL CHECKS: Our Marshals will be randomly checking PC and NPC cards to ensure that players are accurately tracking their current body, spell and skill usage, cantrips, and active magic item effects. All players, PC and NPC alike, are responsible for keeping their character card current and up to date. Any player found not doing so may be issued a warning, marked on his/her character card. After three such warnings the offending player may be issued an Orange Page Headband and will have his/her skills removed for a period of time. If a player has had their skills removed twice, they will be subject to additional disciplinary action. All players (PCs and NPCs) must carry character documentation. Marshals are permitted to check this documentation at any time, while non-Marshals must have a valid reason. If questioned by a non-marshal, the player need only display the portion of his/her documentation, which shows the skill in question, or s/he may opt to show the card to a marshal, instead, who can confirm the matter in question.

START OF GAME/OPENING CEREMONIES: We do our best to hold Out-of-Game Opening Ceremonies between 9:30 and 10 PM on the first night of the event. If we cannot make that time frame, we send runners out with an update. We ask that all players attend the out-of-game opening, so as to be sure they understand any special notes the staff may be providing about the weekend. Upon conclusion of the out of game ceremonies, we will give a five minute break so that those wishing to leave the area prior to in-game opening may do so, and then game "Lay on!" will be called. We will make every effort to end game between 1 and 2 PM on the last day of the event.

MEAL AVAILABILITY: PC food service is only available at certain events, and will be there at an extra cost, per the appropriate caterer. Water and other no-charge liquids should be available in the tavern at all times. If you find the barrels empty, please either ask the kitchen staff if they can refill them, or volunteer to do it yourself.

CHECK-IN/LOGISTICS: When you arrive at a NERO® Game, you must go through logistics to Check-In to the game (usually in the tavern building). If you do not properly check-in at Logistics (prior to game start) or Monster Camp (after game start), and you are caught on site, per National, you may be suspended from NERO for 6 months and your character build can be cut by 50%. The Check-In process is fairly quick, especially for those who preregistered (both for the event and for production) and prepaid.

Each PC will;

- 1) Check in at the “Check-in” Line: Payment is either confirmed or completed.
- 2) Acquire your Character Card: Carry this with you at all times. Many people carry their tags and such in plastic zip-lock bags. If you preregistering, your character card is waiting for you at check-in along with craftsman cards and other notices.
- 3) Production Creation: If you have preregistered your production at least 3 days prior to the event, it will be waiting for you. If not, do your production NOW for the entire weekend, by filling out a Production Request form in full, and then delivering it to Logistics.
- 4) Check your Weapons and Shields: Every Weapon must have a current safety tag on it, signed by a NERO Mass approved safety marshal. Any player found using a weapon without a weapon safety tag may be removed from the game.

Each NPC will:

- 1) Check in at Monster Camp, signing in at the desk
- 2) Drop off bedding and gear in the assigned area
- 3) Get assignments from Monster Camp to help set up for the event

If you are a new NPC, or are new to NERO Mass NPCing, ask Monster Camp when new NPC training will be held, and make sure that you attend.

NPC SHIFTING: If PCing, and you are able, we often request event attendees to NPC a 4-hour shift in support of the hard working full-time NPCs. To do so, please check in at Monster Camp (signing in and out, so you get proper event credit). We appreciate you giving your time to increase the enjoyment of all players at this event.

CHECK OUT/AUTOMAX: You **MUST check out in order to receive event credit!** Even though we use AutoMax, you need to turn in your card. There is a box located near where you checked in - drop your card into it before leaving site. Be sure to write any skills you want to buy on your card so that we know what skills to purchase with your free build. **Furthermore, per National policy, if you do NOT turn in your life tag, a death may be added to your card.**

TEMPORARY TAGS: If you have received a Temporary Tag as part of treasure distribution for the weekend, you **MUST** turn it in (in the temp tag box, near, but separate from the Check Out box for character cards) **AT THAT EVENT**, or it expires. If you want the tag mailed to you, put your contact info on the back.

CAMP CLEANUP: We **must** leave the campsite very clean. Please help sweep for packets, clean your cabin to broom-swept condition, remove all garbage to the dumpsters, and try to give a few minutes to help clear the setup for the weekend’s event. Some camps may require additional specific cleanup by players.

POST EVENT SURVEYS: We can’t improve our game without your help - please remember to fill one out, available online at www.neromass.com.

VISITING PLAYER EVENT CREDIT: Membership and Characters from all NERO Chapters are honored. You must have a valid Membership Card or Character Card listing Date of Membership Expiration or you will be expected to purchase a NERO Mass membership. When you attend one of our events as a visiting player from another chapter, in order to get Experience at your local chapter, you **must** turn in your Character Card at check out. If you so desire, we recommend you follow up with an email to both your home chapter and our update@neromass.com address to ensure that the information has been received.

SPECIAL EFFECTS & LIGHTING: Be advised that the NERO staff may, at various times, utilize blacklights, strobe lights, flash lighting, fog effects, wind effects, and various “special effects” in and among the storylines/plot presented. If you are allergic, adversely affected as per epilepsy, or bothered in any way by any of the above, it is your responsibility to identify the situation, and remove yourself from it. We encourage you to alert our staff of any conditions that apply, so that we may alert you to any instances where we know you may encounter one of these special effects.

NERO® Playtests in use at NERO Mass

as of 1/1/2005

NERO® Base 5 Damage/Healing Spell Effect Play-Test - Version 1.2 6/70700

Objectives: Simplify calculation of spell damage by making it uniform by level of spell. Modestly increase spell damage and healing effects to reflect trends in character and monster development. *Note: Some damage reductions also have occurred to fit spells into the algorithm.*

This play-test equates a spell's level with a base 5 system of damage/healing. Simply stated a spell either harms or heals a target at 5 points per level of spell. This means a Magic Missile (Level 1 Celestial) does 5 points of damage to a target, and Cure Light Wounds will heal the target 5 points. Other spell effects

such as protectives, blade-spells, curses, etc are *not* to be modified to this system at this point due to the potentially unbalancing effects they could have on play. These spells may be addressed in a wider spell-revision play-test in the future.

Example Table: any additional playtest spells that cause damage or healing effect should have their effect scaled per level of the spell to fit the algorithm. The number in [] is the number of points of differential from the 8th edition spell descriptions and this Play-Test.

Lev	Celestial	Dmg/Heal	Earth	Dmg/Heal
1	Magic Missile	5 [+1]	Cure/Cause Light Wounds	5* [+3]
2	Lightning Bolt	10 [+2]	Cure/Cause Wounds	10* [+2]
3	Ice Bolt	15 [+3]	Harm/Help Undead	30* [+12]
4	Flame Bolt	20 [+4]	Cure/Cause Ser. Wounds	20* [+12]
6	Lightning Storm	30 [+6]	Cure/Cause Critical Wounds	30* [+6]
7	Ice Storm	35 [+7]	Destroy Undead	70* (Or destroy) [+28]
8	Dragon's Breath	40 [+8]	Cure/Cause Mort. Wounds	40* [+16]
9	Eldritch Blast	45 [+9]		

* *Note: Healing does not follow NERO® 8th Edition Rules and does not do double damage versus undead. With the dramatic increase in healing doing double damage to undead it could potentially unbalance monsters. Harm Undead has been moved to 30 points of damage and Destroy Undead's damage has been moved to 70 to reflect the fact these spells are designed to do damage to a very specific class of monster and is not a mistake.*

NERO® Base 5 Alchemy/Harmonics Play-Test - Version 1.2 092602

Objective: The Objective of this play-test is to bring alchemical and harmonic effects of similar type and name in line with the Base 5 healing/damage play-test. This play-test is not to be used without also using the Base 5 Healing/Damage play-test. This play-test is designed to be used in conjunction with the Base 5 Damage/Healing play-test and should not be used separately.

Details: Base 5 Alchemy: With this play-test, the following core elixirs/gasses damage/healing effects are adjusted to the values listed below:

Alchemy	Value
Cause Light Damage	5
Cause Damage	10
Cause Serious Damage	20
Cure Light Damage	5

Base 5 Harmonics: For any chapter using both this play-test and the Harmonics Magic Play-test, the following harmonic spell effects are adjusted to the values listed below:

Spell	Level	Healing Value
Cure Light Wounds	1	5
Cure Wounds	2	10
Cure Serious Wounds	4	20
Cure Critical Wounds	6	30
Cure Mortal Wounds	8	40

NERO® Magic Item Slots Play-test - Version 2.0 122702

Objective: The Objective of this play-test is to limit the amount of magic items that can be active on a player at once.

Details: A chapter may specify how many active magic items a player may have at a given time. This number is to be between one and five and this number must be publicly posted at check-in, on the chapter's website and in newsletters. Only one to five magic items may be used at any one time. In order to switch between items one minute performing no other activity is required to make an item inactive and one minute performing no other activity is required to make an item active. The player must be conscious and have at least one hand free to do this. The player must have an active ring containing the active items and an inactive ring containing the inactive items and must actually switch the tags to switch items between active and inactive. This limitation on active magic items applies to both Unrestricted and Local Chapter Only Items only as a total (ex: 2 LCO and 3 Unrestricted "active" items in a 5 item slot campaign) NERO Mass/Ravenholt is using TWO ITEM SLOTS for this playtest.

NERO® Limited Reset Play-test - Version 1.0 122702

Objective: The objective of this play-test is to allow chapters to reset times-per-day skills more frequently. Details: A chapter may opt to offer a limited reset of times-per-day skills other than craft/production and Formal Magic skills. This reset must offered at no less than twelve hours from the normal 6pm Saturday reset on Event Weekends. This means 6am on Saturday Morning, or 6am on Sunday morning would be valid times to perform this limited reset. This reset is in no way to be used to allow extra production, extra money for craftsmen skills, or extra Formal Magic skill usage, this included Formal Magic Cantrips. This reset also in no way resets magic-item usage in any way.

**Weapon Skills****NERO® Critical Parry Modification Play-Test - Version 1.0 070700**

Objective: The Objective of this play-test is to increase the versatility of the Critical Slay/Parry skill.

Details: Anyone with multiple Critical Slays/Parrys can use a parry while they have an active slay without expending the active slay.

NERO® One Handed Block - Version 1.0 070700

Objective: The Objective of this play-test is to attempt to preserve the balance of two-handed versus one-handed weapons in the era of ultra-light weapon construction on one-handed weapons.

Details: Allows a pole arm, two handed sword, two handed blunt, or staff to block two blows with only one hand on the weapon. The third blow will disarm the holder of the weapon as per the spell effect unless they grip the weapon with two hands before the third strike. This does apply to bows and crossbows as they are considered two-handed weapons.

Note: Please note that individuals with One-Handed Block who wish to re-spend the build spent on this specific skill may do so, due to the nature of the change to the ability. No other build re-spends may be done as a result of this change.

NERO® Critical Slay/Assassinate Modification Play-Test - Version 1.0 070700

Objective: The Objective of this play-test is to increase the potency of the Critical Slay and Assassinate skills against monsters with the threshold and damage cap abilities.

Details: Critical Slays and Assassinate will always do full damage to a creature with a threshold or a damage cap if the creature is affected by the damage call type (Normal, Magic, Silver, etc)

NERO® Blade Fury Play-Test - Version 1.0 092602

Objective: The Objective of this play-test is to increase the damage of every 4th Slay or Assassinate purchased to help make them more effective against excessively high-body creatures.

Details: Every 4th Slay and/or Assassinate that is purchased has its damage doubled. This does not otherwise change the verbal for the attack in any way. *Example: Dirk has purchased eight weapon proficiencies for his long sword (2 damage) in his right hand, and in addition he has purchased 4 Slays. His first 3 slays are calculated as per the 8th ed. NERO Rules (62), however his 4th Slay improves to "124 normal slay" damage instead of 62. When he purchases eight more proficiencies and his 8th Slay, his damage for both the 4th and 8th Slay would be 204 instead of 102.* In all other ways this is considered a Critical Slay or Assassinate attack in respect to calling damage, strike location, duration, protections, and other abilities and/or skills. Only every 4th Slay or Assassinate is so modified, and all other Slay or Assassinate damage remains the same.

