

NERO™

Formal Magic System

Version: August 1999 – Updated Component List

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Introduction

Welcome to the NERO Formal Magic System.

The system may be modified from time to time by NERO International. Suggestions for modifications to these rules should be directed to NERO International (email pro@cobweb.net with NERO FORMAL MAGIC as the subject).

Additions and Interpretation of Formal Magic Rules by NERO Chapters

These rules may not be modified in any way by the NERO chapters, nor can any game effects change the way these rules work. Local chapters may not alter the mechanics of any of the rules contained in this rulebook. This includes “weekend” effects as well as “area-specific” effects. None of these types of effects are ever allowed under any circumstances. Scrolls may not contain modifications or flaws of any kind, except to make the scroll unable to be copied. The scrolls listed here may not be changed in any way. If used, they must be used exactly as written. Urgent questions and interpretations of these rules will be left to the local Formal Magic marshal. Any questions, interpretations, and local rulings should be brought to the attention of NERO International, which serves as final arbitrator of these rules. NERO International will not overturn decisions made by the local Formal Magic Marshal unless it is absolutely necessary, although wording may be added to the system to negate any confusion in the future.

Governing Rules

Anyone who possesses the skill Celestial Formal Magic or Earth Formal Magic may cast from formal magic scrolls of the appropriate school.

The caster(s), Formal Magic Components, Formal Magic Scroll(s), and the target of the formal magic must be within the circle of power for the entire duration of the formal magic casting.

No target may retain more than 5 different formal magic effects simultaneously. There are some items of Unrestricted Transfer issued prior to August 1, 1999 that are above this limitation. If a target already contains 5 formal magics, and a sixth casting is attempted, the casting will fail on that target. The formal magics *Investiture* and *Interplanar Travel* do not count toward this limit.

No Formal Magic may have a duration of longer than two years. There are some items of Unrestricted Transfer issued prior to August 1, 1999 that have a duration of up to three years.

Durations measured in game-days are considered to include the current game-day or portion thereof – thus an effect with a duration of one game-day will expire at the beginning of the next game-day, even if that is only one hour away.

Casting Time - The standard time to cast any formal magic is five minutes. However, if a formal magic is directly harmful to a PC the casting time is one hour. The hour casting time is automatic upon the desire of anyone in the Circle or the Marshal. 'Harmful' includes destroying a ward or circle, placing a formal magic circle around a ward, using a formal magic to escape PC pursuit, etc.) If the formal magic is directly harmful to an NPC the casting time is determined by the appropriate representatives of the chapter and may vary between five minutes and one hour.

Game Day - The game day is defined as 6:00 PM to 5:59 PM the following day. Some chapters end the game day at around 3 PM.

If any LCO components, scrolls, items, or spells are used to create magic item, the resulting item becomes LCO. This includes new spells that are being tested.

A formal magic caster can not cast more than one formal magic spell at any given time.

Definition of Basic Terms.

The following is a definition of terms used throughout this document:

Chapter – All references to the chapter refer to the chapter where these rules are being considered.

Marshal – Throughout this document, the term Marshal will be used to refer to the Formal Magic Marshal. Some chapters require a separate certification process for becoming a Formal Magic Marshal.

Caster – This term always refers to the Formal Magic Caster. This person is also known as the Primary Caster.

Secondary Caster – This term refers to those Formal Magic Casters (other than the Primary Caster) who are participating in a batch.

Casters – This term refers to the Primary and Secondary Casters.

Levels – This always refers to the number of levels of Formal Magic possessed in the appropriate school. For instance, if a character is casting a Celestial Formal Magic, then only count the number of levels of Celestial Formal Magic he has purchased.

Dark Territory – This term refers to a formal magic that might not succeed. The outcome is determined by the marshal using random means, usually the role of one ten sided die (1=success, 2-5=flaw, 6-9=fail, 10=backlash). The chosen means of random determination must be explained to the caster, and performed in the presence of the caster. "Pick a number" is never acceptable. The marshal must record the chosen means (and the exact result) in the Formal Magic Log. The chances of success are as follows:
 Success - 10%
 Flaw - 40%
 Failure - 40%
 Backlash - 10%

Batch - A group of formal magic castings of the same school of magic are lumped together into a single "Batch" so long as there is a gap no longer than a 60 seconds between each casting attempted. If more than 60 seconds elapses between formal magic castings within a batch, then the batch of formal magic locks into the just completed state and is no longer considered a batch. The formal magic *Glyph of Protection* and *Greater Ward* can only be the first formal magic in a batch. If the caster has cast other formal magic within the same batch, all formal magic attempted by that caster within that batch will count in the same game day – the game day in which the batch is begun.

Circle – This term refers to the Circle of Power used for the formal magic casting. This circle may or may not be extended past the normal (one hour) duration.

Permanent Circle of Power - The NERO 7 th edition rulebook defines Permanent Circles of power on page 44. The rules herein define expiration dates for Permanent Circles of Power, which means they are no longer truly permanent. The word 'permanent' is retained for consistency with the NERO 7 th edition rulebook.

Components – This term refers to the Formal Magic Components being used for this formal magic casting. Components come in various 'flavors': Power (P), Creation (C), Elemental (E), Void (V), Destruction (D), and Spirit (S). Each component has a value of 1, 2 or 4. Formal Magic costs are listed with the total value of each type of needed component. For example, P5 means any combination of Power components totaling a value of 5. One spell, *Greater Extension*, specifically requires a Power component of value 2 in addition to other components. Components must have a printed expiration date no longer than 1 year after the issue date. If there is no printed expiration date then the expiration date is assumed to be December 31, 2000.

Scroll – This is the Formal Magic Scroll being used for this casting.

Spell – This term always refers to a magic spell of the appropriate school, level one through level nine.

Weapon – This refers to any item on the weapon production chart, including Bow or Crossbow, but not including Arrows or Bolts.

Unrestricted – This term refers to an item that was placed into game according to the Treasure Distribution Policy issued by NERO. Magic items are also given this classification if they are constructed using components, scrolls, and production items of Unrestricted classification. Formal Magic scrolls that were created prior to August 1, 1999 are granted this status if they conform to these rules.

Local Chapter Only (LCO) – This is a special Plot related item or effect that can only be used in the issuing chapter. To all other chapters, the item does not exist for use in-game.

Restricted – This means that the item existed before November 11 th , 1998. These types of items might only be accepted in some chapters. The issuing chapter has no say whatsoever as to whether or not the item can be used elsewhere (see Local Chapter Only, above). These items all expire on December 31 st , 2000, (or sooner, in some cases). If these items are the target of an "Unrestricted" formal magic casting, the item will still retain its "Restricted" classification. If these items are the target of a formal magic casting that would result in the new portion of the item expiring beyond December 31 st , 2000, then the entire item will retain its original expiration date. In this case, the new portion would receive an expiration date of December 31 st , 2000. Scrolls can never be this classification.

Pyramid – This term is used to describe formal magic castings that accumulate power based upon multiple casting within a batch. The scrolls Damage Aura, Protection Aura, Arcane Armor, and Spell Store are examples of this type of formal magic. The first step requires only a single casting, the next step requires two additional castings (for a total of three castings). To go further, three additional castings are needed (for a total of six castings), with the last step involving four additional castings (total of ten castings). These types of formal magic can never go past ten castings (four steps), and some may be limited below that number. Each step counts as one effect with regard to the 5 formal magic effect limit.

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

Circle Of Power Requirements

All formal magic castings must be performed within a Circle of Power.

Casting a formal magic in a circle from the opposite school automatically places the formal magic casting in Dark Territory. If two or more formal magic castings are performed in the same circle at the same time they are all cast in Dark Territory.

Note that you can cast a formal magic with a one-hour casting time from a Circle that will expire in one hour, if this is stated to the marshal in advance, and the formal magic casting is begun immediately after casting the Circle of Power.

Success versus Failure

The caster may cast a total number of levels of formal magic they possess in the appropriate school with automatic success in any one game day. A caster may cast an additional number of formal magic levels equal to the total levels of formal magic they possess in the appropriate school of magic in Dark Territory. A caster cannot even attempt to cast from a scroll that is higher level than the number of levels of Formal Magic skill he possesses in the appropriate school.

Multiple Formal Magic Cast upon a Single Target

The total level of formal magic cast upon a target in a single batch may be no greater than two times the total levels of the appropriate school of formal magic possessed by the Casters participating in the batch.

From this upper limit subtract the total levels of formal magic each of the casters has primary-cast prior to the start of this batch the same game day.

The primary caster of any individual formal magic within a batch must be designated just prior to the start of that formal magic and that caster must be in possession of the scroll at the start of the formal magic for which he is primary caster.

All casters involved in a batch must be within the circle of power for all formal magic cast within that batch. If any caster drops out between formal magic castings in a batch, the total level of formal magic allowed within the batch is recalculated. That caster is no longer required to remain in the circle of power. If the total levels of formal magic already equals or exceeds the new limit then the batch terminates. No formal casters may be added to a batch once the batch begins.

Tags

Every formal magic in this system has a corresponding tag. Chapters are not permitted to re-issue tags issued from another chapter. Thus players may not add formal magic effects to items tagged by other chapters, since the local chapter may not re-issue the tag. Chapters may re-issue tags from their own chapter (adding new effects if appropriate), but the Transferability status of an item can never increase. This means that if an Unrestricted transfer item has an LCO *Enchant* cast it, the tag must be reissued as LCO. If an item has effects of varying durations, the duration of each effect must be marked. Magic item tags cannot be marked or modified other than to reduce numbers of charges or destroy the tag. Any magic item or component tag that is destroyed or expended must be turned into the local chapter, who will return it to the issuing chapter in a timely manner for tracking purposes.

Each tag for items generated using the Formal Magic system must be marked as "Indestructible" or "Destructible"

Targets

The target of a formal magic must be declared at the beginning of a formal magic and may not be changed during the casting. If the target has a spirit the target will know immediately that it is the target of the formal magic. In the case of multiple targets, all such targets must be declared.

Formal magic spells that target a spirit may be refused, with the exception of Investiture/Divestiture, Create Mark / Destroy Mark and Obliterate. The Formal Marshal will inform the target that he is able to refuse this formal magic and the consequences thereof. This can be done anytime up to the end of the formal magic casting, prior to any die roll (if needed).

Refusing a formal magic cast upon a spirit will cause the target to die and immediately leave to seek resurrection. This holds whether or not the target is conscious.

Pyramids

Casting a pyramid based formal magic upon an item with the same pyramid based formal magic already on it (from another batch) does not increase the original pyramid. In order to increase the size of a pyramid once cast, a new pyramid larger than the first must be cast, in which case the first pyramid immediately expires and the second pyramid takes effect.

Transform

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 as per this handbook. 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 NERO chapter the transformed being is in. In situations where the transformation takes place prior to the permanent death, the *Transform* is no longer dormant, and can be identified in a Circle of Power. The invocation of the transformation is in most cases not for use during situations where PCs and 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.

Creation and Summoning

Local Plot must be notified well before the casting of this type of formal magic.

When the creature appears, a new card will be supplied, regardless of the statistics of the creature when it originally appeared.

The caster may be required to supply an NPC to play the part of the creature or the local chapter may supply the NPC. This policy varies from chapter to chapter, please check in advance with the local chapter. The local chapter can always substitute a staff member or other NPC for some or all of the role-playing interaction with the creature.

When this formal magic is performed, the marshal should consult the local guidelines for information on the attitudes and personality of the creature. The NPC playing the creature must abide by the personality requirements and directives given to them by the formal magic marshal. Failure to do so may result in the termination of the role and loss of the creature.

Unintelligent creatures may only follow simple 25 word (or fewer) command phrases with a single condition and a single objective. For example, an acceptable command would be "Follow me and kill anyone who attacks me", "Attack anyone who enters this room besides these six people", "Attack anyone who enters the crypt and isn't wearing this symbol", or "Follow me and search every creature I kill". Control of unintelligent creatures can never be passed to someone else. All commands are subject to approval of the local chapter. NERO International is currently compiling a complete list of acceptable commands, please send all suggestions via email to pro@cobweb.net with NERO FORMAL MAGIC as the subject.

A creature created or summoned in one NERO chapter might be prohibited from being taken to another chapter. If the creature can be taken to another chapter, the card used will be the card of the similar creature at the destination chapter.

Special Rules for Pantherghast:

A Pantherghast will be genocidal against one race. The Pantherghast will focus on the nearest living PC or NPC (other than the primary caster) as determined by the formal magic marshal as the race to be hunted. Pantherghasts seek the hunted race by their blood and thus by their body, not their spirit.

Golems

The creation of Golems follows the Creation and Summoning rules above in addition to the rules below.

The formal magic will create a golem, and place a willing spirit and associated body designated by the caster into the golem. If the caster places a simple animal within the golem, then the animal need not be willing at all, and the golem is mindless and under the control of the caster. If an intelligent spirit and body are placed within a golem, then that spirit will be able to command the golem from inside, and use all of the golem's full abilities. The golem will always be recognizable as the spirit who inhabits the golem. Note that any attempt to extend the golem through other formal magic casting will be successful, but fruitless. The golem will cease functioning 5 days after the first command it executes, regardless of whether or not it has been extended.

In addition to the components, this formal magic requires silver pieces equal to the number of body points divided by ten (round up) which will be incorporated into the body of the golem, and is retrievable when the golem is destroyed. On occasion, some (or all) of the silver will be useless and irretrievable.

A golem will always be unaffected by Life and Death effects, and will be considered "Dead" as soon as it reaches zero body points or receives a killing blow, even if it can normally be healed. If this occurs, any spirit and body that inhabit a Golem will seek resurrection.

