

NERO® Formal Magic System © is © 1997, 1998, 1999, 2000, 2011
by Nero® Live Adventures Games LLC.

The NERO name and logo is a registered trademark of Nero® Live Adventures Games
LLC.

This book is for use in official NERO LARP games only.

Use of these rules in any unsanctioned game where admission is charged is prohibited.
No part of this book may be reproduced, stored in or introduced into a retrieval system
or transmitted, in whole or in part, by any means (electronic, mechanical, photocopying,
recording, or otherwise) without expressed written permission of NERO.

Purchase of this book implies acceptance of the above terms.

Joseph Valenti DBA NERO
653 Country Kitchen road
Barnesville GA 30204
(914) 309 - 7718
Jvalenti@nerolarp.com
www.nerolarp.com



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 at jvalenti@nerolarp.com with "NERO FORMAL MAGIC" as the subject.

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 or destructible. 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.

Definition of Basic Terms ○

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

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

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

Affinities are needed to upgrade Transforms, once you have a 7th lvl affinity

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

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

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

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

Chapter: The local NERO game in which you are playing.

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 outcome) in the Formal Magic Log.

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 is finished. The formal magic *GLYPH OF PROTECTION* 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 representation used for the formal magic casting.

Extended Circle of Power: A circle created by the *CREATE PROTECTIVE CIRCLE* or *CREATE EXTENDED CIRCLE OF POWER* formal magic.

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), Time (T), 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 or 4 in addition to other components. Components expire no longer than 2 years after the issue date. If there is no printed expiration date then the expiration date is assumed to be one year.

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 only components, scrolls, and production items of Unrestricted classification.

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

These items are not intended to be used to alter the rules or create effects that are outside the system.

Pyramid: This term is used to describe formal magic castings that accumulate power based upon multiple castings within a batch. The scrolls *DAMAGE AURA*, *PROTECTION AURA*, 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.

Healing Effects: Effects that, if cast normally, include the word "Earth" in the incantation.

Necromantic Effects: Effects that, if cast normally, include the word "Chaos" in the incantation.

Special Types of Formal magic

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* not listed on the scroll.

Transform

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

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

Effects exist which may for limited duration invoke the full transformation prior to permanent death. Circumstances which may temporarily invoke the transformation prior to permanent death are determined exclusively by the Plot/Staff of the local NERO chapter. In

situations where the transformation takes place prior to the permanent death, the Transform is no longer dormant, and can be Identified in an appropriate Extended Circle of Power. The invocation of the transformation is generally not for use during situations where PCs are directly pitted against other PCs. The final determination of this is up to the local chapter.

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

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

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 will only follow simple 25 word (or shorter) 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 the approval of the local chapter. NERO International is currently compiling a complete list of acceptable commands; please send all suggestions via email to jvalenti@nerolarp.com with “*NERO FORMAL MAGIC SUGGESTION*” as the subject.

Intelligent creatures are not automatically controlled. They may be friendly or may simply attack. Negotiations may take place between the caster and the created or summoned intelligent creature.

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 monster card used will be the monster card of the similar creature at the destination chapter.

Approved types of Summonings may be added to at local staff discretion.

Creating Undead

The *CREATE <X> UNDEAD* Formal Magic spells cannot create Greater, High, or Master level undead. Undead of Greater, High, or Master level of power that are created via Formal Magic are the result of Transforms and not *CREATE <X> UNDEAD*.

Pantherghasts

A Pantherghast will be genocidal against one race. The Pantherghast will focus on the race named by the caster. The Pantherghast may choose to roleplay with the caster before beginning the hunt. Pantherghasts seek to exterminate the hunted race.

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 fail, consuming the components. 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*, 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 has a *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.

Casting Rules

- Ⓜ Anyone who possesses the skill *CELESTIAL FORMAL MAGIC OF EARTH FORMAL MAGIC* may cast from formal magic scrolls of the appropriate school.
- Ⓜ Formal Magic Scrolls are Indestructible unless a specific Flaw states otherwise.
- Ⓜ The caster(s), Formal Magic Components, Formal Magic Scroll(s), and the target of the formal magic must be within a specially scribed representation on the ground. This representation must be drawn in the shape of a circle with a V. *see Figure 1-1*. This is known as a “fishtail,” and is not protective in any way. The representation must also contain sigils, runes, or other symbols, fetishes, implements or props to indicate that a powerful magic is going to be cast. This representation is often also termed a “Circle.”
- Ⓜ No Formal Magic may have a duration of longer than two years with the exception of Transforms.
- Ⓜ 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.



Figure 1-1.

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, though the PC may opt to allow the normal five minute casting time if they inform the marshal at beginning of the formal. This option does not apply to the *OBLITERATE* formal magic or formal magic that does not target the PC's personal items or spirit. The decision to choose this option is wholly out of game and is not subject to any in-game coercion, review, or planning. 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.