NERO® Staff Thrust Play-Test - Version 1.0 092602

Objective: The objective of this play-test is to allow a more realistic fighting style with the staff.

Details: Thrusting with a staff is allowed, but both hands must remain in the appropriate gripping area.

NERO® Stop Thrust Play-test - Version 1.0 070700

Objective: The Objective of this play-test is to increase the defensive capabilities of two-handed melee weapons.

Stop Thrust: The wielder of a polearm, two handed sword, two handed blunt, or staff can use this skill against any opponent. The user swings and makes contact with the opponent (shields and magic armors do not stop this but dodge or phase will) and calls "Stopthrust" the opponent may not advance on the user for five seconds but may still attack, run away, or defend themselves. Anyone with the skill for an appropriate weapon or weaponmaster gets one use of this skill and gains another use for every two proficiencies in an appropriate weapon. This skill does not apply to non-melee two-handed weapons such as Bows and Crossbows.

NERO® Archery Aura Play-Test - Version 1.0 092602

Objective: The objective of this play-test is to increase the usefulness of magical auras with Archery.

Details: All weapons that fall under the skill Archery will have the damage type of each missile altered if the weapon itself is targeted by a magical aura of any type. This includes a Damage Aura, Elemental Aura, and/or Magic Aura, and means that each individual missile does not need to be targeted by the formal magic spell in order to create the desired effect.

Spells



NERO® Additional Spells (Volume 1) Playtest (Version 1.0 070700)

Objective: The Objective of this play-test is to flesh out and fill some of the gaps in the spell lists and improve the versatility of spell casters

Elemental Blade (4th level celestial spell): Incant: I grant you the power of an elemental blade.

This spell replaces the spell flameblade and is identical in all respects but allows the recipient to swing an additional 4 points of damage and the carrier attack of choice: flame, ice, lightning, or stone for one swing.

Stone Bolt (5th level Celestial spell): Incant: I call forth a Stone Bolt

This spell delivers 20 points of eldritch stone damage. (25 under Base 5)

Enchanted Blade (6th level celestial spell): Incant: I grant you the power of an enchanted blade.

This spell replaces the existing spell of the same name. It will allow the recipient to swing magic against one opponent in the manner of a critical attack. It will not confer any additional damage. This spell follows the stacking rules of no more than three upon any one person.

Restore Limbs (7th level earth spell): Incant: I call upon the earth to restore your limbs.

This spell replaces the existing spell restore limb. It is identical to that spell but restores all four limbs at the same time. The opposite wither limb still only affects a single limb.

Eldritch Blast (9th level celestial spell): Incant: I call forth a (flame, ice, lightning, stone) blast.

This spell replaces the ninth level celestial spell of the same name and gives the caster the option to use stone as well as flame, ice, and lightning.

NERO® Spell Crossover Play-test - Version 1.0 092602

Objective: The Objective of this play-test is to allow some utility spells to crossover between Celestial and Earth that did not previously.

Details: With this play-test, the following spells are available at the same spell level in either Earth or Celestial magic: Light, Elemental Shield, and Banish

NERO® Modified Detect Magic Spell Play-Test - Version 1.0 092602

Objective: The Objective of this play-test is to improve the usability of the Detect Magic spell.

Details: A Detect Magic spell, along with its abilities conferred in the 8th edition rulebook, will reveal whether a Circle of Power is One Hour, One Year, or Two Year. The Detect Magic spell will also reveal whether items targeted by it are of Earth, Celestial, Harmonics (if play-test is in use), or Other.

Formal Magic Cantrips Playtest - Version 4.1

Summary of Changes From Version 3.25 to Version 4.1

1) The following Cantrips were removed: Exchange Formal Cantrip, Incision, Protected State, Deadly Blade, Reduction, Spell Wall, Wall of Elements

For in game purposes these cantrips had existed and the power of them has waned and no longer functions. When the cantrip system is brought into the mainstream rules of NERO the cantrip Enchant Cantrip Tome will be replaced with a full Formal Magic with the same general effect.

2) The following Cantrips are removed in any chapter following the Base 5 play test for spells: Eldritch Bless & Eldritch Shield
If the Base 5 play test is not being followed these Cantrips may remain. The ultimate decision as to whether or not these Cantrips will stay in the system will be based on whether the Base 5 play test is accepted into core rules.

3) Costs for many of the Cantrips have changed to either 0 components or 1 component, several of the Cantrips including all the Broad Cantrips remain at a cost of 2 components.

4) The duration of Mark and Spirit Mark was changed to 2 years

5) The Cantrip Contingency has been moved to both earth and celestial

Please note the following often misplayed parts of the Cantrip System

1. Contingency REQUIRES the contingent spell to be cast at the same time as the cantrip by the caster of the cantrip. That spell may only be used for the contingency at that point.
2. You may only have one Armored to Magic at any time and only to one category of spell
3. You may only have one Eldritch Bless at one time or one Eldritch Shield
4. Tyrra's Claw and Etherial Blade swing for Normal and have a duration of 1 hour
5. You may not throw the elemental healing packets of Healer's Pool

6. Carrier Immunity is invoked against a specific opponent and a specific type of carrier attack. It does not protect from all opponents swinging that carrier attack. In addition if protected by carrier immunity you still take the damage of the blow, just not the effect of the carrier. Cantrips are an attempt to give everyday use to the expensive skill of Formal Magic. In addition they give something more to scholars who at this time often feel overshadowed by fighters and magic items. The design of cantrips were to give limited increases in power to ritual casters in ways that would not seriously affect the balance of the game or the plot of the game in a continual manner. Cantrip magic is a playtest. Re-spending of build will not be allowed if cantrip magic does not remain after playtest and a player took the skill formal magic simply to get cantrip magic. NERO International reserves the right to eliminate or modify the playtest of cantrips at any time. All associated tags, items, and effects generated by or for Formal Cantrips are considered Restricted to chapters engaging in the formal cantrips playtest for purposes of inter-chapter transfer.

The Rules of Casting Cantrips:

For a player to cast a cantrip they must have the skill formal magic earth or formal magic celestial. A player may cast one cantrip of their school of magic per day for each level of formal magic they possess.

In order to cast a cantrip the player must be carrying a cantrip tome which contains the cantrip they wish to cast. Cantrip tomes are in game objects that must be acquired in game. The phys rep for a cantrip tome must be at least 6" x 4". The tome is governed by the rules defined in the Enchant Cantrip Tome Formal Magic.

In addition to cantrip tomes, there are also cantrip pages. Cantrip pages function like cantrip tomes but are of one use only and will only contain a single cantrip. A cantrip page must follow the rules for size as if it were a scroll and must be read and a packet touched to it in order to cast from it.

To cast a cantrip the player must incant the proper incant for the cantrip and physically break or tear the number of level one components designated for that particular cantrip (0, 1, or 2) to gain the power for the cantrip. Breaking or tearing a single level two component will power a cantrip which takes 2 components or two cantrips which take 1 component cast one immediately after another. Breaking or tearing a level four component will power two cantrips which take 2 components or four cantrips which take 1 component cast one immediately after the other. The components must be broken or torn within 10 seconds of finishing the incant. The components used for a cantrip may only be unrestricted NERO components or local to the chapter being cast in, and may not be SR-1, the components must be identifiable by the chapter which they are used in at the time of the casting (Please note a chapter may further restrict the components which may be used for casting of cantrips to chapter issued components only). Components are to be turned into a marshal after the casting of it, the components will be checked. If incorrect components are frequently used, the ability to use cantrips may be removed from the PC by the local disciplinary committee. Cantrips are cast on the fly for any cantrip in the carried tome(s). Cantrips do not require a circle of power to cast. Cantrips are never thrown at an opponent in the manner of battle magic, but they may allow the caster to throw a packet or series of packets with a defined effect (i.e. 10 elemental flame). If a caster takes body damage at any point between the beginning of the incant and the snapping of the sticks, the cantrip fails and the components are still consumed. No other skill or item may be used from the point when the incant is started till the point when the components are snapped or torn or the cantrip will fail and the components are still consumed.

When using a tag based logistics system, a cantrip tag for each level of formal magic the PC has will be issued for each day of play. One tag must be ripped and turned over to a marshal when a cantrip is used, or filled out with the cantrip information and witnessed by a marshal when the duration is greater than one hour, for Field Resurrection or for Lore.

A cantrip may never be extended in any manner or placed into an item in the manner of an enchantment, expanded enchantment, etc. A cantrip or the effect of a cantrip may never be spellstored.

The statement "dies and requires a life spell" refers to any time the character is dead whether they receive a life spell or not, resurrect, regenerate, revives through a manner other than a life spell, or is not affected by life.

There are five types of cantrip:

1. **Personal** - These cantrips cause an effect upon the caster of the cantrip. They may not be placed on another nor may they be transferred. For the effect of a personal cantrip to remain the PC must retain the skill Formal Magic <school>. If they lose the skill in any manner the cantrip will cease functioning (if they still possess the skill but may not use it i.e. are tainted or drained they do not lose any cantrips upon them). In addition they must retain the cantrip tome with the cantrip they placed upon themselves. To lose possession of the tome even to allow another to cast a cantrip from the tome will negate any current personal cantrips.
2. **Item** - These cantrips are cast on an item with no spirit only.
3. **Spirit** - These cantrips are cast on a recipient with a spirit only. They may not be thrown but must be touch cast in a NERO legal manner by being touched with a packet. The touch casting of such a cantrip on an immobilized person may not be refused.
4. **Broad** - These cantrips affect a broad category in the estate/military system of NERO and are usually never





used in play during an event. On occasion plot may define specific uses of these cantrips during actual play such as weakening a building under siege with Weaken Defense but they may NEVER directly affect PCs or NPCs in play.

5. **Offensive** - These cantrips give the caster the ability to directly attack opponents and thus their effect would be stopped by the appropriate normal spell defenses.

Cantrips may have the following durations:

1. **Hour** - One Hour
2. **Day** - One Day, until the next tag reset or game end.
3. **Instant** - Immediate and not lasting, the effect on another may last.
4. **Year** - Until removed by in game methods or 1 year passes.
5. **Concentration** - The caster must maintain concentration to keep this cantrip going
6. **Invoked** - When an invoked cantrip is cast the caster will receive 1 charge per 3 levels of the appropriate school of formal magic. Using the effect uses one charge. An effect can be used against one opponent only and for a maximum of 5 minutes or line of sight. All unused charges expire at the next tag

reset. Multiple charges may be used against multiple opponents at the same time. The caster must state "I Invoke <cantrip name> against you" to the opponent it is being used against such that the opponent can hear it. This is an in game statement and the caster may not do it if silenced.

7. **2 Year** - Until removed by in game methods or 2 years passes.

Unless otherwise indicated, the effect of any cantrip with the duration of Day is lost if the target requires a life spell.