When this formal magic expires, the spirit and body will emerge without the occurrence of a death. The body will retain any battle magics that were cast upon the golem, and exhibit wounds identical to the golem's (i.e., if the golem had a *shield magic* spell and was down by 15 points, the person takes the *shield magic* spell and is down by 15 body). The person will have at least one body point.

If Destroy Celestial Magic is successfully cast on the golem, the spirit and body will emerge without the occurrence of a death in a similar condition as described above.

Effects of Gypsy Curse upon Formal Magic

Gypsy curse may in no way affect the casting of the formal magic.

Transferability of Characters

Since the spirit of a player character is by default an item of unrestricted transfer all formal magic upon the spirit of a player character is listed on that character's card. A Local Chapter Only Formal Magic on the spirit is considered in the total limit on formal magic upon a single spirit. The effect of Local Chapter Only formal magic on the spirit will be suppressed when outside the chapter of origin.

Scroll Specific

A formal magic designated as scroll specific means that the scroll is limited to a single specific type of that formal magic, it is never all the possible choices on a single scroll. For example, the formal magic *Cloak* is scroll specific - the scroll will list the specific type of *Cloak* that it can be used to create, it may not be used to cast any type of *Cloak*.

Flaw and Backlash Effects

Flaws and Backlashes are identifiable in a permanent celestial circle and in most cases lingering effects are removable by a *Destroy Magic* formal magic.

During the Time of Formal Casting

When a scroll specifies that an action must be taken during the "time of formal casting" (e.g., *Enchant*), then it may be done at any time during the casting of the formal magic.

Materials Checklist

Here is a complete list of what is needed to begin a Formal Magic:

- The Scroll. The caster is responsible for reading and understanding the scroll.
- The Formal Magic Components.

- A circle of power. This may be a formal magic platform, a protective circle, a full circle, or a Circle of Power spell.
- The Caster.
- The Secondary Casters (if any).
- The target(s) of the formal magic.
- The Marshal, who will need:
 - A white headband.
 - These rules, including the individual scroll descriptions.
 - Component Identification charts.
 - Formal Magic Log/Receipt Book.
 - Flaw & Backlash charts
 - A ten sided die.

Finding a Marshal

The caster is responsible for locating the marshal. Some chapters provide a list of the available marshals at a given event to players who inquire. It is best to arrange a time in advance with a marshal. Many Marshals are players too, and there is no guarantee that a request for a marshal can be granted if it is 3:00 AM, especially if arrangements haven't been made in advance. The marshal must remain out of game for the entire duration of all formal magic castings. The marshal's character cannot be present in any way, even as a mere onlooker. Many chapters do not allow a marshal to marshal a formal magic in a situation where his or her close friends are involved, especially for fellow in-game associates.

Marshal/Caster Preparation

- A.) Prior to the actual start of the formal magic any players involved should be informed by the marshal if the resulting item will be of any other category besides Unrestricted and why. This requires an advanced examination of all materials involved in all of the formal magic castings. Since magic item categories are mostly due to out of game issues, the intent of this rule is to insure customer satisfaction. In order to have Unrestricted transferability all components, scrolls, and effects used must be Unrestricted. No effect that alters these rules may be in effect. If these conditions are not met the item or effect created will automatically be Local Chapter Only.
- B.) Identify the components to make sure they are correctly marked, if necessary. Insufficient components will result in the marshal stating "The Formal Magic does not begin". If this occurs, the components are not consumed. If the spell is part of a declared batch, the marshal will notify the player that the components are insufficient before the batch begins. (Inform the player later, during step D)
- C.) Read the Formal Magic Scroll. Make sure that there is a complete understanding of the scroll, and follow any special instructions on the scroll. If the scroll is Unlimited and only usable once each day, verify on the back of the scroll (or the back of the tag) that the scroll hasn't been used today. If the physical representation of the scroll varies from the current version, then the current version must be used. The only flaw allowed upon a formal magic scroll is "Flaw: this scroll cannot be copied". Local Chapter Only scrolls may contain special instructions.

During the Casting of the Formal Magic

- D.) In order to begin the formal magic, the Caster states "Beginning Formal Magic". Confidentially ask the Caster if they are waiving auto-success. Insufficient components will result in the marshal stating "The Formal Magic does not begin". If this occurs, the components are not consumed.
- E.) The caster must declare the target(s) of the formal magic. The target, if a spirit, must be made aware of this by the marshal.

F.) The Caster(s) must indicate to any casual, secret, or imagined observers that they are performing a formal magic. This must be accomplished through various role-play methods, like constant movement or verbal action or a combination of both. The exact amount of roleplay or activity is left up to local plot/rules. The movement can be as simple as constant, circular hand motion or as complicated as broad movements or the hands and/or arms, dancing movements of the entire body, or stylized movements such as drawing of symbols or lighting candles or incense. Verbal action would include litany speech, question and reply, chanting, or recitation in a “magical language”. The caster may not engage in regular conversation. Any method chosen by the caster must make use of the components and the scroll. Poor performance on the role-playing aspect of the formal magic casting will cause the marshal to issue a warning. After receiving two such warnings, the third occurrence of poor performance will result in automatic failure of the formal magic.

- G.) The formal magic automatically backlashes under the following conditions:
- i) Any caster suffers any body damage after Bless/Greater Bless or becomes unconscious.
 - ii) If any caster cannot speak, move their hands, or see the formal magic scroll.
 - iii) If any caster uses any other game skill other than those required by the formal magic scroll.
 - iv) If any caster ceases casting the formal magic, voluntarily or involuntarily.
 - v) If the Circle of Power ends before the formal magic casting is complete.
 - vi) The formal magic components, formal magic scroll, or any target is damaged, destroyed, becomes unusable, or leaves the circle. Anything that leaves the circle is always affected by the backlash as if it were still inside the circle. If one of the targets is the Circle of Power itself, then it is always considered to be “inside” for purposes of this rule.

H.) If the formal magic casting is completed, allow the Caster to roll the die if required to do so and allow all casters to see the results. Each caster knows the results of the formal magic. Record the results in the Formal Magic Logbook. If the caster(s) wish to perform more formal magics, then the Marshal should not write any tags until it is convenient. All components should be collected at this time. All times-ever Scrolls should be collected at this time. All used components and scrolls must be turned in by the Marshal in an unusable state, along with the Formal Magic Logbook, however do not render them unusable if a Flaw has resulted until after the results of the flaw are fully determined and implemented (see below). Perform the following additional instructions:

- i) Success - The formal magic completed properly, follow the instructions on the Scroll.
- ii) Flaw - The formal magic completed, but with skewed results. Turn to the "Flaw Table" and determine the results. If one of the results indicates that any of the components or the scroll is not consumed, then return the appropriate items and indicate the flaw caused these items to not be consumed in the formal magic log.
- iii) Failure - The formal magic was a complete failure, resulting in no magical effects.
- iv) Backlash - The formal magic was a complete failure, and generated a very powerful magical side effect. Turn to the "Backlash Table" and determine the results and apply them as directed.

After Casting the Formal Magic

I.) Make out any receipt that is applicable at this time, delay the receipt if the item is still within a batch. All components should be rendered useless at this time. Also, any Limited (times ever) formal magic scrolls should be marked accordingly or rendered useless at this time. Unlimited formal magic scrolls should have each use that results in Success or Flaw recorded on the back of the scroll, or with the scroll in some manner. Indicate the casting of this formal magic on the caster’s card, including the date, time completed,

level and results. Indicate results in the log and indicate any results that need be entered on any character’s card at logistics or that must be referred to another chapter.

In accordance with the instructions on the Scroll, prepare a temporary tag and receipt for the players and a receipts for logistics, to represent the successfully cast formal magics expended in the casting of the formal magics, and turn them in with the logistics half of the receipt. (It is best to use a sealed plastic bag). Inform the player(s) that a final tag will be delivered to them as soon as possible, but they must retain the receipt and trade it in for a permanent, laminated tag. All Magic Item and Magic Effect Tags in NERO are to be kept in a permanent database. All tags must be printed from that database and signed by an authorized member of staff. Any Magic Item/Effect Tag found which is not in the database is subject to confiscation pending a disciplinary investigation.

All expended components, scrolls and other tags should be turned in to Logistics so they may be returned to the chapter of origin for tracking purposes.

Summary of Formal Magic Spells

Level	Spell	School	Components
1	Create Mark / Destroy Mark	Celestial or Earth	Create Mark - P1, C1; Destroy Mark - P1, D1
1	Enchant	Celestial or Earth	C1, E1, +P equal to half the level of the spell rounded up
1	Glyph of Protection	Celestial or Earth	P1, C1, E1, + <designated by the type of glyph>
1	Identify	Celestial	P1, C1, E1
1	Investiture / Divestiture	Celestial or Earth	Invest - P1, C1, S1, T1; Divest - P1, D1, S1, V1
1	Planar Asylum	Celestial or Earth	P1, C1, E1, +1 P per additional person in the Asylum
1	Spirit Farewell	Earth	P1, C1, S1, V1
1	Summon Basic Extra-Planar Creature	Celestial or Earth	P1, C1, E1, S1
2	Cloak, Minor	Celestial or Earth	P2, C1, D1, E1, V1
2	Create Minor Golem	Celestial	P2, C2, E2, S2, V2
2	Create Minor Undead	Earth	P2, C2, E1, V1
2	Create Limited Formal Magic Scroll	Celestial or Earth	P2, C1, E1, + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components
2	Delve History	Celestial	P2, C1, S1, T1
2	Destroy Magic, Lesser	Celestial or Earth	P2, D1, V1
2	Magic Aura	Celestial	P2, C1, D1, E1
2	Render Indestructible	Celestial or Earth	P2, C2, E2, T1
2	Whispering Wind	Celestial or Earth	P2, E1, S1, V1
3	Arcane Armor	Celestial or Earth	P3, C1, E1, S1

3	Bane, Minor	Celestial or Earth	P3, C2, D1, E1, V1
3	Create High Horoscope	Celestial	P3, C1, E1, S1, T1
3	Create Formal Magic Platform	Celestial or Earth	P3, C2, S1, T2
3	Create Stake of Woe	Earth	P3, C1, D1, S1, V1
3	Dreamvision	Earth	P3, S2, T2
3	Elemental Aura	Celestial	P3, C2, E3
3	Extend Enchantment	Celestial or Earth	P3, T2
3	Greater Ward	Celestial	P3, C2, S1, E1, + P1 per additional portal
3	Mend Golem	Celestial	P3, C2, E2
3	Summon Lesser Extra-Planar Creature	Celestial or Earth	P3, C2, E2, S1
4	Create Base Golem	Celestial	P4, C3, E3, S2, V2
4	Create Base Undead	Earth	P4, C3, E2, V1
4	Create Unlimited Formal Magic Scroll	Celestial or Earth	P4, C2, E2, T2 + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components
4	Delimit	Celestial or Earth	P4, C1, S3
4	Spell Store	Celestial or Earth	P4, C2, E1
5	Channel Spell	Celestial or Earth	P5, C2, E2, S2, + P equivalent to the level of the spell being channeled
5	Cloak	Celestial or Earth	P5, C2, D2, E1, V2
5	Contact Ancient Dead	Earth	P5, C1, S2, T1, V2
5	Damage Aura	Celestial	P5, C2, D2, E2
5	Extend Formal Magic	Celestial or Earth	P5, T4
5	Interplanar Conduit	Celestial	P5, C2, S3, V1, and an additional P1 for each additional person in the communication
5	Protection Aura	Earth	P5, C2, D1, E1, V2 (Unrestricted components only)
5	Spirit Forge	Earth	P5, C1, S2, V1 (Unrestricted components only)
5	Summon Major Extra-Planar Creature	Celestial or Earth	P5, C2, E2, S2
6	Bane	Celestial or Earth	P6, C2, D2, E1, V3
6	Create Major Golem	Celestial	P6, C4, E4, S3, V3
6	Create Major Undead	Earth	P6, C4, E2, V2
6	Create Protective Circle	Celestial or Earth	P6, C3, E3, S3, T4
6	Expanded Enchantment	Celestial or Earth	P6, C3, E3, + P equivalent to level of the spell being expanded
6	Spirit Link	Celestial or Earth	P6, C3, E2, S3

7	Change Race	Earth	P7, C1, E2, S3, V1 (all Unrestricted)
7	Create Greater Golem	Celestial	P7, C5, E5, S3, V3
7	Summon Greater Extra-Planar Creature	Celestial or Earth	P7, C3, E3, S3
7	Transform to Greater Creature	Celestial or Earth	P7, C3, E4, S4, T1 (Unrestricted only)
7	Vengeance	Celestial or Earth	P7, C1, D2, E3, S2
8	Destroy Magic, Greater	Celestial or Earth	P8, D4, V4
8	Interplanar Travel	Celestial	P8, S4, V4, + P equivalent to the # of willing people travelling
8	Obliterate	Earth	P8, D4, S4, V4 (All Unrestricted)
8	Spirit Walk	Celestial or Earth	P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking
8	Transform to High Creature	Celestial or Earth	P8, C4, E5, S5, T3 (Unrestricted only)
9	Create Master Golem	Celestial	P9, C8, E7, S3, V3
9	Create Permanent Circle of Power	Celestial or Earth	P9, C4, E4, S4, T4
9	Greater Extension	Celestial or Earth	P9 (including at least one P2 or P4), C2, T4
9	Planar Gate	Celestial	P9, C4, E2, S2, V4
9	Spirit Lock	Celestial or Earth	P9, C4, E4, S6
9	Summon High Extra-Planar Creature	Celestial or Earth	P9, C4, E4, S4
9	Transform to Master Creature	Celestial or Earth	P9, C8, E10, S10, T5 (Unrestricted only)

Flaw and Backlash Tables:

Note references to magic being destroyed follow the limits of Destroy Magic (i.e., it will not destroy reversible effects).