Item and Character Transferability

If any LCO components, scrolls, items, or spells are used to create a magic item, the resulting item becomes LCO. LCO stands for Local Chapter Only, which means the item cannot be taken to another NERO Chapter. This includes new spells that are being tested.

A PC is always aware of all formal magic effects on his or her spirit, including school, specific type, and duration as applicable.

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

Target Effect Limits

No target may retain more than 5 different formal magic effects simultaneously. If a target already contains 5 formal magic effects and a sixth casting is attempted, the casting will fail on that target. A single spirit or item can only retain 5 formal magic effects. Any formal spell with the duration of instantaneous is not retained, thus *OBLITERATE*, *SPIRIT FORGE*, etc. do not count toward this 5 effect limit. In addition, the following lasting effects are exceptions to this rule and do not count toward the five effect limit on a spirit or item:

Extend Enchantment, Extend Formal Magic, Greater Extension, Investiture, Render Indestructible, Interplanar Travel, Planar Asylum, Spirit Walk, Whispering Wind, Dreamvision, Create High Horoscope, Transform to Greater Creature, Transform

to High Creature, Transform to Master Creature, and Create <x> Golem.

The *SPIRIT MARK* and *MARK* Cantrips do count against the five effect limits.

Fishtail Requirements

All formal magic castings must be performed within an appropriate representation. If two or more formal magic castings are performed in the same representation at the same time they are all cast in Dark Territory.

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 cast beyond 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 Spells Cast on a Target

Casters can choose to pool their formal magic ability to cast multiple Formal Magic spells onto a single target. The total number of Formal Magic they can use cannot exceed double the amount of their total unused formal for the day. This accounts for casting in Dark Territory.

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 caster.

All casters involved in a batch must be within the Circle 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. 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 spell in this system has a corresponding tag. Chapters are not permitted to re-issue tags issued from another chapter without National approval. 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 otherwise marked or modified other than to reduce numbers of charges or destroy the tag. Each tag for items generated using the Formal Magic system must be marked as "Indestructible" or "Destructible."

Schools: A scroll must be marked as one School or the other.

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 and what formal magic is being cast. 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, regardless of

whether 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.

Gypsy Curse and Formal Magic

GYPSY CURSE may in no way affect the casting of formal magic.

Flaw and Backlash Effects

Flaws and Backlashes are identifiable in an extended celestial circle and, in most cases, lingering effects are removable by a *DESTROY MAGIC* formal magic of the appropriate school.

Pre-Event Formal Magic Use

At the individual chapter's discretion any character with the appropriate skills can cast formal magic spells at check-in as part of logistics if he wishes. In order to do so, the character turns in the required formal magic components to the production station at check-in and all scrolls that are to be used. The caster will not need to role-play the casting of the formal magic spells that are cast in this way, and he can only cast spells using auto-success. No spells may be cast in Dark Territory at logistics in this way. Special plot-related formal magic castings must always be cast in-game and cannot be cast using this method. At the end of logistics, the formal magic caster will have the appropriate number of levels removed from his first day's ability, and all scrolls that were not used up will be returned with the appropriate modifications to them. If, for any reason, the production staff person cannot complete the caster's formal magic logistics, all scrolls and components will be returned to the formal caster and he will be forced to cast the desired spells in-game using

the standard rules for formal magic casting. Spells that target an unwilling spirit, an item that automatically resists, such as a *CIRCLE OF POWER* or *WARD*, or that are "*in-game*" unlawful within the local region cannot be cast in this way

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.

During the Time of Casting

When a scroll specifies that an action must be taken during the "*time of formal casting*", 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:

- ④ The Scroll. The caster is responsible for reading and understanding the scroll.
- ④ The Formal Magic Components.
- ④ A representation in which to cast.
- ④ The Caster.
- ④ The Secondary Casters (if any).
- ④ The target(s) of the formal magic.
- ④ A Marshal

Marshal Checklist

- ④ A white headband.
- ④ These rules, including the individual scroll descriptions.
- ④ Component Identification charts.
- ④ 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 in-game associates.

Marshal/Caster Preparation

A. Determine Transferability

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 ensure 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. Validate Components

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. Validate Scroll:

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 flaws allowed upon a formal magic scroll are "Flaw: this scroll cannot be copied" or "Flaw: this scroll is destructible".

During the Casting of the Formal Magic

D. Beginning Formal Magic

In order to begin the formal magic, the Caster states "Beginning Formal Magic". Confidentially ask the Caster if they are waiving auto-success, and casting in Dark Territory. Insufficient components will result in the marshal stating "The Formal Magic does not begin". If this occurs, the components are not consumed.

