



CLASSIC

CANTRIPS RULEBOOK

FIRST EDITION

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CHAPTER ONE:

OVERVIEW

The rules contained this book comprise the NERO World Formal Cantrips System. All NERO World chapters and games agree to accept the Formal Cantrips Rules in this book and are not allowed to change, alter, omit, or invalidate anything within these pages.

These rules are not perfect and neither are we. From time to time there will be updates needed to the rules, changes to correct a loophole, or a fix to prevent an exploit. These will come in the form of official documents posted on the NERO World website (www.nero.world) and will have a date and a version number. These documents take precedence over this book and other documents as the official rule. When those documents get a full review and update, then changes will be folded into the core material to bring it fully up to date. If you discover an error, a loophole, or an exploit, you should report it right away so it can be corrected. Using a known error or exploit to your advantage is no better than cheating. Help us to keep the game fair for all participants.

Overview

Cantrips are a kind of *Formal Magic* which are performed without Formal Magic Scrolls or *Platform Circles*. Casting Cantrips requires the character to have at least one level of Celestial Formal Magic or Earth Formal Magic skill. The character may cast one Cantrip of the appropriate school for every corresponding Formal Magic skill level they possess. Skill levels from different schools may not be combined together; each is completely separate.

The character must have a *Cantrip Tome* containing the Cantrip they will cast in their possession at all times, which may contain up to ten Cantrips within it. The Cantrip Tome is an in-game tagged object and its phys-rep must be at least 6" x 4" in order to be valid. A Cantrip Tome is created by *Enchant Cantrip Tome* (which is itself a Cantrip).

If the character loses possession of their Cantrip Tome(s) at any time, all active Cantrips on the character immediately expire, and they may not cast any Cantrips until they obtain another Cantrip Tome. Only one character may use a Cantrip Tome at a time and requires sole possession of the Tome to use it. Giving another character your Cantrip Tome constitutes "loss of possession", causing all active Cantrips on your character immediately expire.

For every level of Formal Magic skill the character has, they also have an equal number of *Cantrip Levels* to be expended for the casting of Cantrip spells. Cantrip levels reset during a *Standard Reset* only, not during a *Limited Reset* (if the chapter is using the optional rule).

Casting requires the character to have a Cantrip Tome

containing the spells they wish to cast, expends one Cantrip level, breaks or tears the Formal Magic Components casting cost as designated by the Cantrip, states the verbal incant for the Cantrip, and delivers the spell. In addition to the rules outlined here, all normal rules for casting spells and *Disruption* apply to casting Cantrips (see *Casting Spells* on page 39 of the *NERO World Classic Rulebook*).

Cantrip spells are never memorized and are always Cast-on-the-Fly, chosen at the time of casting by the character. The casting cost of each Cantrip is detailed in its spell description. Some cantrips have a 0 casting cost, which means only the Cantrip Levels of the caster are expended when casting a Cantrip of that cost. Most cantrips cost one Formal Magic component, while others might cost 2 Formal Magic components, but the character only expends one Cantrip Level for each Cantrip cast. Using a Strength 2 Formal Magic component (For Example: a Creation 2 (C2)) will allow the caster to fuel two consecutive Cantrip castings so long as they are cast one after the other and no longer than five-seconds passes between the end of the casting of the first Cantrip and the beginning of the casting of the second Cantrip; the same applies for Strength 4, all four castings must follow these same casting requirements.

Formal Magic components must be expended before the cantrip incant is started. Formal Magic components used to pay the casting cost may not be Strength/Resist (S/R) components. The components must be valid (not expired) and are to be turned over to a Marshal after use (usually after the completion of a module).

Cantrips may not be *Extended* in any way, may not be stored in an item, and may not be *Spell Stored*.

If the character dies (requires a *Life* spell) all Cantrips immediately expire on the character (just like regular spells), even if they receive a Life spell, the active effects are still lost. In the case of the Cantrip Contingency Life, where the Trigger State is Death, the Cantrip triggers before the character needs a Life spell, therefore no loss of active effects occurs.

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Cantrip Types

Personal

The Cantrip may only target the caster themselves and may never target another character. The effects of the Cantrip spell may allow the delivery of specified effects to other characters.

Item

The Cantrip may only target an item; the item may not contain a Spirit. This does not count against the 5-effect limit on an item if other Formal Magic is present.

Spirit

The Cantrip may only target the Spirit of the recipient. The Cantrip must be touch-cast (see *Touch-Casting* on page 40 of the *NERO World Classic Rulebook*). This does not count against the 5-effect limit on a Spirit if other Formal Magic is present.

Broad

These Cantrips create a wide variety of effects which require the permission of the local Plot Team. Broad Cantrips affect large areas, large structures, war machines, or groups of soldiers. They are not often relevant or practical at game events. They may never be used to affect PCs or NPCs directly at a game event. They are meant to be used in conjunction with the Estate System. The effects of Broad Cantrips are left entirely to the local Plot Team's discretion.

Cantrip Durations

Hour: the Cantrip expires after one hour.

Day: the Cantrip expires at the next Standard Reset or the end of the game event (whichever is shorter).

Instant: the Cantrip effect is immediate and the effects may be lasting. The Cantrip description will provide all the details.

Concentration: the Cantrip requires the caster to actively maintain the effect. The character may not maintain more than one Concentration action at a time (such as refitting Armor or casting another spell or Cantrip which requires Concentration).

Year: the Cantrip lasts for one year from the date it was cast or until it is removed.

2 Year: the Cantrip lasts for two years from the date it was cast or until it is removed.

Invoked: The Cantrip grants the caster five charges of the specified effect. To use a charge, the caster must state the verbal incant "I Invoke <cantrip name> against you" so the opponent understands. The effect may only be used against an opponent once, but multiple opponents may be targeted at the same time, expending one charge each time. Invoking the effect requires the character to speak the in-game verbal incant, and the caster may not Invoke Cantrip effects if they are *Silenced*. Invoking is subject to Spell Disruption rules, just like normal spells (see *Spell Disruption* on page 39 of the *NERO World Classic Rulebook*).

