

Contents

You Have Become a Monster	2
Conditions for Transform Activation	2
Plot Activated	2
Conditions for Transform Deactivation	2
Plot Deactivated	2
Resurrection	2
Player vs Player Combat	2
2 Ways to Obtain Transforms	3
Obtain via Spirit Quest	3
Cast Using Formal Magic Ritual with Components	4
Formal Magic Transform Overview	4
Affinity	6
Abilities Granted by Transformation	7
Static Card	7
Skill Pools	7
Elemental	8
Elemental Skill Pool	9
Hunter	10
Hunter Skill Pool	11
Naturalist	12
Naturalist Skill Pool	13
Undead	14
Undead Skill Pool	15
Extra-Planar (Fae)	16
Extra-Planar (Fae) Skill Pool	17
Lesser Fae Curses	18
Magical Beast	20
Magical Beast Skill Pool	21
Paragon	22
Paragon Skill Pool	23
General Skill Pool	24

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You Have Become a Monster

All transformed characters are subject to Monster card effects like Celestial PVE playtest. Paragon/Greater Race is not considered a “monster” They embody the traits of legendary heroes of their race but suffer the “monster card” effect for Celestial PVE Playtest.

Conditions for Transform Activation

Plot Activated

Do not ask Plot to “activate” your transform as modules will be written with them in mind or side Roleplay Spirit Quests will be handled privately.

Conditions for Transform Deactivation

Plot Deactivated

On conclusion of module or scene a character's transform will deactivate.

Resurrection

Your Transform will deactivate if you resurrect. Taking a killing blow or Death Spell does not deactivate your transform. You are still considered transformed until Plot Deactivates them or you take your full 5 minute death count and go to a spirit circle to Resurrect.

Player vs Player Combat

PVP is defined as any “Hostile” action causing damage with the intent to kill, render them useless with status effects (taint blood, vertigo gas, nausea, sleep, etc) or knock the target unconscious other than stopping a berserked player. Accidental packet throws hitting other Transformed players is not considered “PVP hostility” as mass melees get messy and unintended targets are hit. If this is a malicious action then it will fall under the “Hostile” category and your Transform will deactivate.

If there is a situation where you are “assaulted” in game while Transformed and you/they ARE NOT under the effects of a Berserk or Arcane Vampire Charm then call a Hold. If you think someone violated the sportsmanship policy and a Marshall will resolve the situation on the spot.

2 Ways to Obtain Transforms

Obtain via Spirit Quest

Spirit Quests are quests that players can request to attune themselves with a creature or spirit to grow a bond. Players submit a short write up with the intent of the Spirit Quest and what creature or spirit they wish to attune to and why.

A player can obtain the Greater(7th) level transform via a Spirit Quest but **NOT** High(8th) and Master(9th). High(8th) and Master(9th) need to be cast using a Formal Magic Ritual with Components after you have satisfied your creature or spirit's requirements and trials.



Cast Using Formal Magic Ritual with Components

This is the ONLY way that a player can attain High(8th) and Master(9th) level transforms. They may not be obtained with a Spirit Quest.

Effects exist which may for limited duration invoke the full transformation prior to permanent death. See the description in the Casting Rules.

Formal Magic Transform Overview

This term refers to a category of formal magic that only affects a spirit after it permanently dies. The formal magic does not normally activate until this time. Subsequent castings of any type of Transform always override the previous casting.

All Transform formal magic is considered dormant. The existence of a Transform is not revealed during a Celestial Identify. At the time of the target's permanent death, the target becomes an NPC at the chapter where the transform was cast. Even after permanent death, certain Transforms can upgrade or weaken the creature. See the individual formal magic scrolls for details. After the permanent death of the target, the formal magic takes effect to permanently transform the target into the specified creature. This may take place immediately, or may take several weeks. The details are left to local NERO Plot. Once transformed into the creature, the Transform formal magic is complete. The newly transformed creature will have the currently-active spirit-affecting formal magics as they did before the transformation, except for the Transform itself.