Cantrip Verbals:

I GRANT MYSELF

Armor to <spell type> (C, E)
 Carrier Immunity to <effect> (C, E)
 The Ability of Channeling (C, E)
 The Ability of Magic Deliverance (C, E)
 A <spellname> Spell Contingent Upon
 My <trigger state> (E)
 An Eldritch Bless (E)
 Healer's Grace (E)
 A Claw From Tyrra (E)
 A Boltstorm To Throw... 10 Elemental <Flame,
 Ice, Lightning, or Stone>... 10 Elemental
 <same element>... (C)
 An Eldritch Shield (C)
 <Flame, Ice, Lightning, or Stone>'s Fury (C)
 The Way of <Flame, Ice, Lightning, or Stone> (C)
 An Ethereal Sword (C)
 Fury's Strength (C)
 The Vision To See The Lore Of What
 Is Before Me (C)

I BUILD

A Magic Key (C)

BY CHAOS I

Boon The Dead ... Magic Help Undead...
 Magic Help Undead... (E)
 Abjure This Spirit (E)
 Exhaust These Men (E)
 Create A Defiling Pool (E)
 Blight This Land (E)
 Rout These Men (E)
 Poison This Well (E)
 Corrupt This Land (E)
 Founder These Mounts (E)

I ENCHANT

This Book as a <school> Cantrip Tome (C,E)
 You With A <spell name> Spell Imbued From My Knowledge (C,E)
 This Item To Be Rendered Invulnerable to Harm (C,E)
 These Eyes With A Wizard's Sense (C)

I SCRIBE

This Cantrip Into My Tome (C, E)
 A Mark Upon This <Item> (C, E)
 A Spirit Mark Upon This Being (C, E)

I REMOVE

This Spirit Mark (C, E)
 This Mark (C, E)

BY THE EARTH I

Bane The Dead... Magic Harm
 Undead... Magic Harm Undead... (E)
 Resurrect This Spirit (E)
 Sustain These Men (E)
 Create A Healing Pool (E)
 Increase This Harvest (E)
 Raise Morale (E)
 Purify This Well (E)
 Replenish This Land (E)
 Make These Steeds Fleet (E)

BY THE STARS MAY

These Lances Strike True (C)
 This Engine Strike True (C)
 These Defenses Be Fortified (C)
 This Ground Be Leveled (C)
 These Defenses Be Weakened (C)



Current Cantrips - Shared between both schools of magic:

ARMORED TO MAGIC - Indessa's Dweomer Barrier

Type: Personal Duration: Day School: Both Cost: 0 Components

Incant: I grant myself armor to <spelltype>

Effect: The caster gains a dumb magic shield which may go under their normal protectives and will protect them from the first spell of a given type which hits them.

A shield magic or reflect magic will come into play before an Armored to Magic does. The types are based upon the casters school and are as follows:

Earth: Gift, Curse, Mystic Force, Chaos, Earth, Command, and Summoned Force.

Celestial: I Call Forth, Mystic Force, Imprison, Command, and Summoned Force.

The Armored to Magic will be triggered by any spell (incanted, spellstrike, or magic; but NOT arcane, physical, or elemental) which has the above word in its incant.

Only one Armored to Magic may be in effect at a given time. Armored to Magic is lost if caster dies and requires a life spell. A new casting of Armored to Magic will replace an old casting of it.

OOG Note: The caster must call <Type> Shield when the effect is triggered

CARRIER IMMUNITY - Karvecki's Protection From Dweomered Claws

Type: Personal Duration: Invoked School: Both Cost: 1 Component

Incant: I grant myself carrier immunity to <effect>

Effect: The formal caster who uses a carrier immunity may declare one carrier type from which they may invoke a limited immunity where they choose to not take any extra effect other than damage. The type of carrier attack is chosen at the time of the casting of this cantrip and may not be changed except by the casting of a second carrier immunity which removes the first. For example a formal caster who runs into a pack of Yellowjackets swinging paralyze and has cast Carrier Immunity <Paralysis> may choose to become immune to the carrier attack paralyze of a particular yellowjacket attacking him. To become immune to a second yellowjacket attacking him he would have to invoke a second use from the casting. If the caster suddenly comes face to face with a creature swinging wither they would have to cast a brand new carrier immunity to wither before they could use the immunity and they would lose all remaining charges of the carrier immunity to paralysis. The following are not considered carrier attacks for the purpose of this cantrip: Magic, Silver, Flame, Ice, Lightning, Stone, and Normal. Only one Carrier Immunity may be in effect at a given time. Carrier Immunity is lost if caster dies and requires a life spell. A second casting of Carrier Immunity will replace an old casting of it.

OOG Note: The caster must call "I Invoke Carrier Immunity <carrier type> against you" to the opponent to activate it and then call no effect <carrier type> when struck.

CHANNELING - Erol's Mnemonic Spellstrike

Type: Personal Duration: Day School: Both Cost: 2 Components

Incant: I grant myself the ability of channeling

Effect: Allows two spells from the memory of the formal caster to be delivered as a spellstrike. The spells must be of a level less than or equal to the number of levels the caster has of the appropriate school of formal magic and must be of the same school as the channeling cantrip which was cast. Thus a caster with nine levels of formal magic earth could spellstrike any earth spell by casting channeling. A caster with seven levels of formal magic earth could spellstrike any seventh level or lower earth spell by casting channeling. Neither of these casters can use an earth channeling cantrip to spellstrike a celestial spell. The caster chooses when to use these spellstrikes. Only one Channeling may be in effect at a given time. Channeling is lost if caster dies and requires a life spell.

OOG Note: The caster must say the full incant of the spell being channeled and then strike the target with their weapon while calling spellstrike <Name of spell just incanted> <Option for spell just incanted>.

CONTINGENCY - Karvecki's Grant of Hope

Type: Personal Duration: Day School: Both Cost: 2 Components

Incant: I grant myself a <spellname> spell contingent upon my <trigger state>

Effect: One spell from the memory of the caster is used and placed in a state in which it will take effect on the caster if a certain condition is met. The conditions for earth magic are Charmed, Cursed, Death, Magically Bound (Pin, Bind, Web, Confine), Paralyzed, Poisoned, Silenced, Sleeping, or Unconsciousness. The conditions for celestial magic are Charmed, Imprisoned, Magically Bound (Pin, Bind, Web, Confine), Silenced, Sleeping, or Unconsciousness. The contingent spell is triggered as soon as the caster enters the triggering state and may neither be stopped by anything nor may the caster choose not to invoke the contingency. A new casting of contingency will replace an old casting of it. Contingency is lost if the caster resurrects. The contingent spell will still trigger a shield magic, the caster may chose to accept the spell if he is in a state capable of accepting a spell.

OOG Note: The caster must call Contingency <spell> when the spell is triggered.

COPY FORMAL CANTRIP - Pasadelin's Cantrip Duplication

Type: Item Duration: Year School: Both Cost: 1 Component

Incant: I scribe this cantrip into my tome

Effect: This cantrip will copy any cantrip of the same school from one Cantrip Tome to another Cantrip Tome which has free space. Limitations on the use and copying of certain cantrips may be included in their text in a given tome. The caster must touch both the

book which is the source of the cantrip being copied and the book which is the destination.



ENCHANT CANTRIP TOME - Tamir's Enchanted Tome

Type: Item Duration: Year School: Both Cost: 2 Components

Incant: I enchant this book as an <school> cantrip tome

Effect: This cantrip causes a book with minimum dimensions of 6" by 4" to become usable as a Cantrip Tome. A Cantrip Tome can hold up to 10 cantrips of its school. The book used must have a value of at least 10 gold. A Cantrip Tome may not have any other formal magic cast upon it or it will cease functioning. The caster must touch the tome being enchanted. The tome enchanted is still a shatterable object and is vulnerable to any force which may destroy a normal book.

IMBUE - Yolathurn's Transfer of Spell Ability

Type: Spirit Duration: Day School: Both Cost: 1 Component

Incant: I enchant you with a <Spell Name> spell imbued from my knowledge

Effect: This cantrip allows the caster to touch cast an additional spell from memory into the spirit of another. The target of the spell then gets the ability to cast that spell as if from their own memory for the remainder of the day. Once they cast the spell it is used from memory as normal.

OOG Note: The caster should give the recipient both a cantrip tag indicating the imbue and the spell tag for the spell that was imbued.

MARK - Madaline's Magical Imprint

Type: Item Duration: 2 Year School: Both Cost: 1 Component

Incant: I scribe a mark upon this <item>

Effect: The caster may place a Mark of up to 4" by 4" and any two colors upon a target item. The caster decides what the Mark looks like.

OOG Note: The Caster is responsible for initial placement of the Mark in a manner that does not destroy or damage personal property. The possessor of the item is responsible thereafter for placement of the Mark. The caster must touch the target during the incantation and breaking of the components. This cantrip in no way confers indestructibility upon the marked item.

MAGIC DELIVERANCE - Erol's Innate Aura

Type: Personal Duration: Day School: Both Cost: 0 Components

Incant: I grant myself the ability of magic deliverance

Effect: Allows one spell from the memory of the formal caster to be delivered as magic instead of by full incantation. The spell must be of a level less than or equal to the number of levels the caster has of the appropriate school of formal magic and must be of the same school as the magic deliverance cantrip which was cast. Thus a caster with nine levels of formal magic earth could cast as magic any earth spell by casting magic deliverance. A caster with seven levels of formal magic earth could cast as magic any seventh level or lower earth spell by casting magic deliverance. Neither of these casters can use an earth magic deliverance cantrip to cast a celestial spell as magic. The caster chooses when to deliver this spell as magic. Only one magic deliverance may be in effect at any given time. As per the rules for delivering a spell as magic the caster must be able to speak but need not have use of their arms as "Magic" is an innate ability. A magic deliverance is lost if the caster dies and requires a life spell.

OOG Note: When used the caster must state Magic <spellname> <option for that spell>

RENDERING - Tamir's Temporary Indestructibility

Type: Item Duration: Hour School: Both Cost: 1 Component

Incant: I enchant this <item> to be rendered invulnerable to harm

Effect: Renders one object immune to the effects of the spells Shatter and Destroy and most physical harm including acid, flame, and explosive damage for a period of one hour. The object may be no larger than 6 feet in its largest dimension. Massive mechanical damage will still destroy and object under the effects of Rendering. The caster must touch the item being rendered during the full incantation and the breaking of the components.

SPIRIT MARK - Madaline's Magical Spirit Imprint

Type: Spirit Duration: 2 Year School: Both Cost: 1 Component

Incant: I scribe a spirit mark upon this being

Effect: The caster may place a spirit mark of up to 4" by 4" and any two colors upon a target person with a spirit. The caster decides what the spirit mark looks like and where it is. The spirit mark will appear on any body the spirit, which has been marked, is within, it will appear in an equivalent place to where it was originally placed. The spirit mark will always be on that body part containing the spirit if parts of the body are separated. When the body is reformed through resurrection, the Spirit Mark will be upon the identical location it was on before resurrection. The caster must touch the target during the incantation and breaking of the components.

OOG Note: The Caster is responsible for initial placement of the Spirit Mark with suitable makeup or prosthetics. As with gypsy curse the player subject to the Spirit Mark may bargain for a different one with the caster placing the Spirit Mark if it is uncomfortable or personally offensive.

SPIRIT UNMARK - Madaline's Spirit Imprint Eraser

Type: Spirit Duration: Instant School: Both Cost: 1 Component

Incant: I remove this spirit mark

Effect: This will remove a spirit mark of the appropriate school from a spirit which has one. The caster must touch the target during the incantation and breaking of the components.

**UNMARK - Madaline's Imprint Eraser**

Type: Item Duration: Instant School: Both Cost: 1 Component

Incant: I remove this mark

Effect: This will remove a Mark of the appropriate school from an item which has one. The caster must touch the target during the incantation and breaking of the components.

Earth Cantrips:**BANE OF THE DEAD/BOON OF THE DEAD - Yolatur'n's Dead Strike/Yolathurn's Dead Strength**

Type: Offensive Duration: Concentration School: Earth Cost: 1 Component

Incant: By the earth I bane the dead... Magic Harm Undead... Magic Harm Undead...

/By chaos I boon the dead... Magic Help Undead ... Magic Help Undead ...

Effect: At the time of casting, the caster plants 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 "Magic Harm Undead" or "Magic Help Undead". 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 spell equivalent to a Harm Undead or a Help Undead depending on the form of the cantrip cast.