E. Declare Targets

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. Act out Casting

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 role-play 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. Monitor for Backlash:

The formal magic automatically backlashes under the following conditions:

- ⓐ Any caster is struck with a ranged attack, Disrupted, takes body damage or becomes unconscious.
- ⓑ If any caster cannot speak, move their hands, or easily be in a position from which they could see the formal magic scroll even if they are not currently looking at it.
- ⓒ If any caster uses any other game skill other than those required by the formal magic scroll, *READ/WRITE*, *WEAR EXTRA ARMOR*, or *DEXTERITY ARMOR*.
- ⓓ If any caster ceases casting the formal magic, voluntarily or involuntarily.
- ⓔ The formal magic components, formal magic scroll, or any target is damaged (Shattered, Destroyed, affected by an Explosive Trap, or numerical damage), destroyed, dies, becomes unusable, or leaves the fishtail. Anything that leaves the circle is always affected by the backlash as if it were still inside the circle.

h. Determine the Outcome

If the formal magic casting is completed, the Caster must roll the die if required to do so see *Table 1-1* and allow all casters to see the results. If the caster has chosen Auto-success then no roll is necessary. Each caster knows the results of the formal magic. The marshal will record the results in the Formal

Magic Logbook. If the caster(s) wish(es) to perform more formal magics, then the Marshal should not write any tags until it is convenient. Perform the following additional instructions:

- ⓐ **Success:** The formal magic completed properly; follow the instructions on the Scroll.
- ⓑ **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. If the result indicates that the target should receive an additional formal magic effect and the target is at the limit of effects it can hold, the additional effect will fail.
- ⓒ **Failure:** The formal magic was a complete failure, resulting in no magical effects.
- ⓓ **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.

Table 1-1.

Formal Outcome		
ROLL	OUTCOME	%
1	Success	10%
2-5	Flaw	40%
6-9	Failure	40%
10	Backlash	10%

After Casting the Formal Magic

I. Casting Completes

At this time, the Marshal should:

- Collect all components that were expended in the casting.
- Either mark Limited (times-ever) Scrolls accordingly or collect them on the last use.
- Indicate the casting of this formal magic

on the caster's card, including the date, time completed, level and outcome.

- Indicate outcome 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.
- Take any materials expended in the casting of the formal magic and turn them in with the logistics half of the receipt (it is best to use a sealed plastic bag). 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.
- In accordance with the instructions on the Scroll, prepare a temporary tag and receipt for the players and a receipt for logistics to represent the successfully cast formal magics properly. 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.

Activating Magic Items

The correct process to activate an item is to use the phrase "Activate" followed by the spell incant. For example: "Activate With Mystic Force I Bind You".

In addition, all the normal rules for casting apply. You must have your hand free, have a packet, be conscious, etc. This means that you cannot activate an item when in a WEB, unconscious, dead, or when tied up. Activating an item IS NOT a Game Ability as defined by the core rules, so you CAN use an item when you cannot otherwise use a Game Ability or Skill, such as when under the effects of a TAINT BLOOD spell.

Magic Item Slots

For only the purpose of Magic Item Slots, a character's Spirit counts as a single magic item that can be made active as a whole. Only the following formal magic spells count for the purposes of this "item."

Enchant; Cloak, Minor; Bane, Minor; Spell Store; Cloak; Protection Aura; Bane; Expanded Enchantment; Spirit Link; Spirit Lock.

All other Spirit targeting formal magic spells fall outside of the Magic Item Slot rules. Please note that *SPIRIT LINK* and *SPIRIT LOCK* do not cease to work on an item that has been made inactive.

Figure 1-2.



SPELL					COMPONENT COST <i>Table 1-2.</i>
LEVEL 1	Create Mark / Destroy Mark	✓	✓		Create: P1, C1, Destroy: P1, D1
	Enchant	✓	✓		C1, E1, +P equal to half the level of the spell rounded up
	Glyph of Protection	✓	✓		P1, C1, E1, + <designated by the type of glyph>
	Identify	✓			P1, C1, E1
	Investiture / Divestiture	✓	✓		Invest - P1, C1, S1, T1; Divest - P1, D1, S1, V1
	Planar Asylum	✓	✓	✓	P1, C1, E1, +1 P per additional person in the Asylum
	Spirit Farewell		✓		P1, C1, S1, V1
	Summon Basic Extra-Planar Creature	✓	✓	✓	P1, C1, E1, S1
LEVEL 2	Cloak, Minor	✓	✓		P2, C1, D1, E1, V1
	Create Minor Golem	✓		✓	P2, C2, E2, S2, V2
	Create Minor Undead	✓	✓	✓	P2, C2, E1, V1
	Create Limited Formal Magic Scroll	✓	✓		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
	Delve History	✓			P2, C1, S1, T1
	Destroy Magic, Lesser	✓			P2, D1, V1
	Magic Aura	✓	✓		P2, C1, D1, E1
	Render Indestructible	✓	✓		P2, C2, E2, T1
	Whispering Wind	✓	✓		P2, E1, S1, V1
LEVEL 3	Arcane Armor	✓	✓		P3, C1, E1, S1
	Bane, Minor	✓	✓		P3, C2, D1, E1, V1
	Create High Horoscope	✓			P3, C1, E1, S1, T1
	Create Stake of Woe		✓		P3, C1, D1, S1, V1
	Dreamvision		✓		P3, S2, T2
	Elemental Aura*	✓			P3, C2, E3
	Extend Enchantment	✓	✓		P3, T2
	Mend Golem	✓			P3, C2, E2
	Summon Lesser Extra-Planar Creature	✓	✓	✓	P3, C2, E2, S1