Effects exist which may for limited duration invoke the full transformation prior to permanent death. Circumstances which may temporarily invoke the transformation prior to permanent death are determined exclusively by the Plot/Staff of the local NERO chapter. In situations where the transformation takes place prior to the permanent death, the Transform is no longer dormant, and can be Identified in an appropriate Extended Circle of Power. The invocation of the transformation is generally not for use during situations where PCs are directly pitted against other PCs. The final determination of this is up to the local chapter.

Only one Transform may be in effect on any spirit at any one time. A new Transform formal magic will replace an old one on a target spirit. This includes Local Chapter Only Transform formal magic.

Being an NPC means that the target is completely under the local chapter's direction. There is certainly no guarantee that the local chapter will even let the NPC ever come into game. If local plot chooses to allow the NPC to come into game, there is also no guarantee that the local chapter will allow the character to pursue the goals from its normal lifetime.

Transform to Greater Creature

Level: 7

Target: Spirit

Duration: Four years

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

This formal magic will transform the target into a specific Greater Creature upon the permanent death of the target. It will also leave an affinity of “<Creature> 7” on the target.

Transform to High Creature

Level: 8

Target: Spirit

Duration: Four years

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

This formal magic will transform the target into a specific High Creature upon the permanent death of the target. It will also leave an affinity of “<Creature> 8” on the target. The target must currently have an Affinity “<Creature>7” or higher present upon its spirit. The <creature> must be of the same type of creature as the one being attempted. If the target does not have the correct affinity then this formal magic will fail. All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

Transform to Master Creature

Level: 9

Target: Spirit

Duration: Four years

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

This formal magic will transform the target into a specific Master Creature upon the permanent death of the target. It will also leave an affinity of “<Creature> 9” on the target. The target must currently have an Affinity “<Creature>8” or higher present upon its spirit. The <creature> must be of the same type of creature as the one being attempted. If the target does not have the correct affinity then this formal magic will fail. All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

Affinity

When a transform(not curse of transformation) is cast on a spirit it leaves a mark called an “Affinity”. The affinity is specific to the transform creature of the scroll cast and level of the scroll.

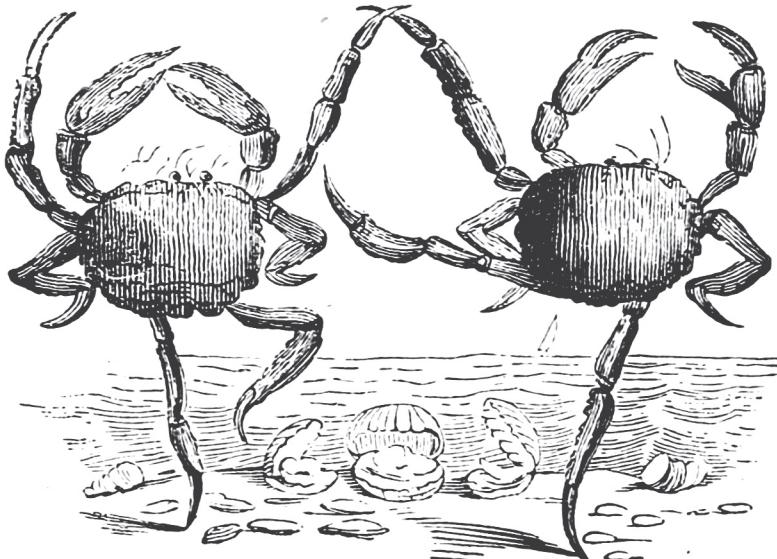
The duration is permanent, and will remain even after the transform that left it has expired.

Affinities are needed to upgrade Transforms, once you have a 7th lvl affinity you can upgrade to an 8th, even if your 7th level transform has expired. Once you have a 8th lvl you can cast a 7th 8th or 9th lvl of the appropriate creature.

It does not count against a character's spirit effect limit.

Affinity can be removed by casting a Destroy Magic spell on the target, casting a transform to a higher level creature of the same type, or casting a transform to any other creature.