Reversible Spells

Some Earth magic spells may be cast by characters in one of two forms, earth or chaos, these are called *Reversible Spells*. Earth spells deliver curative and healing effects, whereas chaos spells focus on curses and harmful effects (necromancy). Earth casters automatically know both effects and when they memorize one, they also memorize the other; they cannot be separated to memorize only one side. Casters decide at the time they cast a Reversible spell which of the two they will deliver, and must state the verbal incant correctly for the one chosen (see *Necromancy* below).

Necromancy

Not every person on Tyrra agrees that *Necromancy* is "evil", some cultures even prefer it, however it is illegal in most parts of the in-game world (see your local chapter in-game laws). Many people believe that Necromancy spells are "unnatural" because it derives its magical power from chaos, allowing for the creation of undead creatures, causing disease, and other harmful effects on the living, which goes against the "natural order" of the world. Other scholars argue that "chaos" is a natural opposite to "order" and that you cannot have one without the other, and thus is an extension of the nature flow of energy and cycle. Ultimately, you must decide how your character feels about it, but remember, laws are laws and you must abide the consequences of law-breaking regardless of your philosophical choice on Necromancy.

CHAPTER TWO: CANTRIPS

CANTRIP NAME			TYPE	DURATION	Table C-1	
	C	E			COST	
Armored to Magic	◆	◆	Personal	Day	0	
Bane / Boon of the Dead		◆	Offensive	Concentration	1	
Boltstorm	◆		Offensive	Concentration	1	
Carrier Immunity	◆	◆	Personal	Invoked	1	
Channeling	◆	◆	Personal	Day	1	
Contingency	◆	◆	Personal	Day	1	
Copy Formal Cantrip	◆	◆	Item	2 Years	1	
Devastating Charge	◆		Broad	Hour	2	
Element's Fury	◆		Offensive	Day	1	
Element's Way	◆		Personal	Invoked	1	
Eldritch Bless		◆	Personal	Day	0	
Eldritch Shield	◆		Personal	Day	0	
Enchant Cantrip Tome	◆	◆	Item	2 Years	2	
Enchant Engine	◆		Broad	Hour	2	
Ethereal Sword	◆		Personal	Hour	1	
Field Resurrection		◆	Spirit	Instant	2	
Forced March / Exhaustion		◆	Broad	Day	2	
Fortify Defense	◆		Broad	Day	2	
Fury's Strength	◆		Personal	Invoked	0	
Healing / Defiling Pool		◆	Personal	Day	1	
Healer's Grace		◆	Personal	Invoked	1	
Imbue	◆	◆	Spirit	Day	1	
Increase Harvest / Blight		◆	Broad	Instant	2	
Level Ground	◆		Broad	Instant	2	
Lore	◆		Item	Instant	1	
Mark	◆	◆	Item	Year	1	
Magic Deliverance	◆	◆	Personal	Day	0	
Morale/Rout		◆	Broad	Day	2	
Purify / Poison Well		◆	Broad	Instant	2	
Rendering	◆	◆	Item	Hour	1	
Replenish / Corrupt		◆	Broad	Instant	2	
Riders on the Wind / Foundering Mounts		◆	Broad	Day	2	
Spirit Mark	◆	◆	Spirit	Year	1	
Spirit Unmark		◆	Spirit	Instant	1	
Tyrra's Claw	◆	◆	Personal	Hour	1	
Unmark	◆	◆	Item	Instant	1	
Weaken Defense	◆		Broad	Instant	2	
Wizard's Sense	◆		Broad	Instant	2	

CHAPTER TWO: CANTRIPS

“I grant myself...”

Table C-2

“...Armor to <spell type>.”	Armored to Magic
“...a Boltstorm to throw...10 Elemental <Fire, Ice, Lightning, or Stone>... 10 Elemental <same element>...”	Boltstorm
“...carrier Immunity to <effect>.”	Carrier Immunity
“...the ability of Channeling.”	Channeling
“...a <spellname> spell Contingent upon my <trigger state>.”	Contingency
“...an Eldritch Bless.”	Eldritch Bless
“...the Way of Elements.”	Element’s Way
“...an Ethereal Sword.”	Ethereal Sword
“...Fury’s Strength.”	Fury’s Strength
“...the ability of Magic Deliverance.”	Magic Deliverance
“...Healer’s Grace.”	Healer’s Grace
“...the vision to see the Lore of what is before me.”	Lore
“...a Claw from Tyrra.”	Tyrra’s Claw

“By the Earth I...”

Table C-3

“...Bane the Dead... Magic Harm Undead 30... Magic Harm Undead 30...”	Bane of the Dead
“...I resurrect this spirit.”	Field Resurrection
“...Sustain these men.”	Forced March
“...Create a Healing Pool.”	Healing Pool
“...increase this harvest.”	Increase Harvest
“...Raise Morale.”	Morale
“...I purify this well.”	Purify Well
“...Replenish this land.”	Replenish

“By Chaos I...”

Table C-4

“...Blight this land.”	Blight
“...Boon the Dead ... Magic Help Undead 30... Magic Help Undead 30...”	Boon of the Dead
“...Corrupt this land.”	Corrupt
“...Create a Defiling Pool.”	Defiling Pool
“...Exhaust these men.”	Exhaustion
“...Founder these mounts.”	Foundering Mounts
“...Poison this well.”	Poison Well
“...Rout these men.”	Rout

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“I enchant...”

Table C-5

“...This book as a <school> Cantrip Tome.”	Enchant Cantrip Tome
“...You with a <spell name> spell Imbued from my knowledge.”	Imbue
“...This item to be rendered invulnerable to harm.”	Rendering
“...These eyes with a Wizard’s Sense.”	Wizard’s Sense

“I scribe...”

Table C-6

“...this Cantrip into my Tome.”	Copy Formal Cantrip
“...a Mark upon this <item>.”	Mark
“...a Spirit Mark upon this being.”	Spirit Mark

“I remove...”

