

# Nature Magic v3

Everything you need to know if you're not playing a Naturalist.

Nature Magic is the school of discipline that focuses on tapping the flows of our own plane - Tyrra - for the energy needed to fuel spell effects. It is its own school of magic separate and distinct from Earth and Celestial. Those who cast it are commonly known as Naturalists or Animists. Nature Magic focuses on augmentation of the caster's abilities with plant or animal traits - such as hurling spores or growing claws, as well as battling extraplanar forces such as Elementals and Fey.

On an IG level, self-altering spells - commonly referred to as Animism - is frowned upon at best and rallied against at worst by those who believe the magical alterations to the body to reflect more animalistic traits causes a similar change in the mind, generating gradually more feral and violent thoughts.

As a blanket rule, Nature Magic cannot grant any beneficial effects to golems or extraplanar creatures. This includes PCs with active elemental or fey based transforms, as well as any other effects (as deemed by plot) that would cause them to be classified as non-Tyrran.

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## **Modifications to other skills as a result of introducing the Nature Magic playtest:**

An OOG question of 'Visible Effects?' will now include 'cocooned', 'active claws', and 'petrified' as a response option. Detect Magic will now reveal 'Nature' as a school, if applicable.

For the purposes of Healing Arts, someone under the effects of Pestilence should respond to 'Are you Drained?' with 'Yes'.

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## **There are three damage types introduced with Nature Magic, as follows:**

--Tyrran

Usually delivered as 'elemental tyrran', although also available as a carrier for weapon blows. If a natively Tyrran creature is struck with Tyrran, they take no damage from it, but a magic armor, elemental shield, or shield magic will be blown as normal. Extraplanar creatures, however, take considerable damage from it.

--Acid

Usually delivered as 'physical acid', although also available as a carrier for weapon blows. This damage is not corrosive in nature, and contributes no novel mechanics to the game other than providing the Naturalist with a unique damage type.

--Damage Poison

Usually delivered as 'damage poison'. Functions as the Alchemical 'Cause X Damage' poisons found on page 117 of the rulebook. Damage Poison goes straight to body, bypassing Armor. This damage is not Necromantic in nature. Rather, it reflects the abilities of plants and other creatures to hurl poisonous spores.

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## Battle Magic Spells Unique to Nature Magic

Below is a synopsis of the battle magic spells available to Naturalists that might be cast at you, by friend or foe, that aren't shared by the other schools.

### **Darkness** - 1st level - Instant

This spell will extinguish one in-game light possessed by the struck target, or a single light it is touch cast upon.

### **Mend** - 1st level - Instant

By casting this spell on a character that is Unconscious or Dying, the caster can immediately bring the target's body point total up to one. This healing is not Earth in nature and can be used to heal creatures that have a normal or reverse metabolism.

### **Refresh** - 3rd level - Instant

This spell instantly refits dexterity armor or natural armor to it's full value. This spell does not work on physical or arcane armor.

### **Nausea** - 4th level - 5 Minutes

This spell causes the victim to become extremely nauseated. This can be removed by a Dispel Magic, Purify Blood, or Remove Nausea. Because 'poison' is not in the incant, Poison Shield and Resist Poison will not protect from this effect.

### **Tyrran Aura** - 5th level - Instant

This spell will allow the recipient to use the damage type Tyrran against one opponent in the manner of a critical attack. It will not confer any additional damage.

### **Shroud** - 6th level - 5 Minutes

When cast upon a Dead target, this spell will pause the five minute Death Count for it's duration. Characters under the effect of a shroud are immune to all game effects other than Life and Dispel Magic spells, but can be moved. If the Shroud is dispelled or its duration runs out the Death Count will resume where it left off. A Character under the effects of Shroud who is successfully targeted by a Life spell will take the effect of the life and the Shroud will immediately end. An active Shroud is a visible effect, and if asked, the player should respond with 'visibly Cocooned'. A Dispel Magic will remove a Shroud before the duration is complete.

### **Pestilence** - 7th level - 5 Minutes

This spell induces a Drain effect on the target. This effect can be removed with a Dispel Magic, Remove Drain, or Life spell.

### **Cocoon** - 8th level - 10 Minutes

This acts as a Shroud, with two differences. The duration is ten minutes instead of five, and a successfully received Life spell will begin a one-minute count which will, if the cocoon is not dispelled, end the effect and restore the character to full body upon it's conclusion.

### **Rejuvenate** - 9th level - Instant

Once the spell is successfully cast, the target will begin to regenerate as per the rules of the special ability Regeneration. This spell affects targets regardless of their metabolism.

### **Petrify** - 9th level - 10 Minutes

This spell encases the target in stone. The target will remain trapped for the period of 10 minutes, at the end of which the stone will collapse with the same effect of the target having received a successful Killing Blow. A Dispel Magic will remove the effect and prevent the killing blow effect. The caster of a Petrify can killing blow through it, similar to an Imprison. As an individual is not delivering the killing blow, this does not trigger a Vengeance.

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## **Cantrip and Formal Magic Effects Unique to Nature Magic**

Nature Cantrips produce no novel effects that aren't established as one of the three introduced damage types, or selfreflective upon the caster, so there is nothing unique to Nature Cantrips that characters other than Naturalists would need to familiarize themselves with. Nature Formal Magic presents a very similar case, with the following being the few effects that non-nature casters will likely interact with or be affected by outside of a setting that allows for in-game introduction of the concept and mechanics. Consider this fairly available in-game knowledge on the capacities of Nature Magic, whether through study or tall-tale.

### **Spirit Totem**

Know that there is a formal effect called Spirit Totem, that when cast upon a character, allows them to communicate with a specific animal type. You may encounter individuals who can speak to birds or horses, or convince spiders and beetles to accept them as one of their own.

### **Race Reaver**

There is a focused damage-aura effect that allows a weapon to deal an increased amount of harm to one specific race or creature type. If you hear the call of 'Race Reaver vs X', know that this is an OOG statement. If it doesn't apply to you, ignore it - but if you are the target race, you should respond as if feeling a hostile and malevolent energy emanating from the weapon and targeted at you. This persists until the weapon is removed from your line of sight and resumes if it re-enters.

### **Spirit Vessel**

In the world, there are artifact-level magic items that house the spirit of an individual who sought refuge within their vessel rather than being drawn to a graveyard. They are most often carried by naturalists with the intent of being their 'contributing gift' to the world upon their permanent death. At plot discretion, they will sometimes act as skill store or other unique magic items.

### **Spell Parry**

Nature Formal Magic has the ability to enchant a weapon so that someone skilled in the parrying of physical blows will be able to use their weapon to deflect a spell, rather than a weapon strike. The verbal for this is 'Spell Parry' as opposed to 'Parry'.

### **Awakening**

As Earth Formals can raise the Undead into service, and Celestial magic can animate creatures known as Golems, Nature magic allows the Tyrran ritualist to magically Awaken the spirit of different kinds of plants to create Tyrran creatures such as Dryads and Treants.

### **Spiritual Cleansing**

At the highest echelon of Nature Formal Magic, is Spiritual Cleansing. This formal is known to give you a 'clean slate' - not only does it destroy magical effects upon the target's spirit without regards to the school, it also removes curses such as fey curses, hex curses, and curses of transformation. This is an incredibly powerful and expensive magic that 'Makes the body and spirit as if anew', and acts as the Naturalist's greatest tool in regards to setting things back to their natural state.