Effects of flaws and backlashes are subject to the appropriate Destroy Magic

Instructions:

1. Roll on Flaw or Backlash General Table
2. If directed, Roll on Random Delimit table or applicable Formal-specific Table
3. If directed to use an applicable Formal-specific Table and no table is applicable, re-roll

General Flaw Effect Table

Roll	0	Odds	Effect
1	- 3	3%	Formal succeeds, scroll is destroyed
4	- 7	4%	All in circle lose active spells
8	- 8	1%	All x-ever items in the circle lose a charge
9	- 9	1%	All x-ever items in the circle lose all charges

10 - 10	1%	All magic items in the circle (except for <i>ward</i> and <i>wizard lock</i> keys) cease working for 24 hours. They remain rendered indestructible and spirit link/locked if they had been.
11 - 12	2%	Caster is divested from the circle the Formal is performed in
13 - 15	3%	Caster must perform an action as part of all Formals they are involved in from now on (action is determined by marshal, negotiable with the player, action must be able to be completed within 60 seconds. Examples: Clap 5 times, jump on one foot 5 times, spin in a circle 5 times, recite a particular poem, etc.
16 - 17	2%	Additional power components totaling the level of the Formal must be destroyed in the circle within 1 minute or the Formal fails.
18 - 21	4%	All in circle lose Formal casting ability for 24 hours
22 - 25	4%	Primary caster loses all active spells
26 - 26	1%	All per-day items in circle lose one charge per effect, for the day
27 - 27	1%	All per-day items in circle lose all charges for the day
28 - 28	1%	Circle loses all investitures, one randomly selected person in circle gains investiture
29 - 32	4%	Additional level 1 components totaling the level of the Formal must be destroyed in the circle within 1 minute or the Formal fails. Components must be of a type used in the Formal.
33 - 33	1%	Silver totaling 5 times the level of the Formal must be destroyed within the circle within 1 minute of the end of the Formal or it fails.
34 - 34	1%	Gold totaling 5 times the level of the Formal must be destroyed within the circle within 1 minutes of the end of the Formal or it fails.
35 - 35	1%	Primary caster loses 1 body for base duration of the formal being performed.
36 - 38	3%	Formal duration is halved
39 - 39	1%	All silver in circle is destroyed
40 - 40	1%	All gold in circle is destroyed
41 - 42	2%	All components in circle are consumed
43 - 45	3%	All per-day magic items in the circle recharge their uses for the day.
46 - 46	1%	Formal effect occurs twice
47 - 48	2%	Primary caster's pyramid in the school of the Formal renews
49 - 51	3%	All in circle's pyramids in the school of the Formal renew
52 - 54	3%	All in circle renew all skills
55 - 55	1%	Primary caster is invested in the Formal circle
56 - 57	2%	Primary caster renews all skills
58 - 59	2%	Formal duration is doubled (up to 2 years unless LCO)
60 - 61	2%	Any creation components are not consumed in this Formal
62 - 63	2%	Any elemental components are not consumed in this Formal
64 - 65	2%	Any spirit components are not consumed in this Formal
66 - 67	2%	Any time components are not consumed in this Formal
68 - 69	2%	Any destruction components are not consumed in this Formal
70 - 71	2%	Any void components are not consumed in this Formal

72 - 73	2%	Any power components are not consumed in this Formal
74 - 75	2%	No components are consumed in this Formal
76 - 80	5%	Roll Twice, both effects happen simultaneously
81 - 100	20%	Roll on Formal-specific Flaw Table

General Backlash Effect Table

Roll	Odds	Effect
1 - 10	10%	Roll Twice, both effects happen simultaneously
11 - 17	7%	Scroll is destroyed
18 - 19	2%	All formal magic in circle (including circle) expire immediately
20 - 25	6%	Primary caster is divested from circle
26 - 27	2%	Circle loses all investitures, all in circle are ejected
28 - 31	4%	All magic (battle and formal) on primary caster including items carried are destroyed.
32 - 32	1%	Primary caster goes to resurrect
33 - 33	1%	All casters go to Resurrect.
34 - 34	1%	All in circle go to Resurrect.
35 - 35	1%	All in circle take 15 times the formal spell level in arcane body damage
36 - 41	6%	All casters die, may receive life spells
42 - 46	5%	All in circle except primary caster die, may receive life spells
47 - 49	3%	All in circle die, may receive life spells
50 - 51	2%	All limbs of primary caster withered as per the spell, may be restored
52 - 53	2%	Arms of primary caster withered as per the spell, may be restored
54 - 54	1%	All limbs of all casters are withered as per the spell, may be restored
55 - 55	1%	All limbs of all in circle are withered as per the spell, may be restored
56 - 56	1%	All in circle go 'Berserk', immediately attacking all creatures in the vicinity, including each other, to the best of their ability and the exclusion of all other actions, for ten minutes.
57 - 58	2%	Circle is destroyed
59 - 62	4%	All in circle lose all daily skills until next reset
63 - 65	3%	Circle becomes <i>Formal Magic Platform</i> (non-protective) until next reset
66 - 66	1%	All in circle lose ½ body (round the loss down) for one year
67 - 68	2%	Cure Light Wounds spell acts as a death spell against the primary caster for one year.
69 - 70	2%	Ingested and Gas Alchemical substances act as a death spell against the primary caster for one year.
71 - 72	2%	Elemental Shield spell acts as a death spell against the primary caster for one year
73 - 74	2%	Magic Armor spell acts as a death spell against the primary caster for one year.
75 - 75	1%	Magic Armor spell acts as a death spell against the primary caster indefinitely
76 - 76	1%	All casters take 1/2 effect from what normally heals them for one year

77 - 78	2%	Primary caster takes double damage from one of the following for one year: Chaos (healing for undead), fire, lightning, ice, stone, magic missile / storm, silver weapons, magic weapons, normal weapons - note weapons includes any boffer attack that delivers damage of the appropriate type. Determine randomly)
79 - 82	4%	Primary caster must have at least one secondary caster to perform any formal magic spells for one year
83 - 85	3%	Primary caster may not be the primary caster in any formal magic spells cast in Dark Territory for one year
86 - 90	5%	Primary caster automatically casts in dark territory for six months
91 - 91	1%	Circle switches schools
92 - 96	5%	Primary caster becomes an idiot, unable to use any skills, for one hour.
97 - 97	1%	All charged items in circle activate one charge upon their possessor (may not be accepted under shield magic, activations are taken in random order)
98 - 98	1%	All charged items in circle activate one charge upon the primary caster (may not be accepted under shield magic, activations are taken in random order)
99 - 99	1%	All charged items in circle activate all charges upon their possessor (may not be accepted under shield magic, activations are taken in random order)
100 - 100	1%	All charged items in circle activate all charges upon the primary caster,(may not be accepted under shield magic, activations are taken in random order)

Item Creation Formals, including Damage Aura, Elemental Aura, Magic Aura

Roll	Odds	Flaw
1 - 10	10%	Item is Randomly Delimited - See Delimit Table
11 - 20	10%	The Formal is placed on a random appropriate item in the circle, it fails if no other appropriate item is present.
21 - 30	10%	Formal batch may not be extended (reroll if durations were instant)
31 - 40	10%	Batch receives a <i>Greater Extension</i> (reroll if durations were instant)
41 - 50	10%	Item receives <i>Render Indestructible</i> formal magic
51 - 60	10%	User of item must perform an action before item's Formal can be invoked (action is determined by marshal, negotiable with the player, action must be able to be completed within 60 seconds. Examples: Clap 5 times, jump on one foot 5 times, spin in a circle 5 times, recite a particular poem, etc.) (applies each time item is activated, or at least once an hour if donned or drawn)
61 - 70	10%	Formal is effective only at night (6 PM to 6 AM) (does not apply to render indestructible or spirit link/lock)
71 - 80	10%	Formal is effective only during day (6 AM to 6 PM) (does not apply to render indestructible or spirit link/lock)
81 - 90	10%	Item must be worn openly to perform its function

91 - 100	10%	User of item takes 5 arcane body damage when item is activated, or when appropriate for always-on items (I.e., a magic aura sword will deliver the damage each time it is grabbed or drawn)
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Spirit Formal Magic Castings

Roll	Odds	Flaw
1 - 15	15%	Target spirit gains 1 body for base duration of Formal (may not be extended)
16 - 32	17%	Person whose spirit is the target may not wear armor while the Formal is in effect (does not apply to instant Formals)
33 - 49	17%	A mark (determined by caster with no input from target spirit if other than the caster) is placed on target spirit
50 - 66	17%	A mark (determined by target) is placed on target spirit
67 - 83	17%	Person whose spirit is the target must receive and be affected by a beneficial spell (determined by the marshal) every 24 hours (while in game) for this formal to function (Does not apply to instantaneous formal spells. Formal is considered suppressed until affected by determined spell).
84 - 100	17%	Target spirit (primary caster's spirit if Obliterate is being cast) is weakened by 1 death but need not resurrect or draw.

Summon Formals

Roll	Odds	Flaw
1 - 20	20%	Creature summoned will be friendly and cooperative towards the primary caster
21 - 40	20%	Creature summoned will attack the primary caster immediately
41 - 60	20%	Creature summoned will attach a random secondary caster (primary if no secondary casters are present) immediately
61 - 80	20%	Creature summoned cannot speak or hear
81 - 100	20%	Caster rifted to summoned creature's plane of origin, with planar asylum, for one hour

Random Delimit Table

Roll	0	Odds	Only usable by:
1 - 3	3%	A male	
4 - 6	3%	A female	
7 - 9	3%	A fighter	
10 - 12	3%	A rogue	
13 - 15	3%	A scholar	
16 - 18	3%	A Templar	
19 - 23	5%	Someone under X level (roll 1-10)	
24 - 27	4%	Someone under X level (roll 1-10 + 1-10)	
28 - 29	2%	Someone over X level (roll 1-10 + 1-10)	
30 - 32	3%	A human	
33 - 35	3%	A mystic wood elf	
36 - 38	3%	An elf (any except mystic wood elf)	
39 - 41	3%	A dark elf	
42 - 44	3%	A stone elf	
45 - 47	3%	A wild elf	
48 - 50	3%	A scavenger	
51 - 53	3%	A barbarian	
54 - 56	3%	A Biata	
57 - 59	3%	A half Orc	
60 - 62	3%	A half ogre	
63 - 65	3%	A dwarf	
66 - 68	3%	A Sarr	
69 - 71	3%	A Hobbling	
72 - 72	1%	Someone with weapon skill X (caster's choice)	
73 - 73	1%	Someone with Backstab skill	
74 - 74	1%	Someone with dodge/assassinate skill	
75 - 75	1%	Someone with proficiency skill	
76 - 76	1%	Someone with critical slay/parry skill	
77 - 77	1%	Someone with master proficiency skill	
78 - 78	1%	Someone with master critical slay/parry skill	
79 - 79	1%	Someone with waylay skill	
80 - 80	1%	Someone with pick locks skill	
81 - 81	1%	Someone with disarm traps skill	
82 - 82	1%	Someone with create/set traps skill	
83 - 83	1%	Someone with Armorsmith skill	
84 - 84	1%	Someone with weaponsmith skill	
85 - 85	1%	Someone with herbal lore skill	
86 - 86	1%	Someone with alchemy skill	
87 - 87	1%	Someone with craftsman other (astrologer) skill	

88 - 88	1%	Someone with craftsman other skill
89 - 89	1%	Someone with read and write skill
90 - 90	1%	Someone with read magic skill
91 - 91	1%	Someone with first aid skill
92 - 92	1%	Someone with healing arts skill
93 - 93	1%	Someone with earth spell slot level X (Random 1-9)
94 - 94	1%	Someone with celestial spell slot level X (Random 1-9)
95 - 95	1%	Someone with earth formal level X (Random 1-10)
96 - 96	1%	Someone with celestial formal level X (Random 1-10)
97 - 97	1%	Someone with create potion skill
98 - 98	1%	Someone with create scroll skill
99 - 100	2%	Someone with wear extra armor skill