ELDRITCH BLESS - Var's Superior Protection

Type: Personal Duration: Day School: Earth Cost: 0 Components

Incant: I grant myself the power of an eldritch bless

Effect: This cantrip gives the caster 10 extra body points. These points are the first body points lost to damage. As long as these body points last they will protect the caster so spells may be cast while taking damage. If a Bless and/or Greater Bless are also present, they are lost before the Eldritch Bless. If the caster dies and requires a life spell the Eldritch Bless is lost

FIELD RESURRECTION/FIELD ABJURATION - Benevolence's Instantaneous Resurrection/Benevolence's Spirit Banishment

Type: Spirit Duration: Instant School: Earth Cost: 0 Components

Incant: By the earth I resurrect this spirit/By chaos I abjure this spirit

Effect: Field resurrection allows a single spirit to be resurrected directly in front of the caster, without he need for a circle. This occurs in the time it takes to cast this cantrip with the target if the cantrip resurrecting at only one body. In all other ways this resurrection is identical to a normal resurrection. A spirit may refuse to resurrect when called to a field resurrection, instead seeking to resurrect as normal. If this happens the cantrip is wasted and may not be redirected to another spirit. The caster must be aware that a spirit has just left to resurrect in the area, they gain no special sense for spirits. A spirit seeking resurrection will feel the call of a field resurrection as if it were an earth circle.

Field abjuration will prevent a spirit in need of resurrection from being able to be resurrected using the field resurrection cantrip but will in no other way affect the resurrection of a spirit.

The caster must be within 10' of the spirit to be field resurrected or field abjured at the time of casting of this cantrip.

OOG Note: To use this cantrip a caster must carry life stones with them and have the bag and draw witnessed by a marshal for later reporting. A hold may not be called for this. Any field resurrection must be reported to those responsible for tracking resurrection as soon as possible following the casting of the cantrip. The marshal is required to inform the target of the cantrip that they do not have to resurrect and if they do they return immediately at one body.

FORCED MARCH/EXHAUSTION - Olvenca's Light Feet/Olvenca's Damning Fatigue

Type: Broad Duration: Day School: Earth Cost: 2 Components

Incant: By the earth I sustain these men/By chaos I exhaust these men

Effect: Forced march allows 5 men per level of earth formal magic of the caster to travel at full normal pace for a day. The magic of the cantrip will sustain their pace. A man cannot be affected by more than one forced march in a 24-hour period. The caster must touch each target of the forced march immediately following the snapping of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Exhaustion will cause 5 men per level of earth formal magic of the caster to be exhausted and only travel at half-normal pace for the next day. The targets of exhaustion must be within 10' of the caster per level of earth formal magic possessed by the caster when this cantrip is cast. A man cannot be affected by more than one exhaustion in a 24-hour period.

HEALER'S GRACE - Johovan's Grace

Type: Personal Duration: Invoked School: Earth Cost: 1 Component

Incant: I grant myself healer's grace

Effect: The caster of this cantrip gains the carrier attack healing against one opponent when invoked. Any undead hit with the carrier attack healing takes double damage. As with all carrier attacks this may not heal anyone. This works on melee but not ranged attacks. If the caster dies and requires a life spell the healer's grace is lost.



HEALING POOL/DEFILING POOL - Yolathurn's Pool of Purity/Yolathurn's Putrid Pool

Type: Personal Duration: Day School: Earth Cost: 1 Component

Incant: By the earth I create a healing pool/ By chaos I create a defiling pool

Effect: Healing pool allows the caster to create, for themselves, a pool of elemental healing of 50 points plus 10 points per level per level of earth formal magic possessed by the caster, to a maximum of twenty five levels (300 points) which may only be touch cast as 10 elemental healing. The effect is lost if the caster dies and needs a life spell. Defiling pool is a pool of elemental chaos with the same limits as the healing pool. A caster may have both a healing pool and a defiling pool at the same time but not more than one of each. If the caster takes body damage during the call of "10 elemental healing" or "10 elemental chaos", that 10 point casting fails and is lost to the pool but the rest of the pool remains.

INCREASE HARVEST/BLIGHT - Bin'Aven's Plentiful Earth/Bin'Aven's Poisoned Ground

Type: Broad Duration: Instant School: Earth Cost: 2 Components

Incant: By the earth I increase this harvest/By chaos I blight this land

Effect: Increase Harvest will increase the food production of 10 acres of farmland per level of earth formal magic of the caster by one category. The area affected must be continuous.

Blight causes 10 acres of farmland per level of earth formal magic of the caster to decrease food production by one category. The area affected must be continuous. The caster is the center of effect of this cantrip.

MORALE/ROUT - Lucin's Enhanced Morale/Lucin's Devastation Of Hope

Type: Broad Duration: Battle School: Earth Cost: 2 Components

Incant: By the earth I raise morale/By chaos I rout these men

Effect: Morale will boost the over all morale of 10 men per level of formal magic of the caster by one category.

Rout will decrease the overall morale of 10 men per level of formal magic of the caster by one category.

The men who are the targets of this ritual must be within 10' of the caster per level of earth formal magic possessed by the caster.

PURIFY WELL/POISON WELL - Lucin's Purity/Lucin's Taint

Type: Broad Duration: Instant School: Earth Cost: 2 Components

Incant: By the earth I purify this well/By chaos I poison this well

Effect: Purify Well will cause one well, cistern, spring, or most non-flowing water sources to become clean, pure water free of disease and taints. Poison well will cause one well, cistern, spring, or most non-flowing water sources to become impure and cause slow sickness in any who drink from it. The caster must touch the well to be purified or poisoned.

REPLENISH/CORRUPT - Bin'Aven's Natural Enhancement/Bin'Aven's Unnatural Growth

Type: Broad Duration: Instant School: Earth Cost: 2 Components

Incant: By the earth I replenish this land/By chaos I corrupt this land.

Effect: Replenish will bring a 10' by 10' area per level of earth formal magic of the caster more in line with the natural progression in the area. This will undo the effects of corruption and chaos upon the land in slow increments. Corruption will cause an area to become more out of line with the natural flow in an area, impassible thorns and brambles may grow, fertile areas may become swamp like, pools of chaos will become more likely to develop. This will affect a 10' by 10' area per level of earth formal magic of the caster rendering it harder to develop and use. The caster is the center of this cantrip's effect.

OOG Note: For each level of formal magic of the caster both dimensions increase by 10' so someone with 2 levels has a 20' x 20' maximum and someone with 8 levels has an 80' x 80' maximum.

RIDERS ON THE WIND/FOUNDING MOUNTS - Sydello's Equine Enhancement/Sydello's Equine Eliminator

Type: Broad Duration: Day School: Earth Cost: 2 Components

Incant: I call upon the Earth to make these horses fleet/By chaos I founder these mounts

Effect: Allows 1 horse per level of earth formal magic of the caster to travel at maximal pace for their entire normal movement in one day. Regular stops for food and water are still needed but while riding a gallop may be sustained. A horse may not be affected by more than one riders on the wind in a 24-hour period. The caster must touch each target of the horses to be affected by the riders on the wind immediately following the snapping of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Foundering mounts will cause 1 horse per level of earth formal magic of the caster to be exhausted and only travel at half normal pace for the next day. The targets of foundering mounts must be within 10' of the caster per level of earth formal magic possessed by the caster when this cantrip is cast. A horse cannot be affected by more than one foundering mounts in a 24-hour period.

TYRRA'S CLAW - Angat's Rake

Type: Personal Duration: Hour School: Earth Cost: 1 Component

Incant: I grant myself a Claw from Tyrra

Effect: The caster grows one shortsword-sized claw that they may use for one hour. The claw does a base damage of five dagger blows and the damage may not be increased by skill. The Tyrra's Claw takes no special skill to wield and may be conjured into either the caster's primary hand or off-hand and used. Once conjured the Tyrra's Claw may not be switched between hands. The casting of two Tyrra's Claw cantrips will allow the caster to wield a claw in each hand.

OOG Note: The caster must have and use a red claw phys rep as the claw created by this cantrip.

Celestial Cantrips:**BOLTSTORM - Runewind's Elemental Bombardment**

Type: Offensive Duration: Concentration School: Celestial Cost: 1 Component

Incant: I grant myself a boltstorm to throw... 10 elemental <Flame, Ice, Lightning, or Stone>... 10 elemental <same element>...

Effect: At the time of casting, the caster must choose a single element; flame, ice, lightning, or stone; and 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 "10 elemental <type>". The elemental chosen may not be changed without casting another boltstorm. 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 elemental attack doing 10 points of the chosen element in damage to the target. The call "10 elemental <type>" 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.

DEVASTATING CHARGE - Gintain's Thunderous Charge

Type: Broad Duration: Hour School: Celestial Cost: 2 Components

Incant: By the stars may these lances strike true

Effect: When cast upon a group of lancers containing up to two men for every level of celestial formal magic of the caster this cantrip will render their lances so they will not break for the next charge and give them all the equivalent of a +1 damage aura per five levels of celestial formal magic of the caster for that charge (up to a maximum of +5). The caster must touch each target of the devastating charge immediately following the snapping of the components. No other action may be taken or skill be used other than to designate the targets by touch.

ELDRITCH SHIELD - PanTarsa's Superior Protective Field

Type: Personal Duration: Day School: Celestial Cost: 0 Components

Incant: I grant myself an Eldritch Shield

Effect: This cantrip gives the caster 10 extra armor points. These extra points are the first armor points lost due to damage. As long as these points last they will protect the caster so spells may be cast while taking damage. If a shield and/or greater shield are also present they are lost before the eldritch shield. If the caster dies and requires a life spell the eldritch shield is lost.

ELEMENT'S FURY - Karvecki's Planar Conduit

Type: Offensive Duration: Day School: Celestial Cost: 2 Components

Incant: I grant myself <Flame, Ice, Lightning, or Stone>'s Fury

Effect: The caster may choose an element (Flame, Ice, Lightning, or Stone) which they receive a pool of 50 points plus 10 points per level of celestial formal magic of the caster to a maximum of twenty five levels (300 points). The caster may throw attacks of 10 elemental <type> until the pool is used up. The caster may only have one Element's Fury at any time. Thus a caster with ten levels of formal magic gains a pool of 150 points which they may throw as 10 elemental <type>. This pool is lost if the caster dies and requires a life spell. A new casting of Element's Fury will replace an old casting of it. Casting the elemental packets 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.

ELEMENT'S WAY - Tuscon's Elemental Aura

Type: Personal Duration: Invoked School: Celestial Cost: 1 Component

Incant: I grant myself the way of <Flame, Ice, Lightning, or Stone>

Effect: The caster may choose an element (Flame, Ice, Lightning, or Stone) which they may invoke to swing as a carrier attack against a chosen opponent. The caster chooses which of the four elements they will swing when they invoke the use and may change elements when they invoke this again. Only one element's way may be in effect at a given time. The caster may invoke this against multiple opponents but if they change the carrier type then the first carrier ends. This works on melee but not ranged attacks. The element's way is lost if the caster dies and requires a life spell.

ENCHANT ENGINE - Gintain's mighty Siege Engine

Type: Broad Duration: Hour School: Celestial Cost: 2 Components

Incant: By the stars may this engine strike true

Effect: Gives a siege engine the equivalent of a +1 damage aura per two levels of celestial formal magic of the caster. The caster must touch the siege engine being enchanted during the full incantation and snapping of the components.

OOG Note: This bonus may never be placed on a weapon to be used in NERO safe combat.