SPELL					COMPONENT COST <i>Table 1-3.</i>
LEVEL 4	Create Base Golem	✓		✓	P4, C3, E3, S2, V2
	Create Base Undead		✓	✓	P4, C3, E2, V1
	Create Unlimited Formal Magic Scroll	✓	✓		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
	Delimit	✓	✓		P4, C1, S3
	Spell Store	✓	✓		P4, C2, E1
LEVEL 5	Channel Spell	✓	✓		P5, C2, E2, S2, + P equivalent to the level of the spell being channeled
	Cloak	✓	✓	✓	P5, C2, D2, E1, V2
	Contact Ancient Dead		✓		P5, C1, S2, T1, V2
	Damage Aura	✓			P5, C2, D2, E2
	Extend Formal Magic	✓	✓		P5, T4
	Interplanar Conduit	✓		✓	P5, C2, S3, V1, and an additional P1 for each additional person in the communication
	Protection Aura		✓		P5, C2, D1, E1, V2 (Unrestricted components only)
	Spirit Forge		✓		P5, C1, S2, V1 (Unrestricted components only)
	Summon Major Extra-Planar Creature	✓	✓	✓	P5, C2, E2, S2
LEVEL 6	Bane	✓	✓	✓	P6, C2, D2, E1, V3
	Create Major Golem	✓		✓	P6, C4, E4, S3, V3
	Create Major Undead		✓	✓	P6, C4, E2, V2
	Create Protective Circle of Power	✓	✓		P6, C3, E3, S3, T4
	Expanded Enchantment	✓	✓		P6, C3, E3, + P equivalent to level of the spell being expanded
	Spirit Link	✓	✓		P6, C3, E2, S3

SPELL					COMPONENT COST <i>Table 1-4.</i>
LEVEL 7	Change Race				P7, C1, E2, S3, V1 (all Unrestricted)
	Create Greater Golem		✓	✓	P7, C5, E5, S3, V3
	Summon Greater Extra-Planar Creature	✓		✓	P7, C3, E3, S3
	Transform to Greater Creature	✓	✓	✓	P7, C3, E4, S4, T1 (Unrestricted only)
	Vengeance	✓	✓		P7, C1, D2, E3, S2 (Unrestricted only)
LEVEL 8	Destroy Magic, Greater	✓	✓		P8, D4, V4
	Interplanar Travel	✓		✓	P8, S4, V4, + P equivalent to the # of willing people travelling
	Obliterate		✓		P8, D4, S4, V4 (All Unrestricted)
	Spirit Walk	✓	✓		P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking
	Transform to High Creature	✓	✓	✓	P8, C4, E5, S5, T3 (Unrestricted only)
LEVEL 9	Create Master Golem	✓		✓	P9, C8, E7, S3, V3
	Create Extended Circle of Power	✓	✓		P9, C4, E4, S4, T4
	Greater Extension	✓	✓		P9 (including at least one P2 or P4), C2, T4
	Planar Gate	✓		✓	P9, C4, E2, S2, V4
	Spirit Lock	✓	✓		P9, C4, E4, S6
	Summon High Extra-Planar Creature	✓	✓	✓	P9, C4, E4, S4
	Transform to Master Creature	✓	✓	✓	P9, C8, E10, S10, T5 (Unrestricted only)

Flaw and Backlash Tables Instructions:

1. Roll on General Flaw Effect or General Backlash Effect Table as applicable.
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.
4. Note that all references to magic being destroyed follow the limits of the Destroy Formal Magic Spell.
5. Effects of flaws and backlashes are always removable by the appropriate Destroy Formal Magic Spell.

GENERAL FLAW EFFECT

Table 1-5.