Table C-7

“...this Spirit Mark.”	Spirit Unmark
“...this Mark.”	Unmark

“Bt the Stars may...”

Table C-8

“...these lances strike true.”	Devastating Charge
“...this engine strike true.”	Enchant Engine
“...these defenses be fortified.”	Fortify Defense
“...this ground be leveled.”	Level Ground
“...these defenses be weakened.”	Weaken Defense

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Cantrip Descriptions

Armored to Magic

Indessa's Dweomer Barrier

School: Celestial, Earth **Cost:** 0 Components

Type: Personal **Duration:** Day

Incant: "I grant myself Armor to <spell type>."

This protection spell bestows upon the caster an automatic *Spell Defense* which is triggered by the next appropriate effect which hits them, negating the attack or effect. When triggered, *Armored to Magic* is expended. This *Spell Defense* is used after any other automatic *Spell Defenses* such as *Magic Armor*, *Shield Magic*, *Elemental Shield*, and *Poison Shield* (see *Protection Hierarchy* on page 82 of the *NERO World Classic Rulebook*). The character may choose to use *Cloak*, *Bane*, or *Dodge* before the *Armored to Magic*, but may not use *Resist* or *Return*. The player must say the out-of-game verbal phrase "<Type> Shield" within three-seconds of being affected.

Armored to Magic is school specific with regard to which effects are permitted:

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

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

Touch-Cast spells may be "accepted" through this *Spell Defense* normally (see *Touch-Casting* on page 40 of the *NERO World Classic Rulebook*).

Bane of the Dead

Yolathurn's Dead Strike

School: Earth **Cost:** 1 Component

Type: Offensive **Duration:** Concentration

Incant: "By the Earth I Bane the Dead... Magic Harm Undead 30... Magic Harm Undead 30..."

When this spell is cast, the caster must plant both feet firmly and may not move them for the duration. The caster must maintain this spell through *Concentration* (this is a *Concentration* action, see page 55 of the *NERO World Classic Rulebook*), allowing the caster to continuously state the in-game verbal incant "Magic Harm Undead 30" before throwing a spell packet. Each packet thrown counts as an individual spell cast and is subject to *Spell Disruption*.

This spell immediately causes 30 Body Points of damage to an undead creature, bypassing all armor. This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). This cantrip is a reversible spell of *Boon of the Dead*.

Blight

Bin'Aven's Poisoned Ground

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: "By Chaos I blight this land."

This cantrip causes ten acres of land, centered on the caster, to become infected in some way or become infertile. This cantrip will remove the *Increase Harvest* cantrip on any land area in range. This cantrip is a reversible spell of *Increase Harvest*.

Boltstorm

Runewind's Elemental Bombardment

School: Celestial **Cost:** 1 Component

Type: Offensive **Duration:** Concentration

Incant: "I grant myself a Boltstorm to throw... <Fire, Ice, Lightning, or Stone>... 10 Elemental <Element>... 10 Elemental <Element>..."

When this spell is cast, the caster must plant both feet firmly and may not move them for the duration. The caster must maintain this spell through *Concentration* (this is a *Concentration* action, see page 55 of the *NERO World Classic Rulebook*), allowing the caster to continuously state the in-game verbal incant "10 Elemental <chosen Element>" before throwing a spell packet. Each packet thrown counts as an individual spell cast.

This spell creates an eldritch bolt of magical fire, ice, lightning, or stone which deals 10 points of damage to the target. The caster designates which one option to choose at the time of the casting by designating either fire, ice, lightning, or stone in the verbal spell incant. Once chosen, the element may not be changed.

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Boon of the Dead

Yolathurn's Dead Strength

School: Earth **Cost:** 1 Component
Type: Offensive **Duration:** Concentration
Incant: "By Chaos I Boon the Dead... Magic Help Undead 30... Magic Magic Undead 30..."

When this spell is cast, the caster must plant both feet firmly and may not move them for the duration. The caster must maintain this spell through Concentration (this is a *Concentration* action, see page 55 of the *NERO World Classic Rulebook*), allowing the caster to continuously state the in-game verbal incant "Magic Harm Undead 30" before throwing a spell packet. Each packet thrown counts as an individual spell cast and is subject to *Spell Disruption*.

This spell immediately restores up to 30 Body Points of damage to an undead creature, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). This cantrip is a reversible spell of *Bane the Dead*.

Carrier Immunity

Karvecki's Protection from Dweomered Claws

School: Celestial, Earth **Cost:** 1 Component
Type: Personal **Duration:** Invoked
Incant: "I grant myself Carrier Immunity to <effect>."

This protection bestows upon the caster a temporary Immunity to a specific effect type designated by the caster which may be invoked against a single chosen target. Carrier Immunity does not prevent the damage portion of the attack and will not protect against weapon damage types, spells, or *Spellstrikes*. The caster designates one option at the time of the casting by designating it in the verbal spell incant. Once chosen, the option may not be changed and may only have a single *Carrier Immunity* Cantrip active regardless of school (see *Stacked Effects* on page 40 of the *NERO World Classic Rulebook*). To specify a target, the character must state the verbal phrase "I invoke Carrier Immunity <option> against you." expending one use of the invoked cantrip. Additional targets may be designated, one at a time by expending additional Invoked uses of this Cantrip (up to a maximum of five targets). See *Damage Types* (and also *Effects*) on page 82 of the *NERO World Classic Rulebook* for more information about "Carrier Attacks".

Channeling

Erol's Mnemonic Spellstrike

School: Celestial, Earth **Cost:** 1 Component
Type: Personal **Duration:** Day
Incant: "I grant myself the ability of Channeling. <incant of first spell><incant of second spell>."

This Cantrip places any two spells from the memory of the caster into a delayed state which allows them to later deliver those spells by weapon as a *Spellstrike* at any time before the next *Standard Reset*. The total spell levels of both held spells must be equal to or less than the total levels of *Formal Magic* skill levels possessed by the caster and must be of the same school of magic at this Cantrip. The caster may only have a single *Channeling* Cantrip active regardless of school (see *Stacked Effects* on page 40 of the *NERO World Classic Rulebook*).