ETHERIAL SWORD - Tuscon's Blade

Type: Personal Duration: Hour School: Celestial Cost: 1 Component

Incant: I grant myself an ethereal sword

Effect: The caster gains a short sword sized ethereal Sword for one hour, it is made of their own spirit and an extension there of. An ethereal Sword may not be disarmed or shattered. The sword does a base damage of five dagger blows and the damage may not be increased by skill. The Ethereal Sword takes no special skill to wield and may be conjured into either the caster's primary hand or off-hand and used. Once conjured the Ethereal Sword may not be switched between hands. The casting of two Ethereal Sword cantrips will allow the caster to wield a claw in each hand.

OOG note: The caster must have and use a red shortsword phys rep as the sword created by this cantrip.

FORTIFY DEFENSE - Anvicia's Fortress

Type: Broad Duration: Day School: Celestial Cost: 2 Components

Incant: By the stars may these defenses be fortified

Effect: Increases the rating of any one defensive structure of 10' x 10' per level of celestial formal magic possessed by the caster for the period of one day. The caster must be within the structure being fortified. The structure may have a number of floors equal to the levels of celestial formal magic of the caster. If cast following a weaken defense this will counter its effects. Multiple casters can add their casting together to cover a larger structure, but they calculate their own areas and then add them together, they do not calculate a single area by adding their levels of formal magic.

OOG Note: For each level of formal magic of the caster both dimensions increase by 10' so someone with 2 levels has a 20' x 20' maximum and someone with 8 levels has an 80' x 80' maximum. Two casters with 2 levels each may fortify a structure of 20'x20' plus 20'x20' (i.e. 40' x 20') not 40' x 40'.

FURY'S STRENGTH - Kodos' Strength Of The Bear

Type: Personal Duration: Invoked School: Celestial Cost: 0 Components

Incant: I grant myself Fury's Strength

Effect: The formal caster will gain a strength of +2 (+1 in each hand) against one opponent when this cantrip is invoked, using one of its charges. This strength is not cumulative with any other strength the caster may have and only the greater strength will function. With this strength the caster may rip from pins taking 2 points of body damage or increase the damage of a two-handed weapon by 2 points or a one-handed weapon by one point and nothing else. Fury's strength is lost if the caster dies and requires a life spell. Only one fury's strength may be in effect at a given time.

LEVEL GROUND - Holace's Smooth Path

Type: Broad Duration: Instant School: Celestial Cost: 2 Components

Incant: By the stars may this ground be leveled

Effect: An area 10' x 10' per level of celestial formal magic possessed by the caster is leveled and made one category more useful for building or travel. This has no effect on developed areas of land. The caster is the center of effect of this cantrip.

OOG Note: For each level of formal magic of the caster both dimensions increase by 10' so someone with 2 levels has a 20' x 20' maximum and someone with 8 levels has an 80' x 80' maximum.

LORE - Indessa's Sight of Attributes

Type: Item Duration: Instant School: Celestial Cost: 1 Component

Incant: I grant myself the vision to see the lore of what is before me

Effect: One item for every two levels of formal celestial magic, rounded up, possessed by the caster is identified to the caster as if using a permanent celestial circle. This may not be used to identify anything that has a spirit.

OOG Note: The caster of this cantrip must give the tag for the cantrip to an appropriate person with access to the magic item tags. A hold may not be called for this the knowledge comes to the caster as they get the tags.

MAGIC KEY - Anvicia's Key

Type: Item Duration: Instant School: Celestial Cost: 1 Component

Incant: I build a magic key

Effect: This cantrip will cause any one locking mechanism touched by the caster immediately upon casting this cantrip to unlock or lock (at the choice of the caster). Some locks may be built with complex multiple mechanisms and may require more than one casting of this cantrip to open it.

WEAKEN DEFENSE - Anvicia's Undoing

Type: Broad Duration: Instant School: Celestial Cost: 2 Components

Incant: By the stars may these defenses be weakened

Effect: Weaken defense decreases the rating of any one defensive structure of 10' x 10' per level of celestial formal magic possessed by the caster the damage to the defenses remains until repaired or fortified (using the cantrip fortify defense). The weakening takes ten minutes to take effect and is obvious in its progress during those ten minutes. The caster must touch the structure to be weakened. Multiple casters can add their casting together to cover a larger structure, but they calculate their own areas and then add them together, they do not calculate a single area by adding their levels of formal magic.

OOG Note: For each level of formal magic of the caster both dimensions increase by 10' so someone with 2 levels has a 20' x 20' maximum and someone with 8 levels has an 80' x 80' maximum. Two casters with 2 levels each may Weaken a structure of 20' x 20' plus 20' x 20' (i.e. 40' x 20') not 40' x 40'.

WIZARD'S SENSE - Buronto's Vision

Type: Broad Duration: Instant School: Celestial Cost: 2 Components

Incant: I grant these eyes a Wizard's Sense

Effect: Increases the rating of one scout per level of celestial formal magics possessed by the caster by one degree. The scouts gain a preternatural increase of their senses making them more effective. The caster must touch each target of the Wizard's Sense immediately following the snapping of the components. No other action may be taken or skill be used other than to designate the targets by touch.

OOG Note: This will give no additional effects to a PC in play.



NERO® Harmonics Play-Test - Version 14.0 092602

What's New? This version replaces ALL previous versions of the Harmonics play-test and voids their usage. All healing spells have been designated as Earth in nature, and have been renamed to match their Earth equivalent. Cure Serious Wounds has been moved to level 4. The wording and structure of the packet has been reviewed and improved. Tarry is no longer limited to the same game day, and can carry from one game day to the next. Inspiration can now be used to restore Racial Abilities. Build Point costs have been altered according to class.

General Rules

Harmonic magic, practiced by Spellsingers, is a separate school of magic. Although Harmonic magic works very much like the other schools of magic, there are two primary differences. First, Harmonic magic is performed rather than simply incanted. This makes the casting time longer and removes the offensive ability of the magic. Second, Harmonic magic can be performed as Hearth magic which greatly increases its effectiveness by allowing the magic to work on multiple targets.

To learn Harmonic magic, the Spellsinger learns Harmony. This prerequisite allows the Spellsinger to perform the basic abilities required to use Harmonic magic as detailed in the skill description below, and it allows the Spellsinger to build a pyramid of up to nine levels of spellsongs. This pyramid must be built in the same manner as other spell pyramids. Harmonic magic does not affect the status of primary and secondary schools of magic, and harmonic costs do not change if the spellsinger also has other types of magic.

Rather than spell books, Spellsingers use tuners. In order to use any spellsong, the Spellsinger must use a Harmonic spell slot of the appropriate level and have that spellsong available in their tuner. Tuners are issued by logistics and are created in the same logistical manner as spell books. Costs are the same as a spell of the same level. It is assumed that the money is used to purchase resonant crystals, which are used to re-attune the tuner. The physical representation of a tuner is a music-related object made from wood, metal, or crystal at least 1 inch long and ¼ inch wide. These do not need to be an instrument per-say, but they could be.

In addition to the tuner, a Spellsinger must have all spellsongs written down. This written form of the songs is out of game unless the player designates it as in game. The Spellsinger's performance must match a song from this written record, but small variances are allowed to enhance the performance. A Spellsinger may have more than one written song for a spellsong in their tuner. This is true even when using Crystals, so Spellsingers can create and record songs for spellsongs they have not yet obtained.

Spellsingers must create an original song for each spellsong they wish to cast. A spellsong must have intelligible lyrics with at least four lines per level of the spellsong and the name of the spellsong incorporated into the song. The name must come after the required lyrics, but extra lyrics can be added to the end for artistic purposes. The song must take at least one second per line to perform. A song can be longer for artistic purposes. The song and lyrics must be in game, in period, and must relate to the magical effect. Tunes that carry cultural baggage, such as the William Tell Overture (the Lone Ranger) or Toccata & Fugue in Dm (the Phantom of the Opera) should be avoided. Some artistic modification of the spellsong name is allowed so long as the name is still clear. So, for example, "Flame Blade" may become "Blade of Flame" or "Purify Blood" may become "Blood be Purified." Harmonic casters can also use instruments to aid in their performance, however if using a wind, brass, or other instrument requiring the use of the mouth, the caster still needs to have words written for the songs, and singing is required in all cases.

The entire performance of the spellsong should be reasonably musical, harmonious, and poetic. It should substantially match the song as written in the spellsinger's out-of-game record. Some variation is allowed, as with any sort of performance, as long as the performance is reasonably smooth and appears correct. Speed singing, poor accompaniment, poor vocalization, or clearly fumbled words will invalidate the spell.

If a spellsinger fails to comply with the spirit of the Harmonic rules by constantly using poor lyrics, anachronistic music, badly fumbled vocals, or out of tune spellsongs, then a complaint should be brought to the local rules committee. If a number of complaints are

brought up against a particular spellsinger then the situation will be reviewed. If there is just cause as deemed by the local staff, the character could possibly lose the use of Harmonics. If this is the case, the character's build will be freed for use to buy other skills.

Traveling Magic

This type of magic allows the Spellsinger to cast spellsongs anywhere. The spellsinger simply performs the spellsong and touches the recipient with a packet. This type of magic uses all the rules for touch casting.

Hearth Magic

This type of magic can only be used inside a room that has been paced and attuned to the Spellsinger or a room under the effect of the Improved Hearth spell. Some Hearth magic can also be used within a Circle of Harmony (see the spell description below). Because the spellsinger can control the Harmony of these areas, the magic is more effective. This allows many spellsongs to affect multiple targets with each casting when cast in this manner, while there are some songs that can only be cast as Hearth magic. Some spellsongs cannot be cast in this way, and therefore do not allow multiple targets to be affected.

Attuning a room for use in the performance of Hearth magic follows some rigid guidelines. The room must have a roof that would keep out rain, and must have well defined boundaries that are under that roof. Those boundaries need not be walls, but they do need to be immobile. The Hearth will not extend outside any doorway or passage that leads from the room. To attune a room the caster must pace the boundaries of the room staying within 10 feet of each wall. If the caster cannot do this due to some danger or obstruction then the room cannot be used for Hearth magic. Once a room is attuned this attunement lasts until the Spellsinger leaves its confines, dies, or is affected by a Dispel Magic. Some plot effects may extend the duration of an attunement. Multiple spellsingers can attune the same area, but each must do so in order for them to cast Hearth magic within its confines.

To perform a Hearth magic spellsong on multiple targets, the spellsinger must gather everyone to be affected around them. Each target must be fully within the attuned area and must be within easy reach of the caster. The caster casts the spellsong and touches each target with a spell packet. The number of targets that can be affected equals the number of Harmonic spell slots the caster has at that level, to a maximum of 6. If the Spellsinger uses a musical instrument to accompany the performance, one additional target may be added and the maximum is boosted to 7. If a target is not touched after the song, or the target does not remain within arm's reach, that target is not affected. The caster is subject to spell disruption while casting the spellsong. If the caster uses an instrument, that playing is considered to be part of the casting and both hands can be used to play.

Harmonics Crystals

Spellsingers can create and make use of Harmonic crystals. These crystals are the Harmonic version of scrolls. A Spellsinger can cast from them if they have the Harmony skill. Like scrolls, the Harmony skill allows the Spellsinger to use crystals up to 4th level. To this maximum level, the Spellsinger may add the level of their highest spellsong slot, just as celestial slots add to the spell level one may use with Read Magic skill. Crystals created from Hearth magic may contain spells with additional targets.

To use a Harmonic crystal, the Spellsinger must have the crystal and must have an approved song to use with that crystal. The crystal is held in one hand while the spellsong is cast. This casting is subject to the limitations of the actual spell, so casting Hearth magic from a crystal can only be performed in an attuned room. If the crystal holds Hearth magic that allows additional targets, the Spellsinger must cast that spellsong using the procedure for Hearth spellsongs. The only exception is that crystals with multiple targets may be cast as traveling magic, but those extra castings are lost when it is used in this fashion.