Formal Magic Component Identification Table

ID#	Full Description	Short Description	Type	#
C11001	Generic	Generic	Power	1
C11002	Generic	Generic	Creation	1
C11003	Generic	Generic	Destruction	1
C11004	Generic	Generic	Elemental	1
C11005	Generic	Generic	Spirit	1
C11006	Generic	Generic	Void	1
C11007	Generic	Generic	Time	1
C11008	Generic	Generic	S/R	1
C11101	Blue Quartz	Blue Rock	Creation	1
C11102	Rose Quartz	Pink Rock	Elemental	1
C11103	Clear Quartz	Clear Rock	Spirit	1
C11104	Obsidian	Black Rock	Power	1
C11201	Limestone	Tan Rock	S/R Weapons	1
C11202	Sand Dollar	Sand Dollar	Creation	1
C11203	Sandstone	Tan Rock	Elemental	1
C11204	Onyx	Black Rock	Elemental	1
C11301	Granite	Grey Rock	Elemental	1
C11302	Dirt from a Crossroads	Dirt-filled Pouch	Elemental	1
C12101	Swamp Gas	Vial of Gas	Time	1
C13201	Iron Pyrite	Gold & Black Stone	S/R Weapons	1
C13202	Rusty Iron	Red Iron	Time	1
C13401	Gold Key	Gold Key	Power	1
C13501	Iron Knife	Iron Knife	Power	1
C13502	Iron Hoop	Iron Hoop	S/R Weapons	1
C14101	Tiger Eye	Orange & Black Stone	Power	1
C15301	Vitriol	Vial of Acid	Void	1
C21101	Hawk Feather	Large Feather	Power	1
C21102	Owl Feather	Large Feather	Time	1
C21201	Hummingbird Feather	Small Feather	Power	1
C22201	Skin of a Garden Snake	Snake Skin	Destruction	1
C23201	Newt Eye	Small Eye	Power	1
C23202	Human Blood	Vial of Blood	Spirit	1
C24201	Ladybug	Ladybug	Creation	1
C24301	Termites	Bottled Insects	Destruction	1
C24401	Beeswax Candle	Candle	Power	1
C24402	Wasp Stinger	Small Stinger	Creation	1
C24601	Firefly	Firefly	Power	1
C25101	Conch Shell	Ornate Pink Shell	Time	1
C25102	Nautilus Shell	Ornate Grey Shell	Power	1
C25401	Octopus Ink	Vial of Ink	Creation	1
C25402	Squid Ink	Vial of Ink	Creation	1
C26101	Porcupine Quills	Porcupine Quills	Power	1
C26201	Bat Wing	Small Leathery Wing	Void	1
C26601	Horse Hoof Parings	Hoof Fragments	Spirit	1
C26701	Bear Claws	Large Claws	Spirit	1
C26801	Goat Horn	Horn	Creation	1
C26802	Gold Cloth (Wool dyed gold)	Gold Cloth	Elemental	1

ID#	Full Description	Short Description	Type	#
C26803	Vellum	Vellum	Creation	1
C26901	Skunk Musk	Vial of Smelly Oil	Power	1
C26902	Armadillo Carapace	Grey Chitinous Shell	Elemental	1
C26D01	Goblin Teeth	Pointed Teeth	Power	1
C26D02	Orc Teeth	Pointed Teeth	Power	1
C26D03	Troll Teeth	Large Pointed Teeth	Destruction	1
C26D04	Ogre Teeth	Large Pointed Teeth	Spirit	1
C26E01	Hand of a Thief	Severed Hand	Void	1
C26E02	Hair from a Hobbling's Foot	Lock of Hair	Creation	1
C31101	Acorn	Acorn	Time	1
C31201	Fresh Apple	Apple	Creation	1
C31401	Ash Wand	Wand	Power	1
C31402	Oak Wand	Wand	Time	1
C31403	Match	Match	Elemental	1
C31701	Garlic Clove	Garlic Clove	Creation	1
C31801	Corn Silk	Silky Threads	Spirit	1
C32101	Pine Cone	Pine Cone	Power	1
C32102	Pine Wand	Wand	Power	1
C34101	Poisonous Mushroom	Mushroom	Elemental	1
C34102	Edible Mushroom	Mushroom	Creation	1
U11001	Generic	Generic	Power	1
U11002	Generic	Generic	Creation	1
U11003	Generic	Generic	Destruction	1
U11004	Generic	Generic	Elemental	1
U11005	Generic	Generic	Spirit	1
U11006	Generic	Generic	Void	1
U11007	Generic	Generic	Time	1
U11008	Generic	Generic	S/R	1
U11101	Quartz Geode	Quartz Geode	Spirit	1
U11102	Pumice from an Active Volcano	Porous Grey Rock	Elemental	1
U11103	Pure Blue Quartz	Blue Rock	Elemental	1
U11104	Pure Rose Quartz	Pink Rock	Power	1
U11201	Rock Salt & Lime	Crushed Crystals	Spirit	1
U11301	Graphite	Grey Rock	S/R Weapons	1
U11302	Ballast Stone of a Sunken Ship	Large gray rock	Elemental	1
U11501	Black Marble	Small Black Sphere	Power	1
U11601	Runestone	Grey stone w/rune	Power	1
U11602	Powdered Capstone of a Mage's Tower	Grey Powder	Time	1
U12201	Flame Vapors	Vial of Gas	Void	1
U13101	Sulfur	Yellow Powder	Void	1
U13103	Sulfuric Ash	Yellow-Grey Ashes	Power	1
U13201	Red Iron	Red Iron	S/R Weapons	1
U13202	Sulfur Crystals	Yellow Crystals	Elemental	1
U13401	Gold Cloth (spun from real gold)	Gold Cloth	Spirit	1
U13402	Parchment made of Silver	Thin Sheet of Silver	Elemental	1
U13501	Parchment made of Iron	Thin Sheet of Iron	Time	1
U13502	Kingsilver / Queensilver	Thin Sheet of Silver	Power	1
U13503	Assassin's Dagger	Dagger	Spirit	1
U14101	Perfect Ruby	Red Gem	Creation	1
U14102	Perfect Diamond	Clear Gem	Spirit	1

ID#	Full Description	Short Description	Type	#
U14103	Perfect Sapphire	Blue Gem	Time	1
U14104	Star Sapphire	Blue Gem w/White ctr	Power	1
U14105	Perfect Topaz	Orange Gem	Power	1
U14201	Diamond Dust	Glittery Dust	Time	1
U15101	Moondrops (water of moonlit lake)	Vial of Liquid	Creation	1
U15102	Water from the Lake of Sighs	Vial of Liquid	Spirit	1
U15201	Maelstrom Waters	Vial of Liquid	Elemental	1
U15202	Ice from the Crystal Glacier	Sliver of Ice	Creation	1
U15301	Water which has never seen daylight	Vial of Liquid	Time	1
U21101	Golden Eagle Feather	Large Feather	Creation	1
U21102	Vulture Feather	Large Feather	Time	1
U21103	Condor Feather	Large Feather	Power	1
U21201	Black Snow Goose Feather	Large Feather	Power	1
U22101	Lizard Man Skin	Green Scaly Skin	Creation	1
U22201	Rainbow Rattlesnake Skin	Snake Skin	Creation	1
U24101	Black Widow Spider	Small Spider	Destruction	1
U24102	Tarantula	Large Spider	Creation	1
U24103	Trapdoor Spider	Large Spider	Creation	1
U24104	Spider Silk	Silky Threads	Spirit	1
U24105	Giant Spider Ichor	Thick Black Fluid	Elemental	1
U24301	Fire Ants	Bottled Insects	Spirit	1
U24401	Red Wasp Stinger	Small Stinger	Elemental	1
U24402	Queen Bee Stinger	Small Stinger	Power	1
U24501	Scorpion Tail	Scorpion Tail	Power	1
U24601	Poisonous Butterfly Cocoon	Cocoon	Time	1
U25301	Barnacle from an Albino Whale	Snail-like Shell	Elemental	1
U25401	Kraken Ink	Vial of Ink	Creation	1
U25402	Giant Squid Tentacle	Large Tentacle	Elemental	1
U25501	Jellyfish	Jellyfish	Creation	1
U26101	Black Porcupine Quills	Porcupine Quills	Destruction	1
U26501	Horn of a White Bull	Horn	Elemental	1
U26502	Hair of a Musk Ox	Lock of Hair	Creation	1
U26701	Claws of a Cave Bear	Large Claws	Power	1
U26901	Giant Skunk Musk	Vial of Smelly Liquid	Power	1
U26E01	Narwhal Horn	Horn	Creation	1
U26E02	Knucklebones of a Sea Troll	Bones	Creation	1
U27101	Purple and Orange Sponge	Purple/Orange Sponge	Creation	1
U27201	Brain Coral	Lump of Coral	Power	1
U27202	Fire Coral	Lump of Coral	Power	1
U27203	Red Coral	Lump of Coral	Power	1
U28101	Shark Teeth	Large Pointed Teeth	Power	1
U28102	Piranha Teeth	Pointed Teeth	Destruction	1
U28103	Barracuda Teeth	Pointed Teeth	Power	1
U28104	Moray Eel Teeth	Pointed Teeth	Power	1
U28201	Perfect Pearl	Pearl	Spirit	1
U28202	Black Pearl	Small Black Sphere	Time	1
U28203	Perfect Carnelian	Orange Gem	Power	1
U31101	Acorn from a 100-year-old Oak	Acorn	Time	1
U31201	Apple from a Pippin Fairy's Tree	Apple	Power	1
U31301	Dregs of 1000-year-old Elven	Vial - Cloudy Liquid	Time	1

ID#	Full Description	Short Description	Type	#
	Wine			
U31401	Wand of Lightning-Struck Oak	Wand	Elemental	1
U31402	Curare	Vial of Liquid	Void	1
U31403	Match Made in Haven	Match	Creation	1
U31404	Taproot of a Giant Sequoia	Root	Creation	1
U31501	Ash of an Earth Formal Scroll	Ashes	Void	1
U31502	Ash of an Celestial Formal Scroll	Ashes	Destruction	1
U32101	Amber with Trapped Insect	Insect in Amber	Spirit	1
U34201	Moss from a Mummy's Tomb	Moss	Time	1
U34202	Spores of a Winter Mushroom	Spores	Time	1
U34203	Spores of Red Cave Fungus	Spores	Power	1
U34301	Phosphorescent Moss	Moss	Spirit	1
U35001	Ginseng Root	Root	Creation	1
U35002	Nightshade Root	Root	Void	1
U35003	Foxglove	Leaves	Creation	1
U35004	Wolfsbane	Leaves	Power	1
R11001	Generic	Generic	Power	2
R11002	Generic	Generic	Creation	2
R11003	Generic	Generic	Destruction	2
R11004	Generic	Generic	Elemental	2
R11005	Generic	Generic	Spirit	2
R11006	Generic	Generic	Void	2
R11007	Generic	Generic	Time	2
R11101	Iron Golem Body	Large Iron Statue	None	X
R12101	Mummy Essence	Grey Powder	Void	2
R12102	Specter Essence	Vial of Glowing Gas	Spirit	2
R12103	Wraith Essence	Vial of Glowing Gas	Time	2
R12201	Death Knight Bones	Bones	Power	2
R12202	Greater Vampire Ashes	Ashes	Time	2
R21101	Lesser Fire Elemental Essence	Vial of Glowing Gas	Elemental	2
R21102	Lesser Water Elemental Essence	Vial of Liquid	Elemental	2
R21103	Lesser Air Elemental Essence	Vial of Gas	Elemental	2
R21104	Lesser Earth Elemental Essence	Black Powder	Elemental	2
R21105	Lesser Earth Elemental Part	Chunk of Brown Rock	Creation	2
R21106	Lesser Earth Elemental Claws	Large Claws	Power	2
R21201	Greater Fire Elemental Essence	Vial of Glowing Gas	Elemental	2
R21202	Greater Water Elemental Essence	Vial of Liquid	Elemental	2
R21203	Greater Air Elemental Essence	Vial of Gas	Elemental	2
R21204	Greater Earth Elemental Essence	Black Powder	Elemental	2
R21205	Greater Death Elemental Essence	Thick Black Fluid	Destruction	2
R21206	Greater Earth Elemental Claws	Huge Claws	Power	2
R22101	Dragon Scale	Scale	Creation	2
R22102	Roc Feather	Large Feather	Creation	2
R22103	Unicorn Hoof Parings	Hoof Fragments	Creation	2
R22104	Cockatrice Feather	Small Feather	Time	2
R22105	Phoenix Feather	Large Feather	Power	2
R22106	Unicorn Horn	Horn	Spirit	2
R22107	Phoenix Talons	Bird Talons	Creation	2
R22108	Dragon Claws	Huge Claws	Creation	2
R22109	Kraken Tentacle	Large Tentacle	Elemental	2
R2210A	Lock of a Mermaid's Hair	Lock of Hair	Creation	2
R2210B	Pin Feather of a Pegasus	Small Feather	Power	2

ID#	Full Description	Short Description	Type	#
R2210C	Pegasus Hoof Parings	Hoof Fragments	Creation	2
R2210D	Gryphon Claws	Huge Claws	Power	2
R22110	Blood of a Black Unicorn	Vial of Blood	Power	2
R22111	Blood from the Heart of a Coward	Vial of Blood	Void	2
R24401	Brood Executioner Stinger	Huge Stinger	Creation	2
R24402	Brood Warrior Acid	Vial of Acid	Power	2
R24403	Brood Warrior Stinger	Huge Stinger	Spirit	2
R24404	Brood Executioner Acid	Vial of Acid	Void	2
R24405	Brood Queen Acid	Vial of Acid	Destruction	2
R24406	Brood Queen Stinger	Huge Stinger	Power	2
R25301	Trilobite Shell	Grey Chitinous Shell	Time	2
R31201	Meteoritic Iron	Red Iron	Power	2
R31202	Red Phosphorous	Red Powder	Power	2
R31203	Celestial Granite	Grey Rock	Elemental	2
R31204	Star Diamond	Clear Gem	Power	2
R31205	Perfect Jacinth	Orange Gem	Creation	2
R32101	Shard of a Hero's Tomb	Grey Rock	Time	2
R32102	Sword of a Villain	Sword	Void	2
R32103	Ozone from a Fresh Lightning Strike	Vial of Glowing Gas	Power	2
R33101	Will o' Wisp Essence	Vial of Glowing Gas	Spirit	2
R33102	Thunder of a Lightning Storm	Vial of Gas	Power	2
S10001	Death Elemental Teeth	Pointed Teeth	Destruction	4
S10002	Life Elemental Scale	Scale	Creation	4
S10003	Essence of a Falling Star	Vial of Glowing Gas	Time	4
S10004	Warmth of Tyrra	Vial of Glowing Gas	Elemental	4
S10005	Tail of a Comet	Vial of Glowing Gas	Power	4
S10006	The Living Heart of the Moon	White Gem	Creation	4
S10007	The March of Time	Grey Powder	Time	4
S10008	The Last Breath of a True King	Vial of Gas	Spirit	4
S10009	The King of the Hive	Insect in Amber	Void	4
S10010	Pure Water from the Blood Glacier	Vial of Liquid	Elemental	4
S10011	Lock of a True Hero's Hair	Lock of Hair	Spirit	4
S10012	The Last Hope of a True Hero	Vial of Blood	Power	4
S11001	Generic	Generic	Power	4
S11002	Generic	Generic	Creation	4
S11003	Generic	Generic	Destruction	4
S11004	Generic	Generic	Elemental	4
S11005	Generic	Generic	Spirit	4
S11006	Generic	Generic	Void	4
S11007	Generic	Generic	Time	4

Create Mark / Destroy Mark

Target: Item or Spirit
Duration: Create Mark: Two years; Destroy Mark: Instantaneous
School: Celestial or Earth (scroll must be marked as one or the other)
Components: Create Mark -P1, C1; Destroy Mark - P1, D1

This formal magic will create or destroy an indelible Mark of the appropriate school upon a spirit or an item.