To use a held Channeled spell, the character must state "Spellstrike <spell name> <option>" and swing their weapon at an opponent. The effect is used whether the attack is successful or not. *Spell Defenses* (such as *Shield Magic* or *Reflect Magic*) may be used to defend against the *Spellstrike*, however *Magic Armor* and *Resist Physical* may not be used (the effect is a spell, not a weapon attack)

Contingency

Karvecki's Grant of Hope

School: Celestial, Earth **Cost:** 1 Component
Type: Personal **Duration:** Day
Incant: "I grant myself <spell name> spell Contingent upon my (being) <trigger condition>."

This Cantrip places any one spell from the memory of the caster into a delayed state which will automatically be triggered when the trigger condition is met, at any time before the next *Standard Reset*; nothing can prevent the spell being delivered once the trigger condition is met and is not subject by *Spell Disruption*. The Contingent spell must be of the same school of magic at this Cantrip. The caster may only have a single *Contingency* Cantrip active regardless of school (see *Stacked Effects* on page 40 of the *NERO World Classic Rulebook*).

Contingency is limited to one of the following conditions: *Bound (Pin/Bind/Web/Confine)*, *Charmed*, *Cursed*, *Death*, *Dying*, *Paralyzed*, *Poisoned*, *Imprisoned*, *Silenced*, *Sleeping*, or *Unconsciousness*.

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When the trigger condition is met, the player must state the out-of-game verbal phrase “Contingency <spell name><option or number>”.

Copy Formal Cantrip

Pasadelin’s Cantrip Duplication

School: Celestial, Earth **Cost:** 1 Component

Type: Item **Duration:** 2 Years

Incant: “*I scribe this Cantrip into my Tome.*”

This Cantrip places an exact copy of any one Cantrip from an existing Cantrip Tome into the target Cantrip Tome. Both Cantrip Tomes must be the same school as this Cantrip being cast and the target Tome must be able to receive the copied Cantrip (each Tome can hold up to ten Cantrips). The caster must be touching both Tomes during the casting of *Copy Cantrip*.

Corrupt

Bin’Aven’s Unnatural Growth

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: “*By Chaos I corrupt this land.*”

This cantrip causes an area land to become tainted by chaos in some way, causing unnatural twisting of the region. The affected area is ten square feet per level of Earth Formal Magic possessed by the caster and is centered on the caster. This cantrip will remove a *Replenish Land* cantrip on any land area in range. This cantrip is a reversible spell of *Replenish Land*.

Defiling Pool

Yolathurn’s Putrid Pool

School: Earth **Cost:** 1 Component

Type: Personal **Duration:** Day

Incant: “*By Chaos I create a Defiling Pool.*”

This cantrip creates within the caster a 150 point pool of Elemental Chaos. The pool may be expended by touch-cast (may not be thrown) as “10 Elemental Chaos” which will heal undead creatures (up to their maximum Body Points) and harm living characters (touch-casts may be refused as normal). Each touch-cast counts as an individual casting and is subject to *Spell Disruption* (the remaining pool is not lost). The caster may only have a single *Defiling Pool* Cantrip active (see *Stacked Effects* on page 40 of the *NERO World Classic Rulebook*), but it may be stacked with a *Healing Pool*. This cantrip is a reversible spell of *Healing Pool*.

Devastating Charge

Gintain’s Thunderous Charge

School: Celestial **Cost:** 2 Components

Type: Broad **Duration:** Hour

Incant: “*By the Stars may these lances strike true*”

This cantrip temporarily grants a Damage Aura-like effect to up to two NPC creatures for every level of Celestial Formal Magic possessed by the caster. The bonus is +1 for every two levels of Celestial Formal Magic possessed by the caster (maximum of +5). The caster must touch each creature to be affected immediately following the casting of the cantrip. This cantrip cannot target player characters in any way.

Element’s Fury

Karvecki’s Planar Conduit

School: Celestial **Cost:** 1 Component

Type: Personal **Duration:** Day

Incant: “*I grant myself <Element>’s Fury.*”

This cantrip creates within the caster a 150 point pool of Elemental energy. The caster decides which one option to choose at the time of the casting by designating either *fire*, *ice*, *lightning*, or *stone* in the verbal incant. The pool may be expended by throwing attacks as “10 Elemental <chosen element>”. Each attack counts as an individual casting and is subject to *Spell Disruption* (the remaining pool is not lost).

Element’s Way

Tuscon’s Elemental Aura

School: Celestial **Cost:** 1 Component

Type: Personal **Duration:** Invoked

Incant: “*I grant myself the way of <Element>.*”

This cantrip allows the caster to change their weapon damage type to a specified Element (Fire, Ice, Lightning, or Stone) against a single opponent when the cantrip is Invoked. The Element type may be changed to a different option each time the cantrip is Invoked, causing the previous option to end and be replaced. This cantrip may be used with melee weapons and ranged weapons.

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Eldritch Bless

Var's Superior Protection

School: Earth **Cost:** 0 Components
Type: Personal **Duration:** Day
Incant: "I grant myself the power of an Eldritch Bless 10"

This protection cantrip grants the caster ten temporary Body Points. The additional Body Points are applied beyond the normal Body Points of the recipient, and are expended before normal Body Points when damage is taken. This cantrip does not restore lost Body Points. An *Eldritch Bless* does not protect the recipient from *Spell Disruption*.

Eldritch Shield

PanTarsa's Superior Protective Field

School: Celestial **Cost:** 0 Components
Type: Personal **Duration:** Day
Incant: "I grant myself an Eldritch Shield 10"

This protection cantrip grants the caster ten temporary Armor Points. The additional Armor Points are applied beyond the normal *Wear Points* of the recipient, and are expended before normal Armor Points when damage is taken. This spell does not restore lost Armor Points. An *Eldritch Shield* spell will protect the recipient from *Spell Disruption* if the damage dealt does not exceed the current Armor Points the recipient has.

Enchant Cantrip Tome

Tamir's Enchanted Tome

School: Celestial **Cost:** 0 Components
Type: Personal **Duration:** 2 Years
Incant: "I Enchant this book as a(n) <school> Cantrip Tome."

This cantrip enchants a normal book transforming it into a Cantrip Tome of the same school of magic as this cantrip. It can hold a maximum of ten cantrips and must be at least six inches by four inches in size (but may be larger if desired). The caster must be touching the target book when this cantrip is cast, after which cantrips may be copied into the tome by way of *Copy Cantrip*.

The Tome is destroyed by anything which would destroy a normal book and can be *Shattered* or *Destroyed*. If the Tome item is *Strengthened* it will *Resist* the a Shatter or Destroy effect (see the *Smithing Special Ability: Strengthen an Item* on page 33 of the *NERO World Classic Rule-*

book) and may be targeted by the *Rendering* Cantrip. Formal Magic may not be cast on the Cantrip Tome or it is destroyed.

Enchant Engine

Gintain's Mighty Siege Engine

School: Celestial **Cost:** 2 Components
Type: Broad **Duration:** Hour
Incant: "By the Stars may this engine strike true."

This cantrip temporarily grants a Damage Aura-like effect to one siege engine. The bonus is +1 for every two levels of Celestial Formal Magic possessed by the caster. The caster must touch the siege engine during the entire casting of this cantrip. This effect may never target a melee weapon, ranged weapon, or any weapon usable in combat. This cantrip cannot target a siege engine during a game event in any way.

Ethereal Sword

Tuscon's Blade

School: Celestial **Cost:** 1 Component
Type: Personal **Duration:** Hour
Incant: "I grant myself an Ethereal Sword."

This cantrip creates one *Ethereal Sword* which may be used by the caster for one hour. The *Ethereal Sword* is a special type of *Body Weaponry* which deals a base damage of 5 Normal and requires no special skill to use (may still be used if they are unable to use game skills). If the caster has abilities or skills which increase melee weapon damage, they may not be used to increase the damage of the *Ethereal Sword*. The *Ethereal Sword* may not be affected by *Sharpening* or be *Silvered* (see the *Smithing* special ability) and may not be enchanted by Formal Magic or Cantrips. The character may use *Blade Effects* spells (*Endow*, *Delayed Endow*, *Elemental Blade*, *Enchanted Blade*, and *Silver Aura*) in conjunction with *Ethereal Sword*. Like all *Body Weaponry*, the *Ethereal Sword* cannot be *Fumbled*, *Shattered*, or *Destroyed* (see page 83 of the *NERO World Classic Rulebook*).

The *Ethereal Sword* may be up to the size of a Long Sword and may be summoned into either hand, used in either hand, switched between hands, and may be sheathed or stowed when not in use for the one-hour duration. The *Ethereal Sword* must always be touching the caster, in a similar way as *Spirit Linked* weapon (see *Spirit Link* on page 43 of the *NERO World Classic Rulebook*).

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The caster may have a total of two Ethereal Sword cantrips, or two Tyrra's Claw cantrips, or one of each, but may only have two of either cantrips in effect at any time; the second weapon may be no longer than a Short Sword. The Ethereal Sword phys-rep used must be a red in color and must have a cross-guard in order to be valid. The caster may end the Ethereal Sword cantrip effect anytime within the one hour duration.

Exhaustion

Olvenca's Damning Fatigue

School: Earth

Cost: 2 Components

Type: Broad

Duration: Day

Incant: "By Chaos I exhaust these men."

This cantrip causes a group of NPC creatures to be slowed to move at half the normal walking pace for the duration of the cantrip. The number of targets affected is five for every level of Earth Formal Magic possessed by the caster. All targets must be within the radius of the effect is 10 feet for every level of Earth Formal Magic, centered on the caster, when the cantrip is cast. This cantrip will remove the *Forced March* cantrip on any creatures in range. This cantrip cannot target player characters in any way. This cantrip is a reversible spell of *Forced March*.

Field Resurrection

Benevolence's Instantaneous Resurrection

School: Earth

Cost: 2 Components

Type: Spirit

Duration: Instant

Incant: "By the earth I resurrect this spirit."

Prior to the casting of this cantrip, the caster must draw or place a *Platform Circle* (per the specifications for casting Formal Magic). The caster must spend one-minute attuning the circle to be used as a *Field Resurrection* point and must stand in the center while holding out their arms, with the palms of their hands outstretched towards the edges of the circle. The caster then casts the Field Resurrection cantrip on the phys-rep and places a personalized "R" in the center of the circle to denote it as a Resurrection point. The "R" marking is out-of-game. Once completed, the circle gains a temporary *Special Circle Power: Resurrection* as if it were an *Extended Earth Circle of Power* (see page 44 of the *NERO World Classic Rulebook*). This Platform Circle may not be used to cast Formal Magic and may not be within a *Circle of Power* or *Ward* (see page 58 of the *NERO World Classic Rulebook*). No other characters may be *Invested* in the circle and only the caster may

use it. Once prepared, any character who dissipates on the battlefield, will be aware that this circle is suitable as a Resurrection point. If the caster is within the circle, they may follow all the normal rules for *Resurrecting a Spirit* (see *Spirits & Resurrections* on page 15 of the *NERO World Classic Rulebook* for information of how Resurrections work).

To begin a Resurrection, caster must first have a set of Resurrection Stones, which must be approved by a Marshal. The caster must then cast this cantrip, saying the verbal incant, then state "Begin Resurrection" and touch the target spirit with a spell packet. If the spirit refuses, the cantrip fails and the components are still lost, and the cantrip level expended (and may not be redirected to another spirit). Once the resurrection begins, the body of the character reforms immediately and they are unconscious for one-minute. When the character forms, they will have their full Body Points restored but none of their Skills or Abilities Renewed (this requires an *Extended Earth Circle of Power*). For the resurrection to complete, a Marshal must validate the resurrection.