Crystals are created using the Attune Crystal skill. They are created like scrolls, and the costs are the same as scrolls of the same level. If a Spellsinger has access to Hearth magic, then he can use a crystal to cast this type of magic as per the standard rules of Hearth magic.

The physical representation is a crystal like prop at least 1 inch long and ¼ inch wide. An actual song could be incorporated into the creation of a crystal and included with it at no additional cost to the creator. This song then must be used when the crystal is used.

Crystal Forges exist which will allow spellsingers with Create Crystal to make more crystals. These forges have the same costs and the same benefits as the labs for Create Scroll or Create Potion except, of course, that their benefits apply to the Create Crystal skill.

Skills

Costs and Prerequisites

<u>Type</u>	<u>Skill</u>	<u>F</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>Prerequisites</u>
Harmonics	Harmony	14	12	7	7	None
Harmonic Magic	Harmonics Level 1	3	2	1	1	Harmony
Harmonic Magic	Harmonics Level 2	3	2	1	1	Harmonics level 1
Harmonic Magic	Harmonics Level 3	6	4	2	2	Harmonics Level 2
Harmonic Magic	Harmonics Level 4	6	4	2	3	Harmonics Level 3
Harmonic Magic	Harmonics Level 5	9	6	3	3	Harmonics Level 4
Harmonic Magic	Harmonics Level 6	9	6	3	4	Harmonics Level 5
Harmonic Magic	Harmonics Level 7	12	8	4	5	Harmonics Level 6
Harmonic Magic	Harmonics Level 8	12	8	4	5	Harmonics Level 7
Harmonic Magic	Harmonics Level 9	15	10	5	6	Harmonics Level 8
Trades and Crafts	Attune Crystal	6	5	3	4	Harmonics Level 4



Skill Descriptions

Harmony

This skill is the harmonic equivalent of Read Magic or Healing Arts and works the same way for harmonic magic as those skills do for their respective types of magic. This skill allows you to purchase harmonic spellsongs, create tuners, and use harmonic crystals up to 4th level, all as described above. In addition, you may diagnose conditions and effects as if you had the Healing Arts skill, although you cannot purchase Earth spells unless you have that skill. Like Healing Arts, You may take over and finish resurrections with this skill.

Attune Crystal

This skill allows you to create harmonic crystals. Each level gives you 4 production points per day, which are used in a manner similar to Create Scroll. Each crystal costs 4 production points times the spell level to create. The details of creating and using Harmonics Crystals are outlined above.

Harmonics Spellsong List

* These spells may be cast as Hearth magic with multiple targets.

<u>Level</u>	<u>Spell Name</u>	<u>Travel</u>	<u>Hearth</u>	<u>Crystal</u>
1	Bless	Yes	Yes*	Yes
	Endow	Yes	Yes*	Yes
	Cure Light Wounds	Yes	Yes*	Yes
<u>Level</u>	<u>Spell Name</u>	<u>Travel</u>	<u>Hearth</u>	<u>Crystal</u>
1	Improved Hearth	No	Yes	Yes
	Rest	No	Yes	Yes
	Shield	Yes	Yes*	Yes
2	Delayed Endow	Yes	Yes*	Yes
	Cure Wounds	Yes	Yes*	Yes
	Magic Armor	Yes	Yes*	Yes
	Purity	Yes	No	Yes
	Sacrifice	Yes	No	Yes
3	Greater Bless	Yes	Yes*	Yes
	Greater Shield	Yes	Yes*	Yes
	Cure Disease	Yes	Yes*	Yes
	Remove Weakness	Yes	Yes*	Yes
	Stabilize	Yes	No	Yes
4	Awaken	Yes	Yes*	Yes
	Courage	Yes	Yes	Yes
	Flame Blade	Yes	Yes*	Yes
	Cure Serious Wounds	Yes	Yes*	Yes
	Poison Shield	Yes	Yes*	Yes
	Sanctuary	Yes	No	Yes
5	Purify Blood	Yes	Yes*	Yes
	Release	Yes	Yes*	Yes
	Shield Magic	Yes	Yes*	Yes
	Sustain	Yes	No	No
	Warning	No	Yes	Yes
6	Circle of Harmony	Yes	No	Yes
	Elemental Shield	Yes	Yes*	Yes
	Enchanted Blade	Yes	Yes*	Yes
	Cure Critical Wounds	Yes	Yes*	Yes
	Wizard's Rage	Yes	No	Yes
7	Infuse	Yes	Yes*	Yes
	Remove Curse	Yes	Yes*	Yes
	Restore Limb	Yes	Yes*	Yes
	Warrior's Rage	Yes	No	Yes
8	Cure Mortal Wounds	Yes	Yes*	Yes
	Reflect Magic	Yes	Yes*	Yes
	Unparalyze	Yes	Yes*	Yes
	Vision	Yes	No	Yes
9	Aura	Yes	No	No
	Inspiration	Yes	No	No
	Tarry	Yes	No	No



Note: All healing listed in the Harmonics package are Earth in nature and will only heal beings that are healed by Earth. All healing spells do the same amount of healing as their namesakes in the Earth School.

Level 1

Improved Hearth

This effect makes a more permanent Hearth for use by the spellsinger by allowing the caster to leave the room without it losing its Hearth status. Each spellsinger may have only one room under the Improved Hearth effect, but may cast Hearth magic (by pacing the area, etc.) in other rooms while an Improved Hearth spell is in effect. This spell can only be cast as Hearth magic. Improved Hearth remains in effect until the spellsinger's death, Dispel Magic is cast on the spellsinger, the spellsinger casts another Improved Hearth, or five days passes, whichever comes first. Multiple spellsingers can have this effect active on the same area, but each Improved Hearth must be listed in the marshal notes along with the name of the caster.

Rest

Rest prevents the dreams of everyone in the room from being affected by an outside influence. The effect lasts until the spellsinger leaves the room or is affected by a Dispel Magic. An entity can circumvent this protection by actually manifesting in the room. The effect must be listed in the room's marshal notes.

Level 2

Purity

Once the spell takes effect, the spellsinger can continue singing to detect elixirs in food and drink. The spellsinger passes hands over the food or drink to be checked, and the substance reacts in a visible way to the spellsong. Anyone who inspects the food may look for tags or will be informed by a marshal if the food or drink contains an elixir.

Sacrifice

This spellsong allows the spellsinger to transfer one detrimental effect from the target to the spellsinger. The effect must be either a spell or poison that could be cured by harmonic magic, or Drain Life. The spellsinger uses the Harmony skill to determine which effect they wish to transfer, finishes the Sacrifice spellsong and says "Sacrifice <Effect>" to move the effect from the victim to the spellsinger. The spellsinger is also allowed to heal damage, calling "Sacrifice <x> Damage" to transfer damage from the target to the spellsinger. The maximum number of body that can be cured is the current body total of the spellsinger plus one if the spellsinger is willing to drop to -1 body and begin to bleed out. Like all healing, extra body given to the target is lost but the spellsinger still takes the damage. The spellsinger cannot use spell protectives or combat abilities like Dodge or Phase to negate the effect upon them. If the effect is not inflicted upon the spellsinger because of an immunity to the effect, a formal magic defense, or a magical item, then the spell fails. The spellsinger must take the effect or use a racial resist for the spell to succeed. The spellsinger must begin the appropriate count from the beginning when the effect is taken.

Level 3

Stabilize

A single slot of this spellsong can be performed repeatedly such that each time the name is sung the Spellsinger may touch one recipient with a packet and cause them to be stabilized immediately as if the First Aid skill had been successfully used. The Spellsinger may affect additional targets so long as the song is continued at a rate of one target each time the name of the song is repeated. Pausing between rounds for longer than a few seconds will break the casting and end the effect.

Level 4

Courage

A single slot of this spellsong can be performed repeatedly such that each time the name is sung the Spellsinger may touch one recipient with a packet and end a Fear effect upon them. The Spellsinger may affect additional targets so long as the song is continued at a rate of one target each time the name of the song is repeated. Pausing between rounds for longer than a few seconds will break the casting and end the effect.

Level 5

Warning

Protect a room by causing a loud warning sound to be issued if anyone enters who was not present in the room when the effect was cast. Additional people may be allowed to enter without setting off the spell if the Spellsinger touches them with a packet and says the words "Harmony's Warning." They may enter the area freely from that point on. When anyone not recognized enters the room a marshal must shout the words "Harmony's Warning!" loudly for 3 seconds. The effect lasts until used, the spellsinger leaves the room, dies, or is affected by a Dispel Magic.

Sustain

By using this spell the caster may join in with singing any continuous cast spellsong that is currently in effect. Once the caster of the Sustain has sung through one full repetition of the song he is joining, he may continue it without the original caster needing to continue singing. The original singer must voluntarily give over control of the song, and the spellsong cannot be continued by the original caster unless another Sustain is used to once again take over the spellsong. From that point on, the spell functions as if the new singer had cast it originally. Another Sustain may be cast again later by another singer to take over the spellsong. This spell requires no song of its own, but requires you to use your voice/instrument to copy and continue the original caster's song to the best of your ability.

Level 6



Circle of Harmony

The Spellsinger may draw out or construct an intricate circle on the ground and pace the area inside the circle to create an area where they may affect multiple targets as if Hearth magic was used. The circle only allows for multiple targets - other types of Hearth magic will not work. The caster must draw a circle within a circle to form a circular band. The caster then draws no less than 8 symbols or glyphs within that band. When the circle is drawn, the Spellsinger casts this spell. The area may be paced and spells within may affect multiple targets. The maximum radius of the outer circle is 6 feet, and the area within the outer circle represents the area of effect. The spell lasts for 5 days or until the circle is in part or whole erased, pulled apart, or destroyed. Since the state of the circle rep indicates whether the spell is still active, only the caster may use, redraw, or reconstruct a circle. A Circle of Harmony and a Circle of Power cannot be cast on the same physical representation at the same time, although one could be inside the other if the circles were drawn or constructed that way. This circle is in no way protective, and anyone can pass in and out of it freely.

Wizard's Rage

The spellsinger composes a song with a specific, named entity as the mortal enemy of the recipient. The spell is cast on the recipient and remains until used, until the recipient dies, or until dispelled. If the recipient can cast one of their celestial Bolt, Storm, or Breath spells directly at the enemy so named, they can use up this spell instead of their spell slot. If the recipient mistakenly hits someone else with the spell intended for their named target, the Wizard's Rage cannot be used up instead so the spell slot is used normally. Only one rage type spell can affect an individual at a time.

Level 7

Infuse

Cures any recipient of the Drain effect, but not Drain Life.

Warrior's Rage

The spellsinger composes a song with a specific, named entity as the mortal enemy of the recipient. The spell is cast on the recipient and remains until used, until the recipient dies, or until dispelled. The recipient can activate once ever a critical attack (+1 damage) upon the recipient with any weapon. Only one rage type spell can affect an individual at a time. This effect can never be stacked with another Critical Attack, and the ability granted by this spell acts in all ways identically to a Critical Attack.

Level 8

Vision

The Spellsinger sings a continuous song in hopes of some clue or piece of information about a particular subject. The information or subject the Spellsinger hopes to learn about must be written into the song itself, and the marshal uses the song to determine if an answer is received. This spell does not guarantee an answer will be found, and the information is sometimes vague or cryptic. The song may be begun without a marshal present, but must continue until the marshal is ready to supply the vision or the marshal informs the Spellsinger that they feel that the Harmony is not right for such an answer. The vision does not reveal information about PCs.