The creation of a Mark can take one of three forms:

Spirit Mark will always show itself on the surface of the spirit's body.

Item Mark will always show itself on the surface of the item enchanted.

Mark of Ownership will always show itself on the surface of the body whose spirit possesses the item (it appears after one hour of possession, and disappears one hour after the item is no longer in possession).

The Mark can be up to two colors chosen by the caster and a size between one and ten square inches at the choice of the caster, at any location upon the target chosen by the caster. A Mark may not be drawn over an existing Mark.

Upon completion of Create Mark, the caster draws the Mark. Upon completion of Destroy Mark, one (non-hidden) mark of the appropriate school present on the target, if there are any, disappears immediately. If more than one mark is present on an item, the caster decides which one is destroyed. If more than one mark is present on a spirit, the target decides which one is destroyed.

Note this is one scroll capable of being used as both Create Mark and Destroy Mark.

Any deliberate attempts to violate the spirit of the Mark of Ownership effect by passing the item around quickly will be dealt with by the local chapter disciplinary committee.

Enchant

Target: Item or Body
Duration: Until used, for a maximum of one year
School: Celestial or Earth (scroll must be marked as one or the other)
Components: C1, E1, + P equal to half the level of the spell rounded up

This formal magic will place one magic spell of the appropriate school onto the target.

The caster must state the word, "Declare" and then the spell must be cast from the caster's memory at the end of the formal magic.

An Enchant upon a body counts against the 5 formal magic limit of the spirit within the body.

The possessor of the Item or the spirit inhabiting the Body is imbued with the ability to cast the spell, once, using the word "Activate" followed by the full incantation of the spell. For example, an item with a *Flame Bolt Enchanted* upon it may be used by touching the item and saying "Activate - I call forth a Flame Bolt" and throwing a packet. A packet is required even if the item is activated upon the person possessing the item. Other than requiring the word "Activate" before the incantation, the use of an enchanted item follows all normal spell casting rules.

The tag should be marked accordingly when the *Enchant* is cast. If completely expended, it should be rendered useless and turned into Logistics for return to the chapter of origin for tracking purposes.

Glyph of Protection

Target: One doorway

Duration: 5 Days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P1, C1, E1, + <designated by the type of glyph>

This formal magic will create a visible marking on both sides of the target and place one battle magic spell of the appropriate school (or an Alarm effect) onto the target. The marking must be at least 6" x 6" and cannot be covered by any means.

If a first, second, or third level spell, or the Alarm effect is used, add an additional point of Power. If a fourth, fifth, or sixth level spell is used, add two points of Power. If a seventh or eighth level spell is used, add three points of Power. Ninth level spells cannot be used.

The following spells can be used in a Glyph of Protection: *Bind, Cause Disease, Confine, Curse, Destroy Undead, Dragon's Breath, Flame Bolt, Harm Undead, Ice Bolt, Ice Storm, Lightning Bolt, Lightning Storm, Magic Missile, Paralyze, Pin, Repel, Shun, Silence, Sleep, Taint Blood, Trap Undead, Weakness, Web, Wither Limb*. Any of the "Cause" or "Cure" wounds spells can also be used.

The spell must be cast from the caster's memory (or a message up to twenty words in length must be spoken) at the end of the formal magic. The caster draws the symbol and all creatures within the *Circle of Power* receive a link to the Glyph.

Any person (with enough spirit to be affected by spells) who passes through the doorway must be invested to the Glyph of Protection or recognized by someone who is invested to the Glyph of Protection. Otherwise the Glyph will activate its selected effect. The Glyph instantaneously resets for each breaking of the plane throughout the duration of this formal magic. This means that multiple persons breaking the plane at the same time will each be affected as if they were breaking the plane in sequence. The effect of a Glyph of Protection may not be dodged or phased but may be resisted if applicable.

Casting Detect Magic upon the Glyph will reveal that it is a magical glyph but it does not provide any other information. Casting *Dispel Magic* upon the doorway will deactivate the glyph allowing passage through the plane of the doorway. The Glyph will remain deactivated as long as the caster of the *Dispel Magic* maintains line of sight on it. Once the spell caster loses line of sight or is himself affected by *Dispel Magic*, the Glyph will reset and trigger the next time someone breaks the plane. A *Dispel Magic* cast upon the glyph will also break any line of sight effects currently active due to the Glyph of Protection.

No matter what the effect of the Glyph of Protection no creature passing through the portal the glyph is upon may be healed by the functioning of the Glyph.

Each portal may only have one Glyph of Protection upon it. Multiple Glyphs of Protection on a single structure must be at least five feet apart.

A person may be invested in the Glyph of Protection by use of the Investiture formal magic of the school of magic to which the Glyph of Protection belongs.

All Glyphs of Protection that duplicate a spell are as per the description in the 7th edition NERO rulebook. The Glyph itself is considered the caster of the spell. Any area with a Glyph of Protection must be marked to indicate a marshal is needed to enter it.

A Marshal's Note must accompany each Glyph of Protection, listing the type of glyph, the expiration date, and the invested members (IG and OOG names).

Identify

Target: One or more Items, Bodies or Spirits
 Duration: Instantaneous
 School: Celestial
 Components: P1, C1, E1

This formal magic will allow a caster to perform a Celestial Identify upon a number of targets equal to the number of levels of Celestial Formal Magic he possesses.

At the completion of the formal magic, the Identify is performed on the named items by touching them in a sequential order of the caster's choosing.

Identify follows the rules for identify as stated in the 7th edition NERO rulebook on page 44 under the topic Permanent Circles of Power

Investiture / Divestiture

Target: Spirit and a Circle of Power, Glyph of Protection or Greater Ward
 Duration: For the duration of the second target
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: Invest - P1, C1, S1, T1; Divest - P1, D1, S1, V1

This formal magic will create or destroy a link between two targets. If used as Investiture, this formal magic creates a link between the two targets. If used as Divestiture, this formal magic destroys one of the links, if any exist, between the two targets.

The caster must already have an Investiture that links him to the second target.

The school of this scroll must be the same as the school of the second target.

Note this is one scroll usable as both Invest and Divest.

Investiture follows the rules as specified in the 7th edition NERO rules on page 44 under the topic of Permanent Circles of Power

Planar Asylum

Target: Body(s)
 Duration: 5 Days may not be extended
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P1, C1, E1, +1 P per additional person in the Asylum
 Approved Planes: Air, Earth, Fire, Water

This formal magic will allow the targets to survive on the scroll-specified plane even though its natural environment might be fatal to the targets. This formal magic does not confer any special resistance to attacks similar to the nature of the plane (i.e. Planar Asylum - Elemental Plane of Fire does not grant immunity to flame based attacks).

This formal magic may protect one person per level of formal magic ability, in the appropriate school, of the caster.

If a target of a Planar Asylum resurrects they lose all protection of the Asylum since it resides in the body, not the spirit.

Spirit Farewell

Target: None
 Duration: Ten Minutes per formal magic level of the caster or duration of Circle or until the spirit chooses to leave, whichever is first.
 School: Earth
 Components: P1, C1, S1, V1

This formal magic provides a final farewell to a spirit that did not survive resurrection.

When the formal magic begins, the caster must state the name of a creature that has permanently died. If possible, a personal possession, someone close to the deceased during its life, or even a written work describing the deceased, should also be present in the circle, although it is not required. The formal magic must be performed within one month from the death of the spirit per level of formal magic possessed by the caster(s). The spirit must be willing to return and may choose to ignore the casting of this formal magic if desired. This formal magic can be cast more than once for a given creature so long as it is within the specified time limit.

Upon successful casting, the spirit will appear in the circle (use a three count), but is restricted to the confines of the Circle of Power used for the formal magic. The spirit will forget every detail of the last hour before its death. Similarly, a spirit has no knowledge of any events since its death (except for other visits via *Spirit Recall*). Note that no other formal magic can be cast on the spirit during its return.

The duration of this formal magic may not be extended by any means.

Before the formal magic begins the proper NPC or PC who used to play the part should be present. If the proper player is not present on site at the time of casting, this formal magic will automatically fail. If the spirit named has not permanently died, this formal magic will automatically fail. At the discretion of the local chapter, a different NPC can be substituted if the proper one is not available. Also at their discretion, “events” may be substituted for “months” to compensate for long times between events.

At the conclusion of the formal magic casting, the casters will be aware if the spirit chose to ignore the casting.

The recalled spirit may not use any game skills. It appears as it did in life, but is non-corporeal.

Summon Basic Extra-Planar Creature

Target: None
 Duration: 5 Days or until banished or killed
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P1, C1, E1, S1
 Approved Types: (Celestial) Air, Earth, Fire, Water; (Earth) Earth Hound of the Dead

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature’s name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Cloak, Minor

Target: Item or Body
 Duration: Until Used, for a maximum of one year
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P2, C1, D1, E1, V1

This formal magic provides single use protection that will stop the listed effect.

This effect is described under Cloak in the 7th edition NERO Rulebook on page 44. The user of this formal magic touches the item and calls “*Cloak*”

The following Cloak effects are allowed:

Binding (Earth or Celestial) – protects from *Pin, Bind, Web, Confine*

Chaos (Earth only) – protects from any effect that invokes “Chaos”.

Charm (Earth or Celestial) – protects from *Charm, Shun, Dominate, Fear*, and Vampire Charm.

Command (Earth or Celestial) – protects from *Awaken, Charm, Shun, Silence*, and *Sleep*.

Curse (Earth only) – protects from any spell with the incant “I Curse You With” but no other curse effects such as gypsy curse or fae curse.

Earth (Earth only) – protects from any effect that invokes “Earth”.

Fire (Celestial only) – protects from any effect that causes Flame damage.

I Call Forth (Celestial only) – protects from any spell with the incant “I Call Forth”

Ice (Celestial only) – protects from any effect that causes Ice damage.

Lightning (Celestial only) – protects from any effect that causes Lightning damage.

Sleep (Earth or Celestial) – protects from any effect that causes Sleep.

Summoned Force (Earth or Celestial) – protects from *Disarm, Shatter, Destroy* and *Enflame*

<Spell Name> (Earth or Celestial) – protects from the specific spell (below 9 th level), but not a gas which duplicates the spell’s effect

Create Minor Golem

Target: A simple animal, or a Spirit and Body
 School: Celestial
 Duration: Until destroyed, or 5 days after the first command is executed.
 Components: P2, C2, E2, S2, V2
 Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Minor Undead

Target: Permanently dead body(s)
 School: Earth
 Duration: The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days.
 Components: P2, C2, E1, V1
 Approved Types: Skeleton, Zombie

The number of Undead creatures created is equal to the Formal magic levels of the formal magic caster.

In addition to the components, this formal magic requires one silver piece per undead created which will be incorporated into the body of the undead whole and is retrievable when the undead is destroyed. On occasion the silver will be destroyed and irretrievable.

Create Limited Formal Magic Scroll

Target: Formal Magic Scroll other than this one
 Duration: Until Used, for a maximum of one year
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P2, C1, E1, + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components.

This formal magic will create an exact copy of any other Formal Magic scroll of the appropriate school.

The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Limited, regardless of the target scroll's original type. The new scroll will be limited to a number of uses equal to 1/3 the number of levels (round up in all cases) of the appropriate school of formal magic possessed by the caster, to a maximum of fifteen. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied". These words will also appear on the new scroll if any flaw changes the new scroll in any way.

Delve History

Target: Item
 Duration: Instantaneous
 School: Celestial
 Components: P2, C1, S1, T1

This formal magic will reveal to the caster specific information regarding the history of the item that is the target of the formal magic. Be forewarned that no information may be revealed for items that are mundane in their history or blocked by forces beyond the ken of formal magic.

The information revealed by this formal magic is completely up to the plot committee.

Plot should be notified in advance of the casting of this formal magic so a proper history may be supplied.

In general, no information will be revealed if the item involves another PC.

Destroy Magic, Lesser

Target: Item, Spirit, Glyph of Protection, Circle of Power, Wall of Force, or Ward
 Duration: Instantaneous
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P2, D1, V1

This formal magic will bring to a conclusion all existing magic of the appropriate school, both Formal Magic and Battle Magic, on the target.

The caster must touch the target with a spell packet during the entire casting of the formal magic. This formal magic may only be cast from within a Circle of Power that does not expire within one hour.

