

NERO® Modified Detect Magic Spell Play-test

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For NERO Rules: Matthew Pearson, Original Concept by NERO Massachusetts

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.