Level 9

Aura

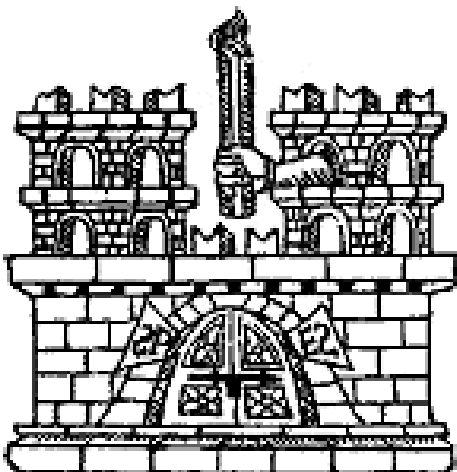
This spell cannot be cast on others, and the spellsinger can only have one upon them at any time. Once cast, it provides the ability to create an aura of peace that acts much like Imprison. The spell is cast, and the aura can thereafter be put up at any time by interlocking the hands together in front of the body (in a gesture of peace) and stating "Harmonic Aura." You cannot be holding a weapon when you interlock your hands to activate an Aura because the offensive nature of the weapon interrupts the peaceful flow of the harmony, but you can have a shield strapped on your arm if you can interlock your fingers. The spell, once cast on the spellsinger, stays ready to be used until it is activated, dispelled, or the caster dies. Once it is activated, the spellsinger is pinned to the spot and protected from all attacks except those that would destroy an Imprison. The activated aura lasts as long as the spellsinger does not move. Like an Imprison, a spell protection cannot be used to protect the Aura from a Dispel Magic. If the spellsinger is struck while the Aura has been activated, the spellsinger replies "Aura." If someone asks what effect they have upon them, the caster says "Harmonic Aura." When the aura is dropped the caster says "Down."

Inspiration

You may restore the ability to use any one skill to any other character. That recipient chooses one daily use skill that they have purchased with build points and that they have already used that day to be refreshed. A particular character may benefit from Inspiration only once per day, so you must ask them if they have already been affected by the spellsong. This spell song will restore only normal per day skills, not powers from items, formal magic levels, or production skills.

Tarry

This spell binds a spirit to a body, extending the death count beyond the very end of five minutes. So long as the spellsinger continues to sing and remains within arm's reach of the recipient, the target will linger at 4:59 of the death count, the body will not fade, and the body can receive a Life spell. Once the spell begins the target cannot be moved and the Spellsinger must remain within arm's reach. If the target cannot be brought back to life by a Life spell then the target cannot be affected by a Tarry. The target may choose to fade anytime after the initial five minutes. The effect will end if the spell is disrupted, the recipient is moved, the Spellsinger moves out of reach, the current event ends, or the Spellsinger is affected by a Dispel Magic.



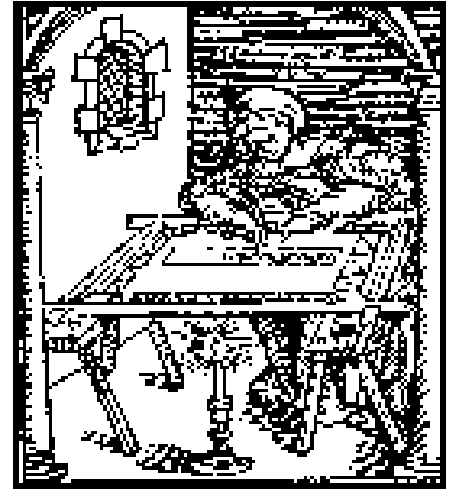
Racial Skills

NERO® Racial Skills Play-Test, *Version 1.0 072100*

Objective: The Objective of this play-test is to provide additional racial skills to some of the races that have significant rules-related drawbacks.

Strongarm: This skill can be purchased by half-orcs and half-ogres one time only for a cost of 10 Build Points. It allows the buyer to swing an additional point of damage with every swing of a weapon in which they are Proficient. It DOES NOT confer the Monstrous equivalent of Strength.

Hobling Dodge: This skill can be purchased by Hobblings one time only for a cost of 10 Build Points. It is identical to the Stealth Skill of the same name.



Miscellaneous

NERO® New Character Rebuild Play-Test - *Version 1.1 092602*

Objective: The objective of this play-test is to allow all players the ability to correct early mistakes in character creation.

Details: Any character can be rebuilt once at any time before it reaches 56 build points. This rebuild does not require the use of any in-game resources and/or skills, but it will count against the character as a Spirit Forge. This rebuild will allow the character to also simultaneously have a Race Change if they see fit, but this is not required. This rebuild will otherwise follow all of the rules for Spirit Forge and/or Race Change, and will be marked upon the player's character sheet as per other Forges.

NERO® Resurrection Modification Play-Test, *Version 1.1 072100*

Objective: The Objective of this play-test is to help players who resurrect by giving them a small bonus.

Resurrection Modification: Anyone who resurrects at a full earth circle will have their skills renewed. Field resurrection and regeneration will not renew skills. This does not include craftsman skills or production skills, but does reset Formal Magic casting ability as if the person being resurrected had not cast any Formal Magics that game day.

NERO® Master Craftsmen Play-Test - *Version 1.0 092602*

Objective: The objective of this play-test is to allow a character with ten levels in a specific Craftsman (Type) skill to gain an increased yield.

Details: A character that has 10 levels in a particular craftsman skill is considered a "master" and is rewarded for their expertise. They begin earning 5 silver pieces per day per level, rather than the usual 2 silver pieces per day per level. Other role-play benefits may also accrue. Master craftsmen, if the trade is honorable, may be addressed with the title 'Master ' by social convention.

NERO® Storage Locker Play-Test - *Version 1.0 092602*

Objective: The objective of this play-test is to add a fair way to deal with the acquisition of tagged treasure with no phys reps during the course of game play.

Details: Each cabin on site may have a chest or closet designated as a storage locker. This area and only this area can be used to hold tags without phys reps. The area must be clearly marked as a storage locker by an OOG notice, and it must also be defined on the marshal notes.

A portable storage area can be used as well to carry items from module sites (not to module site if additional equipment is to be brought on a module to be used then actual phys reps must be brought) or from cabin raids in which the contents of a storage locker were taken. The portable storage area must be a container (chest, sack, etc.) that can reasonably hold the items carried within if a phys rep were actually attached. In addition the container must be stuffed to appear full if being used to carry tags without phys reps to give the impression that things are actually being carried. A tag may be removed from a storage container and attached to an actual phys rep to be used. The actual tag must be found and taken out of the container and attached to the phys rep or held by the person wielding the phys rep. You cannot remove a tag and call a hold to get an appropriate phys rep. If an item could not reasonably be expected to fit in a storage locker the tag for it may not be placed within the storage locker (for example you could not place a pole arm in a 3' long storage locker). Only production items may be placed in a storage locker without a phys rep. Magic items and other game items must always have a phys rep attached.



Monster Abilities

NERO® Physical Attacks Play-Test - *Version 1.0 092602*

Objective: The objective of this play-test is to help eliminate confusion by clarifying attacks delivered as "Physical."

Details: Physical attacks represent an actual physical force such as a glob of ooze to form a Physical Web, a big rock to form a Physical Stone Bolt, or a burst of wind to cause a Physical Repel. These can now be delivered by either weapon or packet, and are stopped by the standard spell defense Magic Armor. When delivering a physical attack via packet the player calls out "Physical <spell name or effect>." When delivering a Physical attack via weapon the player calls out

“Physical Strike <spell name or effect>.” All standard game effects (including Pin/Bind/Web/Confine) delivered in this way are now treated exactly as the spells, and will follow the rules for these with regards to their duration, effects, and removal. Entangle <target> is now recognized as a new game effect, and is intended to replace the old uses of Physical Pin/Bind/Web/Confine. It is outlined in the following passage.

Entangle <target>: Some monsters can shoot a substance as a means to trap victims (such as giant, sticky strands of silk). This effect is most often delivered as a Physical attack, but can also be delivered as Magic, Elemental, or Arcane depending upon the delivery method listed on the creature card. 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 – I rip free one, I rip free two, I rip free three”, 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. There are three possible targets for an Entangle – foot, arms, body. Each of these will prevent movement of the Entangled part such that an Entangle foot will root the target’s right foot to the ground in a way similar to Pin, an Entangle arms will bind the target’s arms to his sides in a way similar to Bind, and an Entangle body will prohibit the movements of the target in a way similar to Web.



NERO® Carrier Attack Play-Test - Version 1.1 092602

Objective: The objective of this play-test is to allow creatures to deliver regular damage instead of their Carrier Attack. Monsters can now choose to swing their Carrier Attack or their base damage (normal, silver, magic as per card). The damage number will be unchanged regardless of which type of attack they are swinging. Carrier Attacks that are not clarified on the Monster Card as another type will be considered Arcane.

NERO® Damage Types Play-Test - Version 1.1 092602

Objective: The objective of this play-test is to standardize the following damage types.

Details: In addition to the standard damage types of flame, ice, lightning, magic, normal, silver, and stone, the new damage types of acid and massive have been added. These can be delivered by either weapon or packet, and act as separate damage types.

Acid - Acid damage acts as a standard damage type, and is not destructive to the carried items of the target in any way. Acid traps are an exception and follow the rules listed in the 8th Edition rulebook.

Massive - Massive damage cannot be blocked by weapons or shields. If a blow delivering this type of damage strikes a weapon or shield, the bearer of the item struck takes the damage delivered, as well as any carrier effects (when appropriate). The skills Critical Parry and Dodge will work as normal against this type of damage, as will all types of protective spells.

NERO® Return <type> Play-Test -Version 1.2 092602

Objective: The objective of this playtest is to replace the Return Magic playtest ability with a more flexible skill that allows different types of effects to be returned.

Details: Return <type>: A creature with the ability to Return <type> will cause a specific type of effect directed at it to be returned to its point of origin. It functions like the Resist skill in that the creature can choose when to use a Return. Returned effects are instantly restored to the caster’s skill set, although the character will not be able to use the skill again until they meditate for sixty (60) seconds. Return can only be used on daily or times ever effects such as spells, Critical Slays, Assassinate, etc. Return can be used against stored spells/effects from formal magic items and/or production items, and in this case the Return acts like a Resist in that it prevents the effect and the charge is lost. The creature card will specify the types of Return available to that creature in a similar way to Resists. This playtest is an expansion of the original Return Magic Playtest, and replaces it without eliminating the original function of it. Non-spell abilities that are Returned in this way do not require that a spell book be used in order to make them usable again, but all other rules for Meditate will apply. The use of this playtest does not automatically mean that the “Meditate” playtest will be in use as well.



NERO 8th Edition & Formal Magic System Errata
Per National Rules, 3/6/03



ACTIVATING MAGIC ITEMS: The correct process to activate an item is to use the phrase “Activate” followed by the spell incant. For Example: Activate I call forth a magic missile, five.

In addition, all the normal rules for casting apply. You must have your hand free, have a packet, be conscious, etc. So you cannot activate an item when in a Web, unconscious, dead, or when tied up. Activating an item IS NOT a Game Ability as defined by the core rules, so you CAN use an item when you cannot otherwise use a Game Ability or Skill, such as when Concentrating or when Tainted.

ALTERNATE STATES OF EXISTENCE: There are three Standard States that someone at a NERO event can be in. These are:

A) Out Of Game (OOG)

B) In game and completely visible to those around you. (Yes, you can try to hide in bushes, etc... but you actually have to hide.)

C) In game and a spirit

Alternate States (such as flying, burrowing, invisible, etc.) are permitted, but only under the following guidelines.

Alternate States are allowed only with the express approval of the local plot committee. A state that they deem cannot be properly represented will not be allowed.

A player in an alternate state can generally only affect or be affected by another player in the same state. These states must be represented by a highly visible colored headband that will be obvious to any onlooker. In addition, a character in an Alternate State may need to say the nature of his state by stating “flying,” “invisible,” “burrowing,” etc., in times of darkness or confusion. Guidelines for interaction while in an Alternate State that are in addition to those listed here will be given for each particular situation in which an Alternate State is used.