If cast upon a spirit, then all magic present on the body is also affected, although items carried are not affected. In this case, all formal magic, including Spirit Link(s), is affected. While each Spirit Link is gone forever, other magic upon any applicable item is unaffected.

If cast upon an item, then all magic present on the item, including Spirit Link, is affected. While that particular Spirit Link is gone forever, other magic present upon the spirit is unaffected.

Magic Aura

Target: Weapon
 Duration: 5 days
 School: Celestial
 Components: P2, C1, D1, E1

This formal magic will create a magical Damage Aura on a weapon. However, no additional bonus is added to the damage call of the weapon. If this formal magic is cast upon a weapon with a Damage Aura already present, there is no additional effect.

Render Indestructible

Target: Item
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P2, C2, E2, T1

This formal magic will render the target Indestructible, and prevents an item from being affected by normal destructive means, such as Shatter and Destroy spells or normal physical damage including traps.

This formal magic may only be cast upon a weapon, shield, armor, pouch, door, or any other item up to a normal door in size. If cast upon a suit of armor, the armor will never breach but may still be reduced to zero points via normal combat damage.

Various effects may still destroy an indestructible item. The onus of ability to do so is on the NPC or PC who is performing the destruction. Proper documentation of the ability to destroy an indestructible item will allow destruction of said item even though this formal magic renders it indestructible to normal IG means.

Whispering Wind

Target: Spirit
 Duration: One Message
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P2, E1, S1, V1

This formal magic causes a message to be delivered on the wind to anyone who meets the following conditions: that person has a spirit; the caster has met them; they are not permanently dead; and presently on this plane of existence.

The wind will carry the message to the recipient where only he will be able to hear it. The recipient may choose to ignore any Whispering Wind that comes to him. The recipient will be aware of the identity of the message sender.

The message is limited to five words plus one word per level of formal magic ability possessed by the caster.

The time for the message to be delivered varies.

Certain effects and fluctuations of magic may prevent the message from being delivered.

The marshal is responsible for delivering the message or finding an NPC to deliver the message. The message will take as long to deliver as it takes for the formal magic marshal or the designated NPC to find the recipient. If the recipient is not on site the message delivery will obviously be delayed. The time allowed for delivery of the message is 2 hours or the formal magic will fail, this time limit is extendable by the plot committee. This formal magic may not be used for communication between chapters without prior agreement between the staff/plot committees of both chapters. If communication between chapters is attempted, the player may be responsible for obtaining such agreements.

Arcane Armor

Target: Spirit
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P3, C1, E1, S1

This formal magic provides a 4 point suit of armor without a physical form which functions identically to normal physical armor except it cannot be breached and lose value. When it is reduced to 0 it requires a minute of concentration to refit back to full value. If multiple Arcane Armors of the same school are cast, they will provide protection in a pyramid fashion: an additional two castings will provide 8 points, an additional three castings (for a total of six) provide 12 points. The recipient is limited to the maximum armor for his or her profession and will receive no benefit from any additional points. Arcane Armor cannot be used in conjunction with normal physical armor at all, or Arcane Armor of another school, the highest value will apply. This means that someone with Arcane Armor may not gain the points from wearing a suit of armor. If two Arcane Armors are in effect on one person the Arcane Armor with the lower pyramid is effectively suppressed.

Arcane Armor in no way provides protection against a waylay, however, a coif or helmet may be worn without negating the Arcane Armor but conferring its protection to waylay.

The level of the pyramid (4 points=1, 8 points=2, 12 points=3) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

Tags should be marked with the level of the pyramid (Arcane Armor Level 1, Arcane Armor Level 2, Arcane Armor Level 3) rather than the number of points, to allow for possible future changes to the number of points per level.

Bane, Minor

Target: Item or Body
 Duration: Until used, for a maximum of one year
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P3, C2, D1, E1, V1

This formal magic provides single use protection that will reflect the listed effect.

This effect is described under Bane in the 7 th edition NERO Rulebook on page 44.

The following Bane effects are allowed:

Binding (Earth or Celestial) – protects from *Pin, Bind, Web, Confine*

Chaos (Earth only) – protects from any effect that invokes “Chaos”.

Charm (Earth or Celestial) – protects from *Charm, Shun, Dominate, Fear,* and Vampire Charm.

Command (Earth or Celestial) – protects from *Awaken, Charm, Shun, Silence,* and *Sleep*.

Curse (Earth only) – protects from any spell with the incant “I Curse You With” but no other curse effects such as gypsy curse or fae curse.

Earth (Earth only) – protects from any effect that invokes “Earth”.

Fire (Celestial only) – protects from any effect that causes Flame damage.

I Call Forth (Celestial only) – protects from any spell with the incant “I Call Forth”

Ice (Celestial only) – protects from any effect that causes Ice damage.

Lightning (Celestial only) – protects from any effect that causes Lightning damage.

Sleep (Earth or Celestial) – protects from any effect that causes Sleep.

Summoned Force (Earth or Celestial) – protects from *Disarm, Shatter, Destroy* and *Enflame*

<**Spell Name**> (Earth or Celestial) – protects from the specific spell (below 9 th level), but not a gas which duplicates the spell’s effect.

Create High Horoscope

Target: Spirit
 Duration: One Vision
 School: Celestial
 Components: P3, C1, E1, S1, T1

This formal magic will allow the target to have a prophetic or fact revealing vision of a general nature on a topic designated at the time of the casting. Be forewarned that the contents of the vision will never reveal specific information and may even fail to reveal anything.

The caster and target must be able to see the night sky through the entire casting of this formal magic. The quality of the vision is often aided if the caster and/or the target have the skill *Craftsman (Astrologer)*.

At the end of the formal magic the target will go into a trance, and the vision will take place. Any action taken against the target while they are in the trance may break the trance at the target’s option. The duration of the vision is variable depending on how much is revealed on the given topic. This formal magic can never be used to circumvent any other NERO rule.

Plot should be notified in advance of the casting of this formal magic so a proper vision may be supplied. Plot will take into account the Astrology skill if possessed by the formal magic caster or the person on whom the formal magic is cast. The information revealed by this formal magic is completely up to the plot committee. This formal magic is meant for use in situations between PCs and NPCs and plot generated scenarios. It will not be allowed to target one group of PCs by another group of PCs, in such cases no vision will be received regardless of the success of the formal magic.

Create Formal Magic Platform

Target: Circle of Power of the corresponding school
 Duration: 1 Year
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P3, C2, S1, T2

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the Circle of Power to be extended beyond its normal (one hour) duration. The circle will only be useful for casting other formal magic and will provide no protection whatsoever. Anyone may enter or leave this type of circle freely. This circle is of the “fish-tail” variety.

A marshal’s note must be included with the circle listing the expiration date for the circle.

Create Stake of Woe

Target: None
 Duration: 5 Days or One Killing Blow against a Vampire (whichever is first)
 School: Earth
 Components: P3, C1, D1, S1, V1

This formal magic creates a temporary Stake of Woe that allows a Vampire to be killing blowed and take a death from the killing blow. Be forewarned that while a single staking permanently kills most vampires, some very powerful vampires are rumored to be able to survive multiple stakings. The Stake of Woe formed is Shatterable or Destroyable. The Stake also gives the ability to deliver one packet delivered Arcane Solidify ever.

The Stake Created by this Formal magic may not be extended in any manner.

Dreamvision

Target: Spirit
 Duration: One Vision
 School: Earth
 Components: P3, S2, T2

This formal magic allows the target to have a prophetic or fact revealing vision of a general nature on a topic designated at the time of the casting. Be forewarned that the contents of the vision will never reveal specific information and may even fail to reveal anything. At the end of the formal magic the target will go into a deep sleep (if not already asleep) during which the vision will take place as a dream. Any action taken against the person may, at the person's option, break the sleep interrupting the vision.

The duration of the vision is variable depending on how much is revealed on the given topic. The target must be able to fall asleep normally.

Plot should be notified in advance of the casting of this formal magic so a proper vision may be supplied. The information revealed by this formal magic is completely up to the plot committee. This formal magic is meant for use in situations between PCs and NPCs and plot generated scenarios. It will not be allowed to target one group of PCs by another group of PCs, in such cases no vision will be received regardless of the success of the formal magic.

Elemental Aura

Target: Weapon
 Duration: 5 Days
 School: Celestial
 Components: P3, C2, E3
 Approved Auras: Fire, Lightning, Ice, Stone

This formal magic causes a weapon to be sheathed with an Elemental Aura of a particular element. If Cast upon a normal weapon the damage call will always be <element>. If cast upon a silver weapon, the wielder has the choice of calling the <element> or the <element> silver, if the wielder swings <element> silver and the creature hit is immune to either <element> or silver than they take no damage. If the weapon also has a damage aura or is being swung by something with innate damage aura, or is under the effect of an enchanted blade spell, the damage call must be magic <element>.

Multiple Elemental auras on one weapon will not work, and the last aura cast will replace any others. Elemental Aura may only be cast on a weapon.

Extend Enchantment

Target: Batch of Formal Magic of the appropriate school
 Duration: 6 months
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P3, T2

This formal magic increases the duration of any Formal Magic previously cast in the current batch to six months.

If successful, the batch immediately terminates at the completion of this formal magic.

Extend Enchantment does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Greater Ward

Target: Ward
 Duration: 30 Days
 School: Celestial
 Components: P3, C2, S1, E1, + P1 per additional portal

This formal magic will extend the duration of one existing Ward to thirty days. The Greater Ward is exactly like the Ward in all respects, except for the differences listed herein.

Each additional portal for the Ward will require the addition of a single power component to the components normally required for this formal magic. Anyone within the Ward and during the entire casting of the formal magic will receive an Investiture to the Greater Ward. Investiture in a Greater Ward allows the spirit to recognize subjects through the portal in a similar manner to a Permanent Circle of Power. In addition anyone who possesses a Ward Key can recognize anyone in or out of the Greater Ward for as long as they solely hold the key.

If Destroy Magic is cast upon the Ward Key, the Greater Ward remains but the Ward Key is destroyed.

A marshal's tag must describe the caster, the duration of the Greater Ward, and the Invested persons (IG and OOG names).

The Ward Key is considered a magic item and must have a tag, an identify will not reveal the location of the Greater Ward which it is for. The Ward Lock and Key must be marked to identify that they are paired.

Mend Golem

Target: Golem
 Duration: Instantaneous
 School: Celestial
 Components: P3, C2, E2

This formal magic will heal a golem for ten points of damage for every level of celestial formal magic possessed by the caster. Each secondary caster may add five points of healing per level of celestial formal magic they possess. The healing may be split among multiple golems. This formal magic will not heal a Golem that has reached zero body points, nor will it heal a golem that has received a killing blow. It will heal golems even if they may normally not be healed by any other means.

Summon Lesser Extra-Planar Creature

Target: None
 Duration: 5 Days or until banished or killed
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P3, C2, E2, S1
 Approved Types: (Celestial) Air, Earth, Fire, Water; (Earth)

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named

creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.).

Create Base Golem

Target: A simple animal, or a Spirit and Body
 School: Celestial
 Duration: Until destroyed, or 5 days after the first command is executed.
 Components: P4, C3, E3, S2, V2
 Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Base Undead

Target: Permanently dead body(s)
 School: Earth
 Duration: The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days.
 Components: P4, C3, E2, V1
 Approved Types: None

The number of Undead creatures created is equal to one half the Formal magic levels of the formal magic caster rounded down.

In addition to the components, this formal magic requires three silver pieces per undead created which will be incorporated into the body of the undead whole and is retrievable when the undead is destroyed. On occasion the silver will be destroyed and irretrievable.

Create Unlimited Formal Magic Scroll

Target: Unlimited Formal Magic Scroll other than this one
 Duration: 2 Years or 1 year (see below)
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P4, C2, E2, T2 + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components.

This formal magic will create an exact copy of any other Unlimited Formal Magic scroll of the appropriate school.

The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Unlimited. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied". These words will also appear on the new scroll if any flaw changes the new scroll in any way.

The caster must choose to have the scroll last only one year, in which case the scroll may be used any number of times each day, or to have the scroll last two years, in which case the scroll may only be used once each day. The number of times that the scroll may be used per day must be noted on the scroll.

Delimit

Target: Item
 Duration: 5 Days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P4, C1, S3

This formal magic Delimits the use of an item based on race, profession, gender, ability to perform a skill, or general experience. Only those who match the Delimitations upon the item may use the item.

The caster decides what the Delimitation put on the item is at the time of casting, the options are: Only usable by a male, Only usable by a female, Only usable by a (fighter, rogue, scholar, templar), only usable by someone with the skill <x>, only usable by someone under <y> level, only usable by someone over <z> level, only usable by race <q>.

If there is more than one Delimit on an item they both take effect, for example an item only usable by elves or dwarves, not an "elf-dwarf". This formal magic may be used to allow use of an item limited in use by formal magic flaw.

Spell Store

Target: Item or Body
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P4, C2, E1

This formal magic will create a rechargeable Battle Magic spell slot of the appropriate school in the target.

The first casting will allow storage of a first, second or third level Battle Magic spell from someone's memory only. Each additional casting in a pyramid fashion will allow up to three additional levels for the spell slot. Thus after an additional two castings, up to six spell levels may be stored within the target. After an additional three castings (for a total of six) up to nine levels may be stored within the target. Once charged, anyone in possession of the item or the person into which the Spell Store was cast may cast the spells stored within as if they were casting from a magic item. The spells stored can be of any combination of levels up to the maximum spell levels allowed by the formal magic performed. Thus a sixth level spell store item or person could hold a sixth level spell or six first level spells.