ROLL	ODDS	RESULT
1 - 3	3%	Formal succeeds, scroll is destroyed.
4 - 7	4%	All in circle lose all spells and cantrips currently active upon them.
8	1%	All x-ever items in the circle lose a charge.
9	1%	All x-ever items in the circle lose all charges.
10	1%	All magic items in the circle (except for ward and wizard lock 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 any circle that he/she was inside while casting the Formal.
13 - 15	3%	Caster must perform an action as part of all Formals they are involved in from now on. (Action is determined by the 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 spells and cantrips currently active upon him/her.
26	1%	All per-day items in circle lose one charge per effect, for the day.
27	1%	All per-day items in circle lose all charges for the day.
28	1%	Any circle containing the Formal (even if not being used to cast) loses all investitures, one randomly selected person in the 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	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	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	1%	Primary caster loses 1 body for the base duration of the formal being performed.
36 - 38	3%	Formal duration is halved.
39	1%	All silver in the circle in which the Formal is being cast is destroyed.
40	1%	All gold in the circle in which the Formal is being cast is destroyed.
41 - 42	2%	All components in the circle in which the Formal is being cast are consumed.
43 - 45	3%	All per-day magic items in the circle in which the Formal is being cast recharge their uses for the day.

GENERAL FLAW EFFECT*Table 1-6.*

<i>ROLL</i>	<i>ODDS</i>	<i>RESULT</i>
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 the circle in which the Formal is being cast have their pyramids in the school of the Formal renewed.
52 - 54	3%	All in the circle in which the Formal is being cast renew all skills.
55	1%	Primary caster is invested in any circle that he/she was inside while casting the Formal.
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 1-7.

ROLL	ODDS	RESULT
1 -10	10%	Roll twice, both effects happen simultaneously.
11 -17	7%	Scroll is destroyed.
18 - 19	2%	All Formal magic in the circle (including circle) expires immediately.
20 - 25	6%	Primary caster is divested from any circle that he/she was inside while casting the Formal.
26 - 27	2%	Any circle containing the Formal (even if not being used to cast) loses all investitures, all in circle are ejected.
28 - 31	4%	All magic (Battle and Formal) on primary caster is destroyed. This includes carried items.
32	1%	Primary caster goes to resurrect.
33	1%	All casters go to resurrect.
34	1%	All in the circle in which the Formal is being cast go to resurrect.
35	1%	All in the circle in which the Formal is being cast 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 the circle in which the Formal is being cast except primary caster die, may receive life spells.
47 - 49	3%	All in the circle in which the Formal is being cast die, may receive life spells.
50 -51	2%	Arms of primary caster withered as per the spell, may be restored.
52 -53	2%	All limbs of primary caster withered as per the spell, may be restored.
54	1%	All limbs of all casters are withered as per the spell, may be restored.
55	1%	All limbs of all in the circle in which the Formal is being cast are withered as per the spell, may be restored.
56	1%	All in the circle in which the Formal is being cast 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%	Any circle containing the Formal (even if not being used to cast) is destroyed.
59 - 62	4%	All in the circle in which the Formal is being cast lose all daily skills until next reset.
63 - 65	3%	Any circle containing the Formal (even if not being used to cast) becomes a Formal Magic Platform (non-protective) until next reset.
66	1%	All in the circle in which the Formal is being cast 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.

GENERAL BACKLASH EFFECT*Table 1-8.*

<i>ROLL</i>	<i>ODDS</i>	<i>RESULT</i>
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	1%	Magic Armor spell acts as a death spell against the primary caster indefinitely.
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 if undead), fire, lightning, ice, stone, magic missile / storm, silver weapons, magic weapons, normal weapons - note that "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 for one year.
83 - 85	3%	Primary caster may not be the primary caster in any Formal magic cast in Dark Territory for one year.
86 - 90	5%	Primary caster automatically casts in dark territory for six months.
91	1%	Any circle containing the Formal (even if not being used to cast) switches schools.
92 - 96	5%	Primary caster becomes an idiot, unable to use any skills, for one hour.
97	1%	All charged items in circle activate one charge upon their possessor (may not be accepted under shield magic, activations occur in random order).
98	1%	All charged items in circle activate one charge upon the primary caster (may not be accepted under shield magic, activations occur in random order).
99	1%	All charged items in circle activate all charges upon their possessor (may not be accepted under shield magic, activations occur in random order).
100	1%	All charged items in circle activate all charges upon the primary caster (may not be accepted under shield magic, activations occur in random order).

SUMMON FORMAL MAGIC SPELLS*Table 1-9.*

<i>ROLL</i>	<i>ODDS</i>	<i>RESULT</i>
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 attack 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 is rifted to summoned creature's plane of origin, with planar asylum, for one hour.

ITEM CREATION FORMALS

Table 1-10.

Including Damage Aura, Elemental Aura, Magic Aura

ROLL	ODDS	RESULT
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 Greater Extension (reroll if durations were instant).
41 - 50	10%	Item receives Render Indestructible formal magic.
51 - 60	10%	User of item must perform an action before item's Formal can be invoked. (Action is determined by the 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.) This applies each time the 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). This does not apply to Render Indestructible or Spirit Link/Lock.
71 - 80	10%	Formal is effective only during day (6 AM to 6 PM). This 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 (e.g., a Magic Aura sword will deliver the damage each time it is grabbed or drawn).