If a player is in an alternate state that normally could not be seen (such as invisible), other players that would not see them will still have an eerie feeling and may reasonably decide IG not to speak around them.

In all cases, changing states takes a three-count (or longer) during which the one changing state must follow the rules of performing a Counted Action.

ARROW/BOLT PRODUCTION AND USAGE: A quiver of missiles costs 4 production points to create, and there are 20 shots in each quiver. Each time the character shoots his missile weapon whether he hits or misses his target, a single shot is lost from his quiver. Arrows and other missiles (bolts, etc.) are not recoverable items. Thrown Weapons such as small thrown weapons and javelins are recoverable.

A quiver can be made silver by expending the extra production for silvering and an extra 5 silver pieces in materials cost. Silver arrows are not recoverable.

Streamer packets are considered in-game items until they are fired and cannot be held in the same hand as another game item while either item is in use. Streamer packets on the ground are out of game and can be recovered during a hold like other types of packets.

Each quiver physical representation must be able to hold at least twenty streamer packets and cannot be used to carry anything else in the arrow compartment while carrying packet arrows. Each quiver can hold no more than 20 missiles, and a character cannot have tags for more than 20 missiles per quiver rep on his person.

CARRIER ATTACKS: All carrier attacks must do body damage (reduce your body points) in order to take effect. Although the attacker will be able to call the carrier attack with each swing, the effect does not happen unless body damage is taken.

All carrier attacks must use the following format:

<Damage Amount> - <Damage Type> - <Effect>

Examples: 20 Normal Sleep, 10 Silver Drain, 5 Flame Fear

Please note that “Damage Type” and “Effect” are two separate categories entirely. The damage type is the type of damage being delivered while the effect is something that has an effect in the game other than damage.

The valid Damage Types are variable and up to the local plot team so long as the call does not duplicate a game effect. Each damage type is its own separate damage type, and a creature’s immunity to one type of damage does not impact the effectiveness of another.

The effect part of the call is optional and can be dropped in favor of a traditional damage call. If the effect is dropped from the verbal, there is no carrier effect being delivered and the creature is simply delivering damage. **THE DAMAGE TYPE PORTION OF THE CALL IS NOT OPTIONAL AND MUST BE STATED WITH EACH SWING.** Any valid game effect other than formal magic spells can be delivered via Carrier Attack. Any effect delivered as a Carrier Attack will be considered Arcane in nature unless it has a specific delivery type associated with it as per the *Delivery of Effects* provision of these errata.

Defenses:

When any part of the Carrier Attack is blocked the entire attack is blocked including all damage. All Carrier Attacks are blocked by Magic Armor, as well as any specific effect defenses (i.e. Resist Sleep, Resist Charm, Cloak vs. Command, etc.) while the effect is being called. In addition, defenses that prevent the damage type will stop the entire attack from affecting the creature.

CARRYING ITEMS IN YOUR SHIELD/WEAPON HAND: As per the 8th Edition NERO rulebook, you cannot hold or carry any in game items in the hand and/or arm being used to hold a shield or weapon. This includes gas globes, magic items, weapons, etc. If you do so, any damage inflicted on your shield or the weapon is NOT blocked and you take it as if you didn’t have a shield. Worn

items such as bracelets, rings, and gloves are not restricted by this rule in any way so long as they are worn properly and not carried. Attaching items to the back of a shield is completely legal so long as these items do not extend beyond the outside edge of the shield at any point or otherwise enhance the defensive value of the shield.

DAMAGE AURA: In addition to adding a damage bonus, the formal magic spell Damage Aura alters the nature of the damage delivered to “magic.”

DELIVERY OF EFFECTS: The following delivery types are recognized as valid ways to deliver effects within the NERO International game: Arcane, Carrier Attack, Elemental, Incantation, Magic, Physical, Poison, and Spellstrike. The delivery of damage is a separate issue, and will not necessarily follow these rules as they are specifically outlined here.

All effects follow the rules of removal as outlined in the chapter entitled *Matters of Life and Death*. Some effects which have a delivery type as part of the name of the effect (i.e. Slow Poison, Death Poison, etc.) will always be delivered as that specific type. In the case of effects delivered as Carrier Attacks, all will be considered Arcane in nature unless the effect name itself dictates a different delivery type. All effects delivered as incantation and/or spell song will follow the rules outlined for these delivery systems within the core rules or the associated playtest system, as well as these errata. In addition, the following will apply:

Arcane, Elemental, Incantation, Magic, Spellstrike – These effects are magical, and act in a way identical to the spell of the same name once successfully delivered.

Carrier Attack – These effects are generally considered Arcane in nature, and they follow the specific rules outlined in the *Carrier Attacks* provision of these errata.

Physical - These effects are non-magical, and can only be removed by the specific effect removal (i.e. *Awaken, Cure Disease, Remove Weakness, etc.*).

Poison - These effects are non-magical, and can be removed by the spell *Purify Blood* or the specific effect removal (i.e. *Awaken, Cure Disease, Remove Weakness, etc.*).

ENSLAVEMENT AND EUPHORIA: Enslavement and Euphoria are powerful abilities, which particularly have the potential to ruin the fun of any player. As such the use of these effects is solely placed into the hands of plot. These abilities may only be possessed by an NPC controlled directly by plot, and may never be achieved by a PC by any means including but not limited to transformation, alteration, magic item, or LCO effect. No other effect (either LCO or otherwise) may duplicate the ability of Enslavement and/or Euphoria.

At the discretion of the local chapter, these elixirs can each be produced by alchemists for a production point cost of 100 points.

However, each is inactive unless specifically activated by a plot controlled NPC with the specifically noted ability to do so. A player fed the active elixir becomes enslaved to the NPC who activated it, not the person who fed it to them or the first person they see. Each of these elixirs otherwise follow the standard rules for Euphoria and Enslavement as outlined in the core rule book.

In addition, the following rules apply to Enslavement:

- You cannot administer Enslavement to yourself.
- You cannot be enslaved to “act normally,” However a person under the effects of enslavement does not act like a robot or strangely, they are just compelled to follow the wishes of the enslaver.
- The duration of Enslavement is permanent, and it can only be cured by the specific antidote or the resurrection of the target as outlined in the 8th edition rule book.

FORMAL MAGIC EFFECT LIMITS: A single spirit or item can only retain 5 formal magic effects. Any formal spell with the duration of instantaneous is not retained, thus Obliterate, Spirit Forge, etc. do not count toward this 5 effect limit. In addition, the following lasting effects are exceptions to this rule and do not count toward the five effect limit on a spirit or item:

Extend Enchantment
 Extend Formal Magic
 Greater Extension
 Investiture
 Render Indestructible

ILLEGAL SKILLS AND POWERS: No character can ever use a plot given power to gain information about a PC’s actions after the fact. This includes approved spells and skills such as Dreamvision as well as other abilities such as clairvoyance, clairaudience, or scrying of any manner.

If a character wants to know what was said or done by a PC first hand, he must actually be present at the time of the action. Plot will never provide this information via one of the listed abilities, or through any similar means, and a PC can never claim to have known it due to ESP or other special abilities after the fact.

MEASURING TRAP EFFECT RADIUS: Traps that have an area effect (as listed in the 8th Ed. Rulebook) have their effect area measured from the center of the trap phys-rep. If there is a large, trapped box with a 10 foot tripwire attached and a player sets the trap off at the end of that tripwire they are not affected by the trap since the trigger (the center of the trap radius) would be 10 feet away. It is not measured from the tripwire/snapper/etc, but from the rep for the trap itself. This will allow you to have a 50 ft. pull cord on a trap box in the field and use it like a claymore mine since the effect goes off from the box/rep/trigger and not from the cord.

PC RACES: Only the races listed specifically in the core NERO Rules are available for play by PCs. Some NERO chapters have additional races or variations of the listed races but these additional races and variations of the PC races as listed in the core rules are not available for use by Player Characters.

SCAVENGER MODIFICATION: The description of Scavenger as listed in the 8th Edition Rule Book is replaced with the following passage:

“Scavenger” is a generic term used for any type not covered by the other races. They are humanoids with the characteristics of a mundane (rat, badger, skunk, dog, etc.) animal. Players are free to use their imagination in creating a scavenger as long as makeup is worn and it is obvious that the player is not playing a monster or another player race. (For example, you cannot be a “cat” scavenger because there would be no way out-of-game to differentiate you from a Sarr.)

Scavengers should role-play their particular animal’s characteristics to whatever extent they see fit, but animalistic traits should be at least evident in some way.

While some scavengers are closer to their animal half and do not understand the concept of possessions or the niceties of civilization as do the other races, others are truly civilized cultures with long histories. There is no commonality between different types of scavengers other than the fact that they appear to be humanoid animals. Some scavengers are very hardy survivors on the fringe of civilization and others are noble beings descended from generations of city dwellers.

There are a few traits that these animalistic humanoids share just from being animallike. All Scavengers can buy the skill Resist Poison. They also have superior senses of smell, and can use Scenting Abilities that allow them to detect an alchemical substance or disease on an item if they spend one minute inspecting the item. (This racial skill does not allow them to tell what kind of alchemical substance or disease is present.)

In addition the animal part of them makes it harder for them to learn to read as other humanoids and thus they must pay double cost for all Scholarly Skills, however this does not necessarily make them less intelligent than any other race, just less able to read.

THROWING/TOSSING ITEMS: You cannot throw any weapon, shield, etc., that is not NERO approved for throwing. Basically, if a local safety marshal has approved the weapon to be thrown (thrown weapons, javelins, etc.), you can throw it, otherwise you cannot. In addition, you cannot use the “toss and grab” method on any item to avoid the effects of a spell. If you toss an item and grab it before it lands on the ground, the item is still under your control, and is still considered in your possession.

For the purposes of spells that target the item itself (such as Shatter or Disarm), an item is still considered under a player’s control until it comes to a complete rest on the ground out of the player’s grasp.

USAGE OF POTIONS / SCROLLS / MAGIC ITEMS:

· **Potions** - You **MUST** spend at least three seconds role-playing the drinking motion with the potion’s phys rep in your hand. The phys rep must be big enough to hold 1/4 ounce of liquid.

· **Scrolls** - You must have the scroll out where you can read it, and touch a spell packet to it. You also must actually read the scroll. So, if its pitch black and you don’t have a light, no using scrolls.

· **Magic Items** - Magic items must be readily available to be used. They cannot be stashed away in a backpack. For purpose of rules, “readily available” means you can produce the tag(s) and the phys rep for the magic item within ten seconds if asked by a marshal.

VENGEANCE FORMAL MAGIC: Vengeance is only activated by an actual killing blow, not by anything like or similar to a killing blow.

WARD AND WIZARD’S LOCK: The casting time for a Ward spell is not instant. The caster must hold the key in the lock for the full five minutes it takes to cast the spell.

As stated in the core rules, a Ward and a Wizard’s Lock cannot occupy the same exact area, but they can be within one another so long as they use separate portals.

As with any spell, a Ward or Wizard’s Lock is lost from memory when you begin the incant with a packet in hand. The spell’s effect will not take place until the full casting time is met, which for a Ward is five minutes after the incant has been completed.

NEW CHARACTER STARTING BUILD: All new characters will begin at 65 XP (30 Build Points). Any character who did not get the benefit of an advanced starting build past 65 XP will be given 65 XP or the difference in XP to make them equal to a starting XP of 65.

DAMAGE CALL ADDITION: Spell Incantations and other spoken forms of Effects will be changed to include a number to indicate the magnitude of the effect, if it contains a damage or healing amount. The number is part of the incantation of the spell or effect. A packet may not be thrown before the entirety of the incant is spoken. This Includes any spell Effect that is associated with an unspoken number.

Example: “<Incantation><damage>”, “I call forth a flamebolt. 20”