To charge the item or person it must be touched by the individual casting the spells with which it is charged, upon casting the spell into the item or person, the possessor of the item or the person must announce "Absorbed".

A Spell Store item or person may not intercept a thrown spell and absorb it in any circumstances.

A spellstore item always discharges at the end of an event. The spells within do not remain from event to event and may not transfer between chapters.

The level of the pyramid (1-3 spell level=1, 4-6 spell levels=2, 7-9 spell levels=3) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

Channel Spell

Target: Weapon
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P5, C2, E2, S2, + P equivalent to the level of the spell being channeled

This formal magic will create a channel in the target for a particular spell of the appropriate school. The effect will transfer that particular spell of the appropriate school from the wielder's memory and deliver it as a Spellstrike through the target once per day.

Components equal to one additional point per level of the spell must be added to the components normally required for this formal magic.

The caster must state the word, "Declare" and then the spell must be cast from the caster's memory at the end of the formal magic.

Channel cannot be used for 9th level spells or confining effects (Pin, Bind, Web, Confine, Imprison). The proper call for a channeled spell is "Spellstrike <full spellname> <option>" (Option is for when the spells allows for a choice such as Wither Limb- i.e., right arm or Shatter-i.e., shield)

The full incant of the spell must be said and the spell to be channeled must come from the user's memory. Until the incant is complete this spell may be stopped by the caster taking body damage or by any other circumstance that will stop the casting of a normal spell. The caster's hand need not be empty but may only be holding the weapon that will channel the spell. When the incant is complete the caster's next action within five seconds must be to swing the weapon as per a normal weapon attack and deliver the spell with the call as described above. A spellstrike may not be accepted under a shield magic or reflect magic.

Cloak

Target: Item or Body
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P5, C2, D2, E1, V2

This formal magic will create a once per day protection that will stop a certain type of effect.

The item must be touched and the effect must be spoken aloud at the end of the formal magic.

This effect is described under Cloak in the 7th edition NERO Rulebook on page 44. The user of this formal magic touches the item and calls "*Cloak vs. <effect>*".

The following Cloak effects are allowed:

Binding (Earth or Celestial) – protects from *Pin, Bind, Web, Confine*

Chaos (Earth only) – protects from any effect that invokes "Chaos".

Charm (Earth or Celestial) – protects from *Charm, Shun, Dominate, Fear,* and Vampire Charm.

Command (Earth or Celestial) – protects from *Awaken, Charm, Shun, Silence,* and *Sleep*.

Curse (Earth only) – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.

Earth (Earth only) – protects from any effect that invokes "Earth".

Fire (Celestial only) – protects from any effect that causes Flame damage.

I Call Forth (Celestial only) – protects from any spell with the incant "I Call Forth"

Ice (Celestial only) – protects from any effect that causes Ice damage.

Lightning (Celestial only) – protects from any effect that causes Lightning damage.

Sleep (Earth or Celestial) – protects from any effect that causes Sleep.

Summoned Force (Earth or Celestial) – protects from *Disarm, Shatter, Destroy* and *Enflame*

<Spell Name> (Earth or Celestial) – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect

Contact Ancient Dead

Target: Spirit
 Duration: Ten Minutes per formal magic level of the caster
 School: Earth
 Components: P5, C1, S2, T1, V2

The Contact Ancient Dead formal magic provides a means to contact a spirit that did not survive resurrection. The formal magic must be performed within ten years from the death of the spirit per Earth Formal Magic level of all the casters totaled it must also be performed at least five years after the final death of the target spirit. Be forewarned that the spirit has the ultimate choice whether to return and may choose to ignore the casting of this formal magic causing it to automatically fail even if it should have succeeded.

Upon successful casting, the spirit will appear in the circle but is restricted to the confines of the Circle of Power in which the formal magic was cast. If at any point the Circle of Power is destroyed, the spirit dissipates with it as well. Note that the spirit will forget every detail of the last twenty-four hours before its death. Similarly a spirit has no knowledge of any events since its death (except for castings of Spirit Farewell and Contact Ancient Dead). Note that no other formal magic can be cast on the spirit during its return.

The Contact Ancient Dead formal magic will last for ten minutes per earth formal magic level of the primary formal magic caster or until the spirit chooses to leave.

The duration of this formal magic may not be extended by any means.

If the person who plays the spirit which is the target of the formal magic is not present on site at the time of casting, this formal magic will automatically fail even if a success stone is pulled.

This formal magic is meant to summon plot guided NPCs to interact with the PCs in the furtherance of plot. It is not meant to contact the spirits of PC; the spirit farewell formal magic is used for that purpose.

The plot committee should be informed prior to the casting of this formal magic so that the NPC summoned may be properly prepared.

Damage Aura

Target: Weapon
 Duration: 5 days
 School: Celestial
 Components: P5, C2, D2, E2

This formal magic gives a +1 Damage Aura to a weapon. If multiple Damage Auras are cast, they will provide additional damage in a pyramid fashion: an additional two castings will provide a +2 damage aura, and an additional three castings (for a total of six castings) will provide a +3 damage aura. The Damage Aura can only be cast upon a weapon.

No effect may make the damage bonus of a weapon greater than +3.

The level of the pyramid (+1=1, +2=2, +3=3) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

Extend Formal Magic

Target: Batch of formal magic of the appropriate school
 Duration: 1 year
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P5, T4

This formal magic increases the duration of any Formal Magic previously cast in the current batch to one year.

If successful, the batch immediately terminates at the completion of this formal magic.

Extend Formal Magic does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Interplanar Conduit

Target: Body and Being with a Spirit (on the scroll-specified plane)
 Duration: 5 minutes per level of Primary caster's Celestial Formal Magic Ability, non-extendable.
 School: Celestial
 Components: P5, C2, S3, V1, and an additional P1 for each additional person in the communication
 Approved Planes: Air, Earth, Fire, Water

This formal magic will allow two-way communication between a target body (which can be the caster) and a being with a spirit on the scroll-specified plane.

The caster or target must either personally know the being to be communicated with or have knowledge of its true name or communing name. The being communicated with may refuse contact and may cut off the communication at any point. The caster or target of the formal magic may also terminate communications at any point.

Communication will be verbal only and the communication from the other plane may be heard by all of the casters and the target. Only the being to be communicated with may hear the communication from the plane of casting. Anyone within hearing distance may hear the half of the conversation on their plane.

This formal magic may not be used to communicate with someone on the same plane as the caster. If the caster, the target, or the being to be communicated with leaves the plane they were on when the formal magic began the formal magic will terminate. If the being to be communicated with is not on the scroll-specified plane the formal magic will fail. If the caster or target leaves the Circle of Power, or the circle goes down, the formal magic will terminate.

Plot must be notified at least 1 hour in advance of the casting of this formal magic. This formal magic may not be used to communicate with PC's who are not actually present at the event at which the formal magic is cast.

Communication with a PC from another chapter who is on another plane due to actions outside of this chapter must be approved in advance with the staff/plot committee of the other chapter.

Protection Aura

Target: Body
 Duration: 5 days
 School: Earth
 Components: P5, C2, D1, E1, V2 (Unrestricted components only)

This formal magic will provide a Protection Aura 2. If multiple Protection Auras are cast, they will provide protection in a pyramid fashion. An additional two castings will provide a Protection Aura 3, an additional three castings (for a total of six castings) will provide a 4 Protection Aura, and so on.

Any damage up to the value of the Protection Aura will be decreased to one point of damage. (For example, a weapon blow of 2 against a single protection aura will be reduced to 1 point of damage but a blow of 3 will do a full 3 points.) Protection Aura falls outside all armor and protectives except Magic Armor. Protection Aura is not cumulative with other Protection Auras nor is it cumulative with the monster ability Threshold.

The requirements for neck protection against the *waylay* skill apply before the damage is reduced by the Protection Aura. Thus, a "2 *waylay*" will work against someone with a leather coif and a single Protection Aura. The person will fall unconscious, and will take one point of damage - the damage was reduced by the Protection Aura, but the blow was successful. See page 37 of the NERO 7th edition rulebook.

Protection Aura does not provide any protection from *Carrier Attacks*. In addition, if the *Carrier Attack* involves extra damage should the attack get through to body, that extra damage is not reduced. For example, a carrier attack of "2 Poison 4" against a single Protection Aura will do 5 points (the '2' is reduced to 1, and the 4 is unaffected). See page 81 of the NERO 7th edition rulebook.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

The level of the pyramid (Protection Aura 2=1, Protection Aura 3=2, Protection Aura 4=3, and so on) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

Spirit Forge

Target: Spirit
 Duration: Instantaneous
 School: Earth
 Components: P5, C1, S2, V1 (Unrestricted components only)

This formal magic tears the target spirit apart and forges it anew. The spirit forgets its previous profession and all skills but may choose a new profession and relearn skills immediately.

Spirit Forge is instantaneous and irrevocable.

The player may immediately reenter their character with identical experience and any changes to the class and skills in the character database. The formal magic marshal must enter the date of the Spirit Forge in the Formal Magic logbook for entry into the character database at the earliest convenience. Deaths taken from this formal magic may NEVER be bought back with goblin stamps in any chapter. All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

The process of Spirit Forge (from any source) may weaken the spirit. If the process of Spirit Forge is performed upon the same spirit more than once within a year it will be weakened each time by a number of deaths equal to the number of times it has spirit forged other than the first. For this reason the date of each Spirit Forge effect must be listed on the player's character card.

For example, this is listed on Lum's character card
 October 12 1999, Spirit Forge (first ever)
 October 13 1999, Spirit Forge (one death)
 October 11 2000, Spirit Forge (two deaths)
 October 13 2000, Spirit Forge (one death)
 October 13 2001, Spirit Forge (no death)

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

Summon Major Extra-Planar Creature

Target: None
 Duration: 5 Days or until banished or killed
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P5, C2, E2, S2
 Approved Types: (Celestial) Air, Earth, Fire, Water; (Earth) Pantherghast

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Bane

Target: Item or Body
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P6, C2, D2, E1, V3

This formal magic will create a once per day protection that will reflect a certain type of effect.

The item must be touched and the effect must be spoken aloud at the end of the formal magic.

This effect is described under Bane in the 7th edition NERO Rulebook on page 44. The user of this formal magic touches the item and calls "*Bane vs. <effect>*".

The following Bane effects are allowed:

Binding (Earth or Celestial) – protects from *Pin, Bind, Web, Confine*

Chaos (Earth only) – protects from any effect that invokes "Chaos".

Charm (Earth or Celestial) – protects from *Charm, Shun, Dominate, Fear*, and Vampire Charm.

Command (Earth or Celestial) – protects from *Awaken, Charm, Shun, Silence*, and *Sleep*.

Curse (Earth only) – protects from any spell with the incant "I Curse You With" but no other curse effects such as gypsy curse or fae curse.

Earth (Earth only) – protects from any effect that invokes "Earth".

Fire (Celestial only) – protects from any effect that causes Flame damage.

I Call Forth (Celestial only) – protects from any spell with the incant "I Call Forth"

Ice (Celestial only) – protects from any effect that causes Ice damage.

Lightning (Celestial only) – protects from any effect that causes Lightning damage.

Sleep (Earth or Celestial) – protects from any effect that causes Sleep.

Summoned Force (Earth or Celestial) – protects from *Disarm, Shatter, Destroy* and *Enflame*

<**Spell Name**> (Earth or Celestial) – protects from the specific spell (below 9th level), but not a gas which duplicates the spell's effect

Create Major Golem

Target: A simple animal, or a Spirit and Body
 School: Celestial
 Duration: Until destroyed, or 5 days after the first command is executed.
 Components: P6, C4, E4, S3, V3
 Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Major Undead

Target: Permanently dead body(s)
 School: Earth
 Duration: The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days.
 Components: P6, C4, E2, V2
 Approved Types: None

The number of Undead creatures created is equal to one third the Formal magic levels of the formal magic caster rounded up.

In addition to the components, this formal magic requires ten silver pieces or one gold piece per undead created which will be incorporated into the body of the undead whole and is retrievable when the undead is destroyed. On occasion the silver or gold will be destroyed and irretrievable.

Create Protective Circle

Target: Circle of Power
 Duration: 1 Year
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P6, C3, E3, S3, T4

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the target to be extended beyond its normal (one hour) duration. The target circle will become a Permanent Circle of Power of the appropriate school, except that it can never perform the function of Identify or Resurrection. Anyone within the target circle during the entire casting of this formal magic will receive an Investiture to the Permanent Circle of Power.

This formal magic will not create a Permanent Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than one hour. If this is attempted, this formal magic will automatically fail.

When the circle is identified, the number of spirits invested will be revealed as well as any invested members who are presently in the circle. There is no limit to the number invested.

A marshal's note must be included with each circle listing the expiration date for the circle and all invested members (IG and OOG names).

Expanded Enchantment

Target: Item or Body
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P6, C3, E3, + P equivalent to level of the spell being expanded

This formal magic will place one battle magic spell of the appropriate school onto the target.

The caster must state the word, "Declare" and then the spell must be cast from the caster's memory at the end of the formal magic.

An Expanded Enchantment upon a body counts against the 5 formal magic limit of the spirit within the body.

The possessor of the Item or the spirit inhabiting the Body is imbued with the ability to cast the spell, once per day, using the word "Activate" followed by the full incantation of the spell. For example, an item with a *Flame Bolt Expanded Enchantment* upon it may be used by touching the item and saying "Activate - I call forth a Flame Bolt" and throwing a packet. A packet is required even if the

item is activated upon the person possessing the item. Other than requiring the word "Activate" before the incantation, the use of an Expanded Enchantment item follows all normal spell casting rules.