SPIRIT FORMAL MAGIC CASTINGS

Table 1-11

ROLL	ODDS	RESULT
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 Formal).
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 the 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.

SPIRIT FORMAL MAGIC CASTINGS

Table 1-12.

ROLL	ODDS	RESULT
1 - 4	4%	A Fighter
5 - 8	4%	A Rogue
9 - 12	4%	A Scholar
13 - 16	4%	A Templar
17 - 22	6%	Someone under X level (roll 1-10)
23 - 27	5%	Someone under X level (roll 1-10 + 10)
28 -29	2%	Someone over X level (roll 1-10 + 10)
30 - 32	3%	A Human
33 - 35	3%	A Mystic Wood Elf
36 - 38	3%	An Elf (any except Stone Elf)
39 - 41	3%	A Dark Elf
42 - 44	3%	A Stone Elf
45 - 47	3%	A Gypsy
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 Hobling
72	1%	Someone with Weapon skill X (caster's choice)
73	1%	Someone with Backstab skill
74	1%	Someone with Dodge/Assassinate skill
75	1%	Someone with Proficiency skill
76	1%	Someone with Critical Slay/Parry skill
77	1%	Someone with Master Proficiency skill
78	1%	Someone with Master Critical Slay/Parry skill
79	1%	Someone with Waylay skill

SPIRIT FORMAL MAGIC CASTINGS

Table 1-13.

<i>ROLL</i>	<i>ODDS</i>	<i>RESULT</i>
80	1%	Someone with Pick Locks skill
81	1%	Someone with Disarm Traps skill
82	1%	Someone with Create/Set Traps skill
83 - 84	2%	Someone with Smithing skill
85	1%	Someone with Herbal Lore skill
86	1%	Someone with Alchemy skill
87	1%	Someone with Craftsman Other (Astrologer) skill
88	1%	Someone with Craftsman (OtherX) skill
89	1%	Someone with Read and Write skill
90	1%	Someone with Read Magic skill
91	1%	Someone with First Aid skill
92	1%	Someone with Healing Arts skill
93	1%	Someone with Earth spell slot level X (Random 1-9)
94	1%	Someone with Celestial spell slot level X (Random 1-9)
95	1%	Someone with Earth Formal level X (Random 1-10)
96	1%	Someone with Celestial Formal level X (Random 1-10)
97	1%	Someone with Create Potion skill
98	1%	Someone with Create Scroll skill
99- 100	2%	Someone with Wear Extra Armor skill

formal magic spells



Arcane Armor

Level	3
Target	Item which must be a piece of Armor
Duration:	5 days
Components:	P3, C1, E1, S1

This formal magic provides 2 points of armor to the wearer of the item per casting of the formal to a maximum of five castings. These points of armor will be lost first when a player takes damage. It requires a minute of concentration to refit back to full value and cannot be attempted while refitting physical or *DEXTERITY ARMOR*. Multiple *ARCANE ARMOR* items may be worn and their bonuses add together but never to more than 10 points of armor total. Arcane Armor in no way provides protection against a *WAYLAY*. Any formal magic which targets a suit of armor represented by one or more tags, including Arcane Armor, will target the entire suit and a single tag for the total value of the suit with any magical effects placed on it will be issued for the item and all old tags collected. The suit will be a single magic item and to steal it the entire suit must be taken. Arcane Armor of any value counts as a single effect toward the five effect limit.

Bane, Minor

Level	3
Target	Item or Spirit
Duration:	Until used, for a maximum of one year
Components:	P3, C2, D1, E1, V1

This formal magic provides single use protection that will reflect the listed effect back upon the attacker. It works at will even before a spell defense if desired. The user of this formal magic calls “Bane” when using the protective. The following *BANE* effects are allowed:

- **Binding**   Protects from *PIN*, *BIND*, *WEB* and *CONFINE*.
- **Chaos**  Protects from any effect that, if cast normally, includes the word “Chaos” in the incantation.
- **Charm**   Protects from *CALM*, *CALM ANIMAL*, *CHARM*, *CHARM ANIMAL*, *SHUN*, *SHUN ANIMAL*, *DOMINATE*, *FEAR*, *ENSLAVEMENT*, AND *VAMPIRE CHARM*.
- **Command**   Protects from any effect that, if cast normally, includes the word “Command” in the incantation.
- **Curse**  Protects from any effect that, if cast normally, includes the word “Curse” in the incantation.
- **Earth**  Protects from any effect that, if cast normally, includes the word “Earth” in the incantation.
- **Fire**  Protects from any effect that causes Fire damage.
- **I Call Forth a(n)**  Protects from any effect (except *ELDRITCH BLAST*) that, if cast normally, includes the words “I call forth a(n)” in the incantation.