Foundering Mounts

Sydello's Equine Eliminator

School: Earth

Cost: 2 Components

Type: Broad

Duration: Day

Incant: "By Chaos I founder these mounts."

This cantrip causes one horse to be slowed to move at half the normal walking pace for the duration of the cantrip. The number of horses affected is one for every level of Earth Formal Magic possessed by the caster. All horses must be within the radius of the effect is 10 feet for every level of Earth Formal Magic, centered on the caster, when the cantrip is cast. This cantrip will remove the *Riders on the Wind* cantrip on any horses in range. This cantrip is a reversible spell of *Riders on the Wind*.

Forced March

Olvenca's Light Feet

School: Earth

Cost: 2 Components

Type: Broad

Duration: Day

Incant: "By the Earth I sustain these men."

This cantrip causes a group of NPC creatures to move at double the normal walking pace for the duration of the cantrip. The number of targets affected is five for every level of Earth Formal Magic possessed by the caster. All

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targets must be within the radius of the effect is 10 feet for every level of Earth Formal Magic, centered on the caster, when the cantrip is cast. This cantrip cannot target player characters in any way. This cantrip is a reversible spell of *Exhaustion*.

Fortify Defense

Anvicia's Fortress

School: Celestial **Cost:** 2 Components

Type: Broad **Duration:** Day

Incant: "By the Stars may these defenses be fortified."

This cantrip targets one defensive structure with a size of ten cubic feet for each level of Celestial Formal Magic possessed by the caster, or less. The defense rating of the structure is increased by one category. Multiple casters may join together to increase the affected area of the structure and all casters must be touching the structure when the cantrip is cast. This cantrip will remove the *Weaken Defense* cantrip on any one defensive structure within range.

Fury's Strength

Kodos' Strength of the Bear

School: Celestial **Cost:** 0 Components

Type: Personal **Duration:** Invoked

Incant: "I grant myself Fury's Strength."

This cantrip grants the caster *Superhuman Strength* +2 (+1 in each hand) against a single opponent when invoked (see *Superhuman Strength* on page 84 of the *NERO World Classic Rulebook* for how this ability works). The caster may also Invoke the cantrip to Rip from a *Pin* or *Bind* effect (see the Racial Ability *Rip from Binding* on page 24 of the *NERO World Classic Rulebook*).

Healing Pool

Yolathurn's Pool of Purity

School: Earth **Cost:** 1 Component

Type: Personal **Duration:** Day

Incant: "By the Earth I create a Healing Pool."

This cantrip creates within the caster a 150 point pool of Elemental Healing. The pool may be expended by touch-cast (may not be thrown) as "10 Elemental Healing" which will heal living characters (up to their maximum Body Points) and harm undead creatures (touch-casts may be refused as normal). Each touch-cast counts as an individual casting and is subject to *Spell Disruption* (the remain-

ing pool is not lost). The caster may only have a single *Healing Pool* Cantrip active (see *Stacked Effects* on page 40 of the *NERO World Classic Rulebook*), but it may be stacked with a *Defiling Pool*. This cantrip is a reversible spell of *Defiling Pool*.

Healer's Grace

Johovan's Grace

School: Earth **Cost:** 1 Component

Type: Personal **Duration:** Invoked

Incant: "I grant myself Healer's Grace."

This cantrip allows the caster to change their weapon damage type to *Healing* against a single opponent when the cantrip is Invoked. The Healing type deals double-damage to undead creatures and zero damage to living characters (but will still trigger *Spell Defenses* such as a *Magic Armor*). Healer's Grace will not restore Body Points to any target. This cantrip may be used with melee weapons only and may not be used with ranged weapons.

Imbue

Yolathurn's Transfer of Spell Ability

School: Celestial, Earth **Cost:** 1 Component

Type: Spirit **Duration:** Day

Incant: "I enchant you with a <spell name> spell Imbued from my knowledge."

This cantrip transfers one spell from the memory of the caster to another character by touch-cast, which they may then cast by full spell incant and following all normal rules for casting spells, until the next Standard Reset, after which it is used up and the Imbue effect ends. A recipient may never be Imbued with more than one spell at any time (see *Stacked Effects* on page 40 of the *NERO World Classic Rulebook*).

Increase Harvest

Bin'Aven's Plentiful Earth

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: "By the Earth I increase this harvest."

This cantrip causes ten acres of land, centered on the caster, to be increased in some way or to grow rapidly. This cantrip will remove *Blight* cantrip on any land area in range. This cantrip is a reversible spell of *Blight*.

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Level Ground

Holace's Smooth Path

School: Celestial **Cost:** 2 Components

Type: Broad **Duration:** Day

Incant: "By the Stars may this ground be leveled."

This cantrip causes an undeveloped area land to become level, stable, and suitable for use. The affected area is ten square feet per level of Celestial Formal Magic possessed by the caster and is centered on the caster. This cantrip cannot be used in areas already developed.

Lore

Indessa's Sight of Attributes

School: Celestial **Cost:** 1 Component

Type: Item **Duration:** Instant

Incant: "I grant myself the vision to see the Lore of what is before me."

This cantrip allows the caster to perform an *Identify* on two objects in their possession, as if they were in an *Extended Celestial Circle* (see Special Circle Power: Identify on page 45 of the NERO World Classic Rulebook). This cantrip cannot be used on any target with a *Spirit*.

Mark

Madaline's Magical Imprint

School: Celestial, Earth **Cost:** 1 Component

Type: Item **Duration:** Year

Incant: "I scribe a Mark upon this <item>."

This cantrip places a magical Mark upon an item in their possession. The caster chooses the design of the Mark, which may be up to four inches square in size and up to two colors. The Mark may not damage the out-of-game property of another player. This cantrip is removed by the *Unmark* cantrip or by the Formal Magic *Destroy Magic* of the same school as this cantrip, or if the item is completely destroyed by some means. This cantrip does not take up a Formal Magic effect slot on the target item (and does not count against the 5-effect limit). A target may only have one *Mark* cantrip active.

Magic Deliverance

Erol's Innate Aura

School: Celestial, Earth **Cost:** 0 Components

Type: Personal **Duration:** Day

Incant: "I grant myself the ability of Magic Deliverance."

This cantrip allows the caster to deliver one spell from their memory as a *Magical Ability* instead of by full spell incant. The spell to be cast is chosen at the time it is used (Cast-on-the-Fly), must be the same school of magic as this cantrip, and must be less than the total Formal Magic levels (again, of the same school) possessed by the caster. The use of the *Magical Ability* is delivered by the character speaking the verbal phrase "Magic <spell name or effect> <option or number>", even if the character is bound (such as in a *Bind* or *Web*), but the character must be able to speak (cannot be used when *Silenced*). All other standard rules for casting spells must be followed (see *Magical Ability* on page 22 of the NERO World Classic Rulebook).

Morale

Lucin's Enhanced Morale/

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Day

Incant: "By the Earth I raise morale."

This cantrip causes the Morale of a group of NPC creatures to be improved by one category for the duration of the cantrip. The number of targets affected is ten for every level of Earth Formal Magic possessed by the caster. All targets must be within the radius of the effect is 10 feet for every level of Earth Formal Magic, centered on the caster, when the cantrip is cast. This cantrip will remove *Rout* cantrip on any creatures in range. This cantrip cannot target player characters in any way. This cantrip is a reversible spell of *Rout*.

Poison Well

Lucin's Purity/Lucin's Taint

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: "By Chaos I poison this well."

This cantrip causes one spring, brook, stream, or Well (or similar water storage method such as a Cistern), touched by the caster, to cause unnatural sickness. Anyone who drinks the water will be affected by *Disease*. This cantrip is a reversible spell of *Purify Well*.

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Purify Well

Lucin's Purity/Lucin's Taint

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: "By the Earth I purify this well."

This cantrip causes one spring, brook, stream, or Well (or similar water storage method such as a Cistern), touched by the caster, to be cleansed of *Disease*, *Poisons*, *Taints*, or other impurities. This cantrip will also remove a *Poison Well* cantrip. This cantrip is a reversible spell of *Poison Well*.

Rendering

Tamir's Temporary Indestructibility

School: Celestial, Earth **Cost:** 1 Component

Type: Broad **Duration:** Hour

Incant: "I enchant this <item> to be Rendered invulnerable to harm."

This cantrip will temporarily enchant a single item touched by the caster to be *Rendered Indestructible* for one hour. The item is immune to *Shatter* and *Destroy* effects.

Replenish

Bin'Aven's Natural Enhancement

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: "By the Earth I Replenish this land."

This cantrip causes an area land to return to a natural state. The affected area is ten square feet per level of Earth Formal Magic possessed by the caster and is centered on the caster. This cantrip will remove a *Corrupt* cantrip on any land area in range. This cantrip is a reversible spell of *Corrupt*.

Riders on the Wind

Sydello's Equine Enhancement

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Day

Incant: "I call upon the Earth to make these horses fleet."

This cantrip causes one horse to move at a full gallop and sustain that pace without tiring for the duration of the cantrip. The number of horses affected is one for every level of Earth Formal Magic possessed by the caster. All horses must be within the radius of the effect is 10 feet for every level of Earth Formal Magic, centered on the caster,

when the cantrip is cast. This cantrip will remove the *Foundering Mounts* cantrip on any horses in range. This cantrip is a reversible spell of *Foundering Mounts*.

Rout

Lucin's Devastation of Hope

School: Earth **Cost:** 2 Components

Type: Broad **Duration:** Day

Incant: "Chaos I rout these men."

This cantrip causes the *Morale* of a group of NPC creatures to be reduced by one category for the duration of the cantrip. The number of targets affected is ten for every level of Earth Formal Magic possessed by the caster. All targets must be within the radius of the effect is 10 feet for every level of Earth Formal Magic, centered on the caster, when the cantrip is cast. This cantrip will remove *Morale* cantrip on any creatures in range. This cantrip cannot target player characters in any way. This cantrip is a reversible spell of *Morale*.

Spirit Mark

Madaline's Magical Spirit Imprint

School: Celestial, Earth **Cost:** 1 Component

Type: Spirit **Duration:** Year

Incant: "I scribe a Spirit Mark upon this being."

This cantrip places a magical Spirit Mark upon the spirit of one character touched by the caster. The caster chooses the design of the Spirit Mark, which may be up to four inches square in size and up to two colors. The Spirit Mark will be visible on the body location where it is placed, and will be visible even if covered by clothing or armor. The Spirit Mark will persist even if the character *Resurrects*.

The player receiving the Spirit Mark may ask for a different mark if they think it is too embarrassing, derogatory, or difficult out-of-game, however must eventually accept the Spirit Mark effect. The recipient is responsible for applying the mark after the initial placement.

This cantrip is removed by the *Spirit Unmark* cantrip or by the Formal Magic *Destroy Magic* of the same school as this cantrip. This cantrip does not take up a Formal Magic effect slot on the target spirit (and does not count against the 5-effect limit). A target may only have one *Spirit Mark* cantrip active.

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Spirit Unmark

Madaline's Spirit Imprint Eraser

School: Celestial, Earth **Cost:** 1 Component

Type: Spirit **Duration:** Instant

Incant: "I remove this Spirit Mark."

This cantrip removes one Spirit Mark (including Formal Magic Spirit Mark) of the same school of magic from the spirit of the touched target.

Tyrra's Claw

Angat's Rake

School: Earth **Cost:** 1 Component

Type: Personal **Duration:** Hour

Incant: "I grant myself a Claw from Tyrra."

This cantrip causes the caster to grow one *Claw* which may be used by the caster for one hour. The Tyrra's Claw is a special type of *Body Weaponry* which deals a base damage of 5 Normal and requires no special skill to use (may still be used while skillless). If the player accidentally drops their claw phys-rep or it is knocked away, they must retrieve it before they may use it again (consider it retracted until retrieved).