Spirit Link

Target: Spirit and Item
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P6, C3, E2, S3

This formal magic creates a link between the targets. The targets must both be in physical contact with the caster during the entire casting of the formal magic. The item must be considered a possession of the target spirit, and must be movable by that spirit when in their normal body.

While the item is linked, it cannot be separated from the person until the duration of the Spirit Link expires or the person's spirit suffers a final death. While the spirit is separated from the body, the item is intangible and invisible and will reform at the place of the spirit's resurrection. If the spirit's resurrection fails, the item is reformed with the dead body and the item is then in the possession and spirit linked to the next person to pick it up as a possession, if that person has a spirit. If that person is at the limit of the formal magics on their spirit they will realize that the item attempted to spirit link to them and failed.

Change Race

Target: Spirit
 Duration: Instantaneous
 School: Earth
 Components: P7, C1, E2, S3, V1 (all Unrestricted)

This formal magic changes the target from the current race to a different race, chosen by the caster. The new race must be from the list of allowable PC races in the current version of the NERO rules. The target will be immediately aware of the race chosen by the caster when this formal magic begins. It will not change the basic appearance of the target, except for the specific racial alterations. Therefore, the target is still recognizable to any who would recognize the target, if the target hadn't changed race.

Any Racial Skills pertaining to the previous race of the person are lost, but the build is kept and turned into "Free Build". The target retains any non-racial skills that are more difficult for the new race to learn, and they must pay the higher cost. If the target does not have enough free build to retain these skills, the target may "forget" these skills in any order it chooses until it has enough free build to cover any increased costs.

If the new race cannot be the same profession as the previous race, then this formal magic will fail.

Local Chapters may have other races approved for PC play for which this scroll may exist. Transfer between chapters of a non-standard race may need special arrangements.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

Create Greater Golem

Target: A simple animal, or a Spirit and Body
 School: Celestial
 Duration: Until destroyed, or 5 days after the first command is executed.
 Components: P7, C5, E5, S3, V3

Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Summon Greater Extra-Planar Creature

Target: None
 Duration: 5 Days or until banished or killed
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P7, C3, E3, S3
 Approved Types: (Celestial) Air, Earth, Fire, Water; (Earth) Greater Pantherghast

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Transform to Greater Creature

Target: Spirit
 Duration: 2 years
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P7, C3, E4, S4, T1 (Unrestricted only)
 Approved Creatures: None

This formal magic will transform the target into a specific Greater Creature upon the permanent death of the target.

Vengeance

Target: Spirit
 Duration: Until all charges used or one year, whichever comes first
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P7, C1, D2, E3, S2

This formal magic causes a retributive strike of pure magical damage equal to ten points per level of formal magic ability possessed by the caster in the appropriate school to any being inflicting a killing blow upon the bearer of this formal magic. This damage occurs after the killing blow and is not avoidable in any manner. This formal magic has a number of charges equal to one third the number of levels of formal magic ability possessed by the primary caster in the appropriate school, rounded down.

Destroy Magic, Greater

Target: Item, Spirit, Glyph of Protection, Circle of Power, Wall of Force, or Ward
 Duration: Instantaneous
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P8, D4, V4

This formal magic will bring to a conclusion all existing magic of the appropriate school, both Formal Magic and Battle Magic, on the target.

The caster must touch the target with a spell packet during the entire casting of the formal magic.

If the target is a Ward, Greater Ward, or Circle of Power, the target must be adjacent to the circle, and the circle from which the formal magic is being cast cannot be a protective circle – the caster must reach out of the circle to touch the target.

If cast upon a spirit, then all magic present on the body is also affected, although items carried are not affected. In this case, all formal magic, including Spirit Link, is affected. While a Spirit Link is gone forever, other magic upon any applicable item is unaffected.

If cast upon an item, then all magic present on the item, including Spirit Link, is affected. While that particular Spirit Link is gone forever, other magic present upon the spirit is unaffected.

Interplanar Travel

Target: Spirit(s)
 Duration: Variable
 School: Celestial
 Components: P8, S4, V4, + P equivalent to the # of willing people traveling
 Approved Planes: Air, Earth, Fire, Water

This formal magic causes a willing person, if that person has a spirit, to travel to the specified plane.

All possessions on the person who is the target of the formal magic will travel with the spirit. Once this formal magic has begun, the spirit is unable to leave the Circle of Power until the formal magic is complete.

The caster may decide upon a time limit of fewer than five days, during the casting of this formal magic. The only allowable increments are in Days or Hours. Circumstances may dictate that this time limit will vary (plot may decide the duration of the formal magic).

Should the person die while on the other plane, the spirit will return to its plane of origin to resurrect. This may or may not be the plane the person had originally traveled from. Another Interplanar Travel formal magic could be cast to send the person back to the plane the original Interplanar Travel formal magic was cast on. Other than by death or further formal magic use the only way to return to the plane of origin is to wait for the variable duration of this formal magic to expire.

This formal magic guarantees the basic ability to survive on a hostile plane for 5 days, this means that the person can breathe and perform necessary functions for continued existence while on the plane. For example, the individual may breathe even though on the plane of water and the flame that makes up the basis of the elemental plane of fire would not burn them to death. This does not give any immunity to attacks based on the same principle, in the above example on the elemental plane of fire even though the individual is not consumed in the inferno, they would be damaged by elemental flame attacks.

This formal magic may allow travel for any number of willing targets up to one half the total levels of Celestial formal magic of the casters, in the appropriate school (round up).

This formal magic in no way targets the traveling person to a particular area of the specified plane. Though on occasion an additional base item for the casting of this formal magic may be found which will cause the targeting to a specific area of the specified plane, this item will generally be consumed in the casting regardless of the success of the formal magic. A subsequent casting of Interplanar Travel to a plane the targets departed in the past 5 days will result in the targets appearing at the original point of departure in that plane.

This formal magic lasts until the person suffers a death or the variable time limit expires.

Obliterate

Target: Spirit
 Duration: Instantaneous
 School: Earth
 Components: P8, D4, S4, V4 (All Unrestricted)

Once this formal magic has begun, the spirit is unable to leave the Circle of Power until the formal magic is complete.

The spirit's death bag is modified by this formal magic to have been weakened by two deaths. In addition, this formal magic causes a third death. Upon resurrection, the spirit must pull from death's bag only once, with the spirit having been weakened by this formal magic by a total of three deaths.

The target may not refuse this formal magic.

Casting of this formal magic is always considered in Dark Territory.

After the Formal Magic is complete, the victim is still able to receive a *Life* spell for the next five minutes, and only one spell is necessary to restore the creature to one body point. If a *Life* spell is received, the creature is not forced to resurrect at all, and takes no deaths as a result of the *Obliterate*. (This is a clarification of the 7th edition errata, which was ambiguous.)

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

Spirit Walk

Target: Spirit(s)
 Duration: Indeterminate
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking

This formal magic causes the targets and their possessions to travel to another Circle of Power that has a duration of longer than one hour. It does not provide for interplanar travel.

This formal magic may allow travel for any number of willing targets up to one half the total levels of the casters of the formal magic (in the appropriate school).

The caster designates a person as the primary target of the formal magic - that person must know the destination Circle of Power by having seen it himself or herself, prior to the casting of this formal magic. The destination of the Spirit Walk must be declared at the start of the formal magic.

Upon completion of the formal magic, all targets will go Out of Game and walk to the destination Circle of Power. All targets walk at the pace of the slowest target. They may not pass through a Ward, Greater Ward or Wizard Lock. If the destination Circle of Power is inaccessible or does not exist, the Circle of Power in which the formal magic was cast becomes the destination Circle of Power, and the group walks back to their origin. If that is also inaccessible or does not exist when they arrive, the targets may resurrect and all non-spirit-linked items are lost.

Upon entering the destination Circle of Power, the targets and their possessions immediately begin to reform within ten slow seconds and are tangible enough to be affected by attacks. The sounds of the ten-count (spoken in a normal speaking voice), as well as the sounds associated with the people getting into the destination circle (opening doors, etc.), represent the noise of the flux of their arrival. The targets reform at the edge of the circle, just inside.

No one may Spirit Walk to or from a Circle of Power in another chapter without prior approval from the staff/plot committees of both chapters.

Transform to High Creature

Target: Spirit
 Duration: 2 years
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P8, C4, E5, S5, T3 (Unrestricted only)
 Approved Creatures: None

This formal magic will transform the target into a specific High Creature upon the permanent death of the target.

The target must currently have a Transform to Greater Creature formal magic present upon its spirit. The previous formal magic, if indeed present, must be of the same type of creature as the one being attempted. If either of these conditions is untrue, this formal magic will fail.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.

Create Master Golem

Target: A simple animal, or a Spirit and Body
 School: Celestial
 Duration: Until destroyed, or 5 days after the first command is executed.
 Components: P9, C8, E7, S3, V3
 Approved Golems: None

This formal magic creates a golem of the type specified by the scroll.

Create Permanent Circle of Power

Target: Circle of Power
 Duration: 2 Years
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P9, C4, E4, S4, T4

This formal magic, when cast upon a Circle of Power made up entirely of circles of the appropriate school, will cause the target to be extended beyond its normal (one hour) duration. The target circle will become a Permanent Circle of Power of the appropriate school. Anyone within the target circle during the entire casting of this formal magic will receive an Investiture to the Permanent Circle of Power.

This formal magic will not create a Permanent Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than one hour. If this is attempted, this formal magic will automatically fail.

When the circle is identified, the number of spirits invested will be revealed as well as any invested members who are presently in the circle. There is no limit to the number invested.

A marshal's note must be included with each circle listing the type and expiration date for the circle and all invested members (IG and OOG names).

Greater Extension

Target: Batch of formal magic of the appropriate school
 Duration: 2 Years
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P9 (including at least one P2 or P4), C2, T4

This formal magic increases the duration of any Formal Magic previously cast in the current batch to two years.

If successful, the batch immediately terminates at the completion of this formal magic.

Greater Extension does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Planar Gate

Target: None
 Duration: 10 Minutes per level of celestial formal magic of the casters, not extendable.
 School: Celestial
 Components: P9, C4, E2, S2, V4
 Approved Planes: Air, Earth, Fire, Water

This formal magic will cause a 10' x 10' gate to open between the area cast upon and a random area on the specified plane. The gate will allow passage in both directions but confers no ability to survive a hostile environment in the plane. The gate will remain open for 10 minutes per level of celestial formal magic possessed by the casters of this formal magic.

On occasion items may be found which can serve to target the other end of the gate to a particular location. Any spirit that travels through the gate and dies on the other side will automatically shift back to their plane of origin to resurrect, this may or may not be the plane from which they entered the gate. This shift upon death occurs whether the gate is still open or not.

A person may not be on both sides of the gate - as soon as they break the plane of the gate on one side they shift across to the other side. Combat is impossible from one side of the gate to the other and vision is limited and often completely impossible.

A physical representation for the gate must be supplied by the formal magic caster, the physical representation must delineate the sides of the gate.

Plot should be notified in advance of the casting of this formal magic so that they may be properly prepared.

Spirit Lock

Target: Spirit and Item
 Duration: 5 days
 School: Celestial or Earth (scroll must be marked as one or the other)
 Components: P9, C4, E4, S6

This formal magic creates a link between the targets. The targets must both be in physical contact with the caster during the entire casting of the formal magic. The item must be considered a possession of the target spirit, and must be movable by that spirit when in their normal body.

While the item is linked, it cannot be separated from the person until the duration of the Spirit Link expires or the person's spirit suffers a final death. While the spirit is separated from the body, the item is intangible and invisible and will reform at the place of the spirit's resurrection. If the spirit's resurrection fails, the item's existence becomes unraveled and the item disappears forever.

All properties given to the item via formal magic will only work for the person to whom it is Spirit Locked.

If either target is later the subject of Destroy Magic that successfully affects the Spirit Lock, all formal magic of all schools present upon the item expires immediately and the entire item is destroyed. The intent is that there is no way for anyone to take a Spirit Locked item from a person.

Summon High Extra-Planar Creature

Target: None
Duration: 5 Days or until banished or killed
School: Celestial or Earth (scroll must be marked as one or the other)
Components: P9, C4, E4, S4
Approved Types: (Celestial) Air, Earth, Fire, Water; (Earth) Alpha Pantherghast

This formal magic will summon one intelligent creature from its native plane. This formal magic does not provide the caster any control over the creature. Depending on the personality and history of the summoned creature, the formal magic caster could be immediately attacked at the end of the formal magic.

If the true name of a specific creature is stated during the summoning, that particular creature will feel the call and may choose to appear. If this method is used, the creature will know the identity of the formal magic caster regardless of whether or not they choose to be summoned. If the named creature chooses not to appear, then the caster may state another (different) creature's name. If the second creature named chooses to ignore the call, a third name may be stated, and so on. If all named creatures choose to ignore the call, or no such names are even known or tried, then a completely random creature will appear. (The true name of a creature will probably not work outside of the chapter where it was learned. This is left to local chapter plot discretion.)

Transform to Master Creature

Target: Spirit
Duration: 2 years
School: Celestial or Earth (scroll must be marked as one or the other)
Components: P9, C8, E10, S10, T5 (Unrestricted only)
Approved Master Creatures: None

This formal magic will transform the target into a specific Master Creature upon the permanent death of the target.

The target must currently have a Transform to High Creature formal magic present upon its spirit. The previous formal magic, if indeed present, must be of the same type of creature as the one being attempted. If either of these conditions is untrue, this formal magic will fail.

All components and scrolls used in the casting of this formal magic MUST be of unrestricted transfer.