- **Ice**  Protects from any effect that causes Ice damage.
- **Lightning**  Protects from any effect that causes Lightning damage.
- **Stone**  Protects from any effect that causes Stone damage.
- **Summoned Force**  Protects from *DISARM, SHATTER, DESTROY* and *ENFLAME*
- **<Spell Name>**  Protects from the specific spell chosen (below 9th level), regardless of delivery type.

Bane

Level	6
Target	<i>Item or Spirit</i>
Duration:	<i>5 days</i>
Components:	<i>P6, C2, D2, E1, V3</i>

This formal magic will create a once per day protection that will reflect a certain type of effect back upon the original caster. It works at will even before a spell defense if desired. The user of this formal magic calls “Bane” when using the protective. The following *BANE* effects are allowed:

- **Binding**  Protects from *PIN, BIND, WEB* and *CONFINE*.
- **Chaos**  Protects from any effect that, if cast normally, includes the word “Chaos” in the incantation.
- **Charm**  Protects from *CALM, CALM ANIMAL, CHARM, CHARM ANIMAL, SHUN, SHUN ANIMAL, DOMINATE, FEAR, ENSLAVEMENT, AND VAMPIRE CHARM*.
- **Command**  Protects from any effect that, if cast normally, includes the word “Command” in the incantation.
- **Curse**  Protects from any effect that, if cast normally, includes the word “Curse” in the incantation.
- **Earth**  Protects from any effect that, if cast normally, includes the word “Earth” in the incantation.
- **Fire**  Protects from any effect that causes Fire damage.
- **I Call Forth a(n)**  Protects from any effect (except *ELDRITCH BLAST*) that, if cast normally, includes the words “*I call forth a(n)*” in the incantation.
- **Ice**  Protects from any effect that causes Ice damage.
- **Lightning**  Protects from any effect that causes Lightning damage.
- **Stone**  Protects from any effect that causes Stone damage.
- **Summoned Force**  Protects from *DISARM, SHATTER, DESTROY* and *ENFLAME*
- **<Spell Name>**  Protects from the specific spell chosen (below 9th level), regardless of delivery type.

Change Race

Level	7
Target	<i>Spirit</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P7, C1, E2, S3, V1 (all Unrestricted)</i>

This formal magic changes the target from the current race to a different race, chosen by the target. 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.

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

Channel Spell

Level	5
Target	<i>Weapon</i>
Duration:	<i>5 Days</i>
Components:	<i>P5, C2, E2, S2, + P equivalent to the level of the spell being channeled</i>

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.

Power 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 words, "I attune this <target> to the spell <spell name>" 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, AND CONFINE*).

The proper call for a channeled spell is "Spellstrike <full spellname> <option/number>" (Option/Number is for when the spells allows for a choice such as *WITHER LIMB*- i.e., right arm or *SHATTER*-i.e., shield, or if the spell has an associated number such as *CURE LIGHT WOUNDS*)

The spell to be channeled must come from the user's memory. The caster's hand need not be empty but may only be holding the weapon that will channel the spell. When the verbal is complete the caster's next action within three 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, Minor

Level	2
Target	<i>Item or Spirit</i>
Duration:	<i>Until used, for a maximum of one year</i>
Components:	<i>P2, C1, D1, E1, V1</i>

This formal magic will create a single use protection that will stop a certain type of effect. It works at will even before a spell defense if desired. The user of this formal magic calls “Cloak” when using the protective. The following CLOAK effects are allowed:

- **Binding**  Protects from *PIN, BIND, WEB* and *CONFINE*.
- **Chaos**  Protects from any effect that, if cast normally, includes the word “Chaos” in the incantation.
- **Charm**  Protects from *CALM, CALM ANIMAL, CHARM, CHARM ANIMAL, SHUN, SHUN ANIMAL, DOMINATE, FEAR, ENSLAVEMENT, AND VAMPIRE CHARM*.
- **Command**  Protects from any effect that, if cast normally, includes the word “Command” in the incantation.
- **Curse**  Protects from any effect that, if cast normally, includes the word “Curse” in the incantation.
- **Earth**  Protects from any effect that, if cast normally, includes the word “Earth” in the incantation.
- **Fire**  Protects from any effect that causes Fire damage.
- **I Call Forth a(n)**  Protects from any effect (except *ELDRITCH BLAST*) that, if cast normally, includes the words “I call forth a(n)” in the incantation.
- **Ice**  Protects from any effect that causes Ice damage.
- **Lightning**  Protects from any effect that causes Lightning damage.
- **Stone**  Protects from any effect that causes Stone damage.
- **Summoned Force**  Protects from *DISARM, SHATTER, DESTROY* and *ENFLAME*
- **<Spell Name>**  Protects from the specific spell chosen (below 9th level), regardless of delivery type.