If the caster has abilities or skills which increase melee weapon damage, they may not be used to increase the damage of the Tyrra's Claw. The Tyrra's Claw may not be affected by *Sharpening* or be *Silvered* (see the *Smithing* special ability) or enchanted by Formal Magic or Cantrips. The character may use Blade Effects spells (*Endow*, *Delayed Endow*, *Elemental Blade*, *Enchanted Blade*, and *Silver Aura*) in conjunction with Tyrra's Claw. Like all *Body Weaponry*, the Tyrra's Claw cannot be *Fumbled*, *Shattered*, or *Destroyed* (see *Body Weaponry* on page 83 of the *NERO World Classic Rulebook*).

The Tyrra's Claw may be up to the size of a Long Sword and may be summoned into either hand, used in either hand, switched between hands, and may be sheathed or stowed when not in use for the one-hour duration. The Tyrra's Claw must always be touching the caster, in a similar way as *Spirit Linked* weapon (see *Spirit Link* on page 43 of the *NERO World Classic Rulebook*).

The caster may have a total of two Tyrra's Claw cantrips, or two Ethereal Sword cantrips, or one of each, but may only have two of either cantrips in effect at any time; the second weapon may be no longer than a Short Sword.

The Tyrra's Claw phys-rep used must be a red in color and must not have a cross-guard in order to be valid. The caster may end the Tyrra's Claw cantrip effect anytime within the one hour duration.

Unmark

Madaline's Imprint Eraser

School: Celestial, Earth **Cost:** 1 Component

Type: Spirit **Duration:** Instant

Incant: "I remove this Mark."

This cantrip removes one Spirit Mark (including Formal Magic Spirit Mark) of the same school of magic from the spirit of the touched target.

Weaken Defense

Anvicia's Undoing

School: Celestial **Cost:** 2 Components

Type: Broad **Duration:** Day

Incant: "By the Stars may these defenses be weakened."

This cantrip targets one defensive structure with a size of ten cubic feet for each level of Celestial Formal Magic possessed by the caster, or less. The defense rating of the structure is reduced by one category. Multiple casters may join together to increase the affected area of the structure and all casters must be touching the structure when the cantrip is cast. This cantrip will remove the *Fortify Defense* cantrip on any one defensive structure within range.

Wizard's Sense

Buronto's Vision

School: Celestial **Cost:** 2 Components

Type: Broad **Duration:** Instant

Incant: "I grant these eyes a Wizard's Sense."

This cantrip temporarily bestows superhuman senses to one NPC creature touched by the caster. The number of targets affected is ten for every level of Celestial Formal Magic possessed by the caster. This cantrip cannot target player characters in any way.

REVISION NOTES

While performing this update, I have tried to keep track of any changes made, but it's likely I missed a few, despite my best efforts. I have numbered the changes to allow for discussion and easy reference.

1. All existing errata additions, corrections, clarifications have been rolled into these rules throughout without further note. These should be already well-known.
2. Broad Cantrips – These are meant for an Estate system use, offboard and between events. Their use by players at events is heavily restricted but left at the discretion of the Local Plot Team.
3. Cantrips: REMOVED Cantrip Pages – No method to create a cantrip page existed except through Goblin Points, which was never intended. The rules for pages and how they worked caused issues, game balance problems, exceptions, and was confusing to players and staff. **(Restated from NERO World Classic Rulebook Revision Notes)**
4. Cantrips: Formal Magic Components must be broken BEFORE the incant for the Cantrip is started, instead of after (zero cost cantrips see no change). The reason is that fuel is required prior to casting, components are still consumed if casting is disrupted (Spell Disruption), and to ensure fluidity and consistency in the rules wording. **(Restated from NERO World Classic Rulebook Revision Notes)**
5. Added notes to all cantrips where the Earth version is *Reversible*.
6. Channel Spell – clarified and simplified cantrip. This cantrip was often misplayed and not easily understood. Spells are designated and incanted when the cantrip is cast. Delivery is simply “Spellstrike <spell name> <option>”.
7. Contingency – removed the ability of Spell Defenses to block the spell. This would prevent certain conditions from correctly occurring, such as being healed upon dying. Removed the unnecessary school restrictions on trigger conditions. Changed “caster must invoke the Contingency when the condition is met” to “...the player...” because this is an out-of-game call and the player makes the call, not the character. Contingency is not subject by *Spell Disruption* (the effect was already cast and is suspended until triggered). Reduced the cost to 1 component.
8. Ethereal Sword – clarified the cantrip. Blade Effects may be used, but it cannot be sharpened or silvered by Smithing. Removed the hand-use restrictions (unnecessary).
9. Field Resurrection - restored to the cantrips system, with new rules and requirements. Also, corrected an error in wording from a previous version of these rules (v1.0).
10. Imbue - Clarified that Imbue is subject to Stacked Effects and a target can have one Imbue at a time.
11. Mark – no longer takes up a Formal Magic effect slot to mark an item. Reduced *Duration* to 1-Year.
12. Spirit Mark – no longer takes up a Formal Magic effect slot to mark a spirit. A spirit may only have one Spirit Mark Cantrip effect active. Reduced *Duration* to Year.
13. Tyrra's Claw – clarified the cantrip. Blade Effects may be used, but it cannot be sharpened or silvered by Smithing. Removed the hand-use restrictions (unnecessary). Corrected an error in wording from a previous version of these rules (v1.0).
14. (Update v1.2) Updated error in table and text for cost of some cantrips. Corrected formatting errors throughout.

DISAVOWED ERRATA, UPDATES, & PLAY-TESTS

- Any additional or existing corrections, errata, updates, and/or play-tests not already included in this rules version are no longer valid and are disavowed by NERO World. Any new corrections, errata, updates and/or play-tests may be created as we move forward and will be posted on the NERO World Website if/when they are approved.

~ Jason Mote