The existence of an Affinity is not revealed during a Celestial IDENTIFY. Plot may allow some NPCs to sense a character's transform, though they may have direct knowledge of what it is. For example, an Ice Wolf may bristle in the presence of a character with a fire-related Transform, even though it is not aware of the specific enchantment on that character.



Abilities Granted by Transformation

Static Card

All Transforms receives a static card with the following boosts that replace themselves per transform level. Take the highest boost as your card based on your Transform level (ex. Master(9th) level gets +9 Superhuman Strength and +90 Body)+3/6/9 Supernatural Strength+30/60/90 Body 3 Type Specific Abilities.

Skill Pools

Transforms grant characters a set amount of points to purchase skills from either the General Pool or Creature Type Specific Pool. All skills cost 1 point to buy. Several skills can only be purchased once.

- **Greater(7th)** gets 2 skill points to spend.
- **High(8th)** gets 4 skill points to spend.
- **Master(9th)** gets 6 skill points to spend.

Any formal or cantrip effects that are present in the skill list will not require components to use.



Elemental

Choose an Elemental Type: Fire, Ice, Stone, Air, Light, Darkness, Order, Chaos, Dream, Reason, Life, Death, Void, or Time

All Characters with an Elemental Transform

- 150 Elemental Pool of Chosen Element
- Innate Elemental Aura of Chosen Element

Greater(7th)

Gets 2 skill points to buy skills from Elemental Skill Pool and General Skill Pool.

- +30 body
- +3 Superhuman Strength
- 30 Elemental (Chosen Element) x3

High(8th)

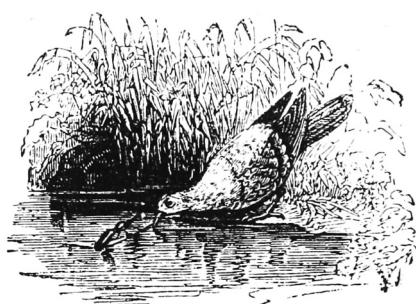
Gets 4 skill points to buy skills from Elemental Skill Pool and General Skill Pool.

- +60 body
- +6 Superhuman Strength
- 60 Elemental (Chosen Element) x3

Master(9th)

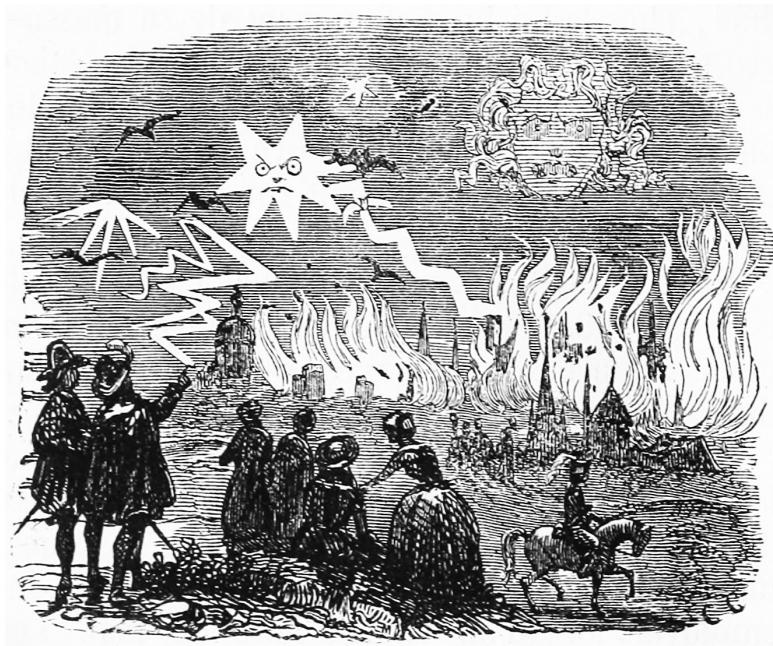
Gets 6 skill points to buy skills from Elemental Skill Pool and General Skill Pool.

- +90 body
- +9 Superhuman Strength
- 90 Elemental (Chosen Element) x3



Elemental Skill Pool

- Cloak (Opposite of Chosen Element) x3
- 90 Elemental (Chosen Element) x3
- Gaseous Form x3
- Elemental Pool (Chosen Element) 150 x3
- Elemental Regenerate (Regenerate but heals even if no Metabolism) x3
- Elemental Boltstorm x3 -As per Formal Cantrip "Boltstorm" but can throw your innate element. Example: Death can throw 10 elemental Destruction, Chaos can throw 10 elemental chaos, etc. -No Component Cost
- No Metabolism
- Non-Corporeal Form
- Planar Asylum (Grants ability to 5 people, Own Element) x3 - No Component Cost
- Planar Rift (Self, Own Element) x3-No Component Cost
- Interplanar Conduit (Self, Chosen Element) x3 -No Component Cost
- Interplanar Travel (Self, Chosen Element) x3 -No Component Cost



Hunter

Choose Hunter's Prey: Undead, Lycan, Extra Planar, or Magical Beast

All Characters with an Hunter Transform

- May Cast Regenerate After Killing Blowing the Creature of Hunter Prey
- Battle Magic Return x3
- Innate Magic or Silver Aura

Greater(7th)

Gets 2 skill points to buy skills from Hunter Skill Pool and General Skill Pool.

- +30 body
- +3 Superhuman Strength

High(8th)

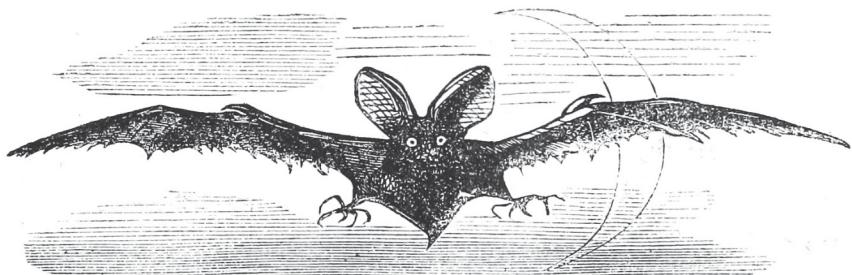
Gets 4 skill points to buy skills from Hunter Skill Pool and General Skill Pool.

- +60 body
- +6 Superhuman Strength

Master(9th)

Gets 6 skill points to buy skills from Hunter Skill Pool and General Skill Pool.

- +90 body
- +9 Superhuman Strength



Hunter Skill Pool

- Bane the Dead x3-No Component Cost
- Innate Silver Aura
- Healers Grace x3-No Component Cost
- Magic Destroy Undead 70 x3
- Cloak Chaos-No Component Cost
- Spellstrike Destroy Undead 70 x3
- Arcane Solidify x3
- Create Stake of Woe x3 (Fades when Transform drops) - No Component Cost - Must Have Stake Prop
- Remove Curse of Transformation x3-No Component Cost
- Carrier Immunity x3 (As per Cantrip Rules) - No Component Cost
- Magic Banish x3
- Natural Armor +30
- Extra Body +30

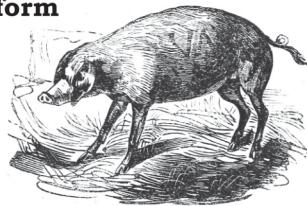


Naturalist

Choose the type of Naturalist: Tyrran Spiritualist, Vital Spirit, or Totem Spirit

All Characters with an Naturalist Transform

- Magic Purify Blood x3
- Magic Banish x3
- Cloak Chaos x3



Greater(7th)

Gets 2 skill points to buy skills from Naturalist Skill Pool and General Skill Pool.

- +30 body
- +3 Superhuman Strength

High(8th)

Gets 4 skill points to buy skills from Naturalist Skill Pool and General Skill Pool.

- +60 body
- +6 Superhuman Strength

Master(9th)

Gets 6 skill points to buy skills from Naturalist Skill Pool and General Skill Pool.

- +90 body
- +9 Superhuman Strength



Naturalist Skill Pool

- Cloak Chaos x3
- Bane Chaos x3
- Cloak Binding x3
- Cloak Command x3
- Magic Calm Animal x3
- Increase Harvest x3-No Component Cost
- Purify Well x3-No Component Cost
- Natural Armor +30
- Delve History-No Component Cost
- Dream Vision-No Component Cost
- Magic Banish x3
- Spirit Mark/Unmark x3-No Component Cost
- Magic Confine x3



Undead

Choose the Type of Undead: Death Knight, Lich, Mummy, Vampire, Ghost, or Wraith

All Characters with an Undead Transform

- Magic Wither Limb x3
- Magic Drain Life x3
- Cloak Earth x3

Greater(7th)

Gets 2 skill points to buy skills from Undead Skill Pool and General Skill Pool

- +30 body
- +3 Superhuman Strength

High(8th)

Gets 4 skill points to buy skills from Undead Skill Pool and General Skill Pool

- +60 body
- +6 Superhuman Strength

Master(9th)

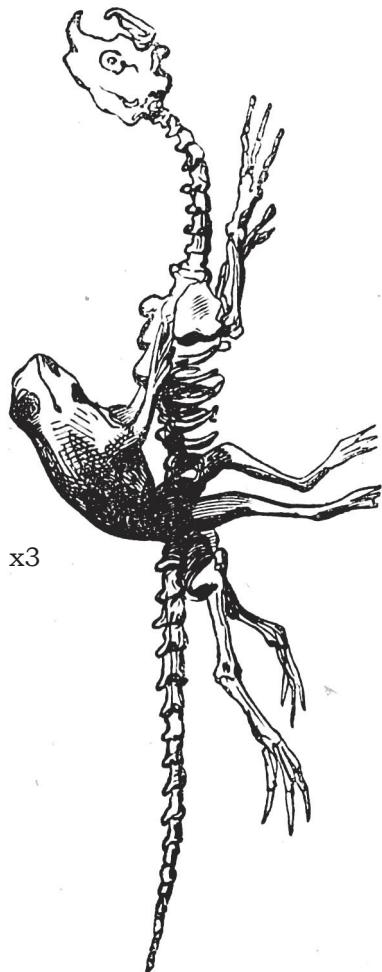
Gets 6 skill points to buy skills from Undead Skill Pool and General Skill Pool

- +90 body
- +9 Superhuman Strength



Undead Skill Pool

- Superhuman Strength +6 (May Only Purchase Once)
- Arcane Vampire Charm x3 (May Only Purchase Once)
- Magic Create Undead x3
- Innate Chaos Aura
- Cloak Earth x3
- Magic Death x3
- 60 Elemental Chaos x3
- Displacement x3
- No Metabolism
- Non-Corporeal Form
- Magic Fear x3
- Resist Earth x3
- Bane Earth x3
- Magic Weakness x3
- Magic Curse x3
- Gaseous Form
- Defiling Pool 150 x3
- Natural Armor +30
- Extra Body +30
- Magic Create Undead x3
- Magic Cause Mortal Wounds 40 x3
- Magic Help Undead 30 x3
- Magic Taint Blood x3
- Magic Free Undead x3



Extra-Planar (Fae)

Choose the type of Fae: Seelie, Unseelie, Dark, or Neutral

All Characters with an Extra-Planar (Fae) Transform

- Immune to Sleep
- Innate Magic Aura
- Magic Fear x3

Greater(7th)

Gets 2 skill points to buy skills from Extra-Planar (Fae) Skill Pool and General Skill Pool

- +30 body
- +3 Superhuman Strength

High(8th)

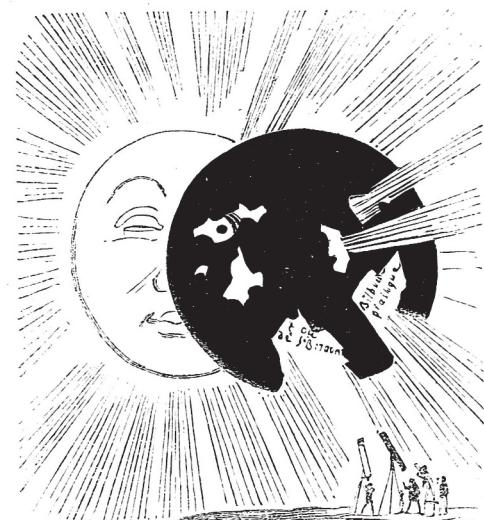
Gets 4 skill points to buy skills from Extra-Planar (Fae) Skill Pool and General Skill Pool

- +60 body
- +6 Superhuman Strength

Master(9th)

Gets 6 skill points to buy skills from Extra-Planar (Fae) Skill Pool and General Skill Pool

- +90 body
- +9 Superhuman Strength



Extra-Planar (Fae) Skill Pool

- Innate Dream Aura
- Innate Darkness Aura
- Delve History-No Component Cost
- Dream Vision-No Component Cost
- Imbue (As per Formal Cantrip)
- Spirit Mark/Unmark x3
- Magic Sleep x3
- Magic Fear x3
- 60 Elemental Dream x3
- 60 Elemental Darkness x3
- 150 Elemental Dream Pool x3
- 150 Elemental Darkness Pool x3
- Non-Corporeal Form
- Planar Asylum (Grants ability to 5 people, Own Type) x3-No Component Cost
- Planar Rift x3 (Self, Own Type)-No Component Cost
- Interplanar Conduit (Self, Own Type) x3-No Component Cost
- Interplanar Travel (Self, Own Type) x3-No Component Cost
- Cloak Command x3
- Cloak Binding x3



Lesser Fae Curses

Lesser Fae Curses are intended to force a role-play condition onto a character using the power of the Fae connection via transform.

Remove/Curse of the Beholder x3 (Unseelie Only)-This curse causes the target see at random intervals hallucinations of horrible, nameless monsters in the place of their allies.

Hallucination monsters cannot be specific monsters from the monster database like Troll or Death Knight. They can be described in such a manner as to not confuse the target with other monster types: "Having a thousand tentacles and yellow bile coming out of every orifice," "Thirty blood red eyes protruding from a tortoise shell and crab legs for feet," "like an inside-out melon gliding on it's own puss," and so on. This effect can take place twice on one game day and lasts for five minutes intervals.

Incant: "With the eyes of ancients, I curse you to see the world through a darkened veil."

Remove/Litany Curse x3 (Seelie Only)-This curse causes the target to say a specific phrase at designated periods until removed. The phrase can be up to thirty words of the NPC's choice (Write it down for the target to use as a cheat sheet). The phrase is keyed off to an event rather than a specific time. You can't tell the target to say the phrase at 5:30 PM, but you can tell them to say the phrase the first time they see the Regent every day or when the main course of the feast is given to them. The Target cannot whisper the phrase, they must say it so at least one person can hear it. The phrase is delivered immediately upon the event that cues the curse. The target only has to say the litany once. **Incant:** "By my wagging tongue, I curse you to say <phrase here and description when>"

Remove/Curse of Disgust x3 (Shadow Court Only)-This curse causes the recipient to become disgusted by a given object, person, or action. Each time the cursed individual sees the object of his disgust they must role-play intense disgust and physical discomfort over it. **Incant:** "Since you offend me, I curse you to be offended by the sight of <item>"

Remove/Curse of Greed x3 (Neutral Only)-This curse causes the recipient to be overcome with greed, they will always claim any treasure for themselves and not be willing to share money or jewelry. They will become covetous of others valuables and may plot to steal them if they so choose. **Incant:** "By the hoard of the miser, I curse you to desire all riches"



Magical Beast

Choose the Type of Magical Beast: Lycan, Giant, Mind Flayer, Beholder, Hydra, Dragon, or Phoenix

All Characters with an Magical Beasts Transform

- 30 natural armor
- Innate Magic Aura
- Battle Magic Return x3

Greater(7th)

Gets 2 skill points to buy skills from Magical Beast Skill Pool and General Skill Pool

- +30 body
- +3 Superhuman Strength

High(8th)

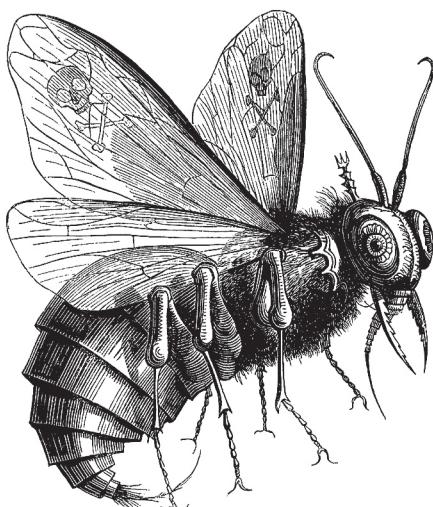
Gets 4 skill points to buy skills from Magical Beast Skill Pool and General Skill Pool

- +60 body
- +6 Superhuman Strength

Master(9th)

Gets 6 skill points to buy skills from Magical Beast Skill Pool and General Skill Pool

- +90 body
- +9 Superhuman Strength



Magical Beast Skill Pool

- Superhuman Strength +6 (May Only Purchase Once)
- Assassinate/Dodge x1 (May Only Purchase Once)
- Critical Slay/Parry (May Only Purchase Once)
- Revive x1 (May Only Purchase Once) A creature with this skill can rise back up after five minutes of semi-death. Instead of dissipating and going to resurrect, the creature rises with full Body Points
- Magic Paralysis x3
- Innate Paralysis Gas x3
- Resist Physical x3
- Magic Charm x3
- Physical Strike Destroy x3
- Magic Dragons Breath 80 x3
- Magic Eldritch Blast 90 x3
- Magic Life x3
- Physical Web x3
- Armored to Magic x3



Paragon

Choose a Race or Class: Fighter, Templar, Rogue, Scholar, Human, Elf, Barbarian, Biata, Drae, Dwarf, Gadabari, Half Ogre, Half Orc, Hobling, Mystic Wood Elf, Sarr, or Scavenger

All Characters with an Paragon Transform

- Immune to Fear
- Resist Charm x3
- Resist Sleep x3

Greater(7th)

Gets 2 skill points to buy skills from Paragon Skill Pool and General Skill Pool

- +30 body
- +3 Superhuman Strength

High(8th)

Gets 4 skill points to buy skills from Paragon Skill Pool and General Skill Pool

- +60 body
- +6 Superhuman Strength

Master(9th)

Gets 6 skill points to buy skills from Paragon Skill Pool and General Skill Pool

- +90 body
- +9 Superhuman Strength



Paragon Skill Pool

- Superhuman Strength +6 (May Only Purchase Once)
- Assassinate/Dodge x1 (May Only Purchase Once)
- Critical Slay/Parry (May Only Purchase Once)

- Carrier Immunity x3
- Cloak (choice) x3 Binding, Chaos, Charm Protects from Calm, Command, Curse, Earth, Fire, I Call Forth a(n), Ice, Lightning, Stone, Summoned Force, <Spell Name>
- Bane (choice) x3 Binding, Chaos, Charm Protects from Calm, Command, Curse, Earth, Fire, I Call Forth a(n), Ice, Lightning, Stone, Summoned Force, <Spell Name>
- Ethereal Sword
- Tyrra's Claw
- Remove Fear x3



General Skill Pool

- Critical Slay/Parry (May Only Purchase Once)
- Assassinate/Dodge (May Only Purchase Once)
- Resist Charm x3
- Resist Poison x3
- Resist Sleep x3
- Resist Physical x3
- Battle Rage x3
- Rip From Binding x3
- Return x3
- Superhuman Strength +3
- Magic Earth Spell (Any Level) x3
- Magic Celestial Spell (Any Level) x3
- Regenerate x3
- Claws
- Innate Elemental Aura
- Innate Magic Aura
- Innate Silver Aura
- Extra Body +30
- Natural Armor +30
- Focus
- Armored to Magic x3-No Component Cost