Cloak

Level	5
Target	<i>Item or Spirit</i>
Duration:	<i>5 Days</i>
Components:	<i>P5, C2, D2, E1, V2</i>

This formal magic will create a once per day protection that will stop a certain type of effect. It works at will even before a spell defense if desired. The user of this formal magic calls “Cloak” when using the protective. The following CLOAK effects are allowed:

- **Binding**    Protects from *PIN, BIND, WEB* and *CONFINE*.
- **Chaos**  Protects from any effect that, if cast normally, includes the word “*Chaos*” in the incantation.
- **Charm**    Protects from *CALM, CALM ANIMAL, CHARM, CHARM ANIMAL, SHUN, SHUN ANIMAL, DOMINATE, FEAR, ENSLAVEMENT, AND VAMPIRE CHARM*.
- **Command**   Protects from any effect that, if cast normally, includes the word “*Command*” in the incantation.
- **Curse**  Protects from any effect that, if cast normally, includes the word “*Curse*” in the incantation.
- **Earth**  Protects from any effect that, if cast normally, includes the word “*Earth*” in the incantation.
- **Fire**  Protects from any effect that causes Fire damage.
- **I Call Forth a(n)**   Protects from any effect (except *ELDRITCH BLAST*) that, if cast normally, includes the words “*I call forth a(n)*” in the incantation.
- **Ice**  Protects from any effect that causes Ice damage.
- **Lightning**   Protects from any effect that causes Lightning damage.
- **Stone**   Protects from any effect that causes Stone damage.
- **Summoned Force**    Protects from *DISARM, SHATTER, DESTROY* and *ENFLAME*
- **<Spell Name>**    Protects from the specific spell chosen (below 9th level), regardless of delivery type.

Contact Ancient Dead

Level	5
Target	<i>Permanently Dead Spirit</i>
Duration:	<i>Ten Minutes per formal magic level of the caster or until the spirit chooses to leave, whichever is first</i>
Components:	<i>P5, C1, S2, T1, V2</i>

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 the caster. 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 the casting to fail even if it should have succeeded.

Upon successful casting, the spirit will appear in the circle and is restricted to its confines. If, at any point, the circle is destroyed or disturbed, 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

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.

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 PCs; 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.

Create Base Golem

Level	4
Target	<i>A simple animal, or a Spirit and Body</i>
Duration:	<i>Until destroyed, or 5 days after the first command is executed.</i>
Components:	<i>P4, C3, E3, S2, V2</i>
Approved Golems	<i>None</i>

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

Create Base Undead

Level	4
Target	<i>Permanently dead body(s)</i>
Duration:	<i>The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days.</i>
School:	<i>Earth</i>
Components:	<i>P4, C3, E2, V1</i>
Approved Types	<i>None</i>

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 Greater Golem

Level	7
Target	<i>A simple animal, or a Spirit and Body</i>
Duration:	<i>Until destroyed, or 5 days after the first command is executed</i>
Components:	<i>P7, C5, E5, S3, V3</i>
Approved Golems	<i>None</i>

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

Create Extended Circle of Power

Level	9
Target	<i>Physical Representation</i>
Duration:	<i>2 Years</i>
Components:	<i>P9, C4, E4, S4, T4</i>

This formal magic is cast upon a physical representation that is appropriate for a protective *CIRCLE OF POWER* spell, but has not yet been enchanted. Unlike the Circle of Power spell, the representation may be up to 2 feet in radius per level of formal magic of the appropriate school possessed by the caster to an absolute maximum of a 40 foot radius. To cast this formal magic spell, the fishtail circle is placed adjacent to and fully within the target physical representation. The target representation will become an *EXTENDED CIRCLE OF POWER* of the appropriate school ; and can perform the function of *IDENTIFY* or *RESURRECTION*. Anyone within the target representation during the entire casting of this formal magic will receive an *INVESTITURE* to the Extended Circle of Power.

This formal magic will not create an Extended Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than ten minutes. If this is attempted, the 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).

Create high horoscope

Level	3
Target	<i>Spirit</i>
Duration:	<i>One vision</i>
School:	<i>Celestial</i>
Components:	<i>P3, C1, E1, S1, T1</i>

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 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 *CRAFTSMAN (ASTROLOGER)* 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 Limited Formal Magic Scroll

Level	2
Target	<i>Formal Magic Scroll other than this one</i>
Duration:	<i>Until used, for a maximum of one year</i>
Components:	<i>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</i>

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*" or "*Flaw: This scroll is destructible*". These words will also appear on the new scroll if any flaw changes the new scroll in any way. If this formal casting is flawed via Dark Territory then any rolls that indicate a roll on a Formal-specific Flaw Table are re-rolled.

Create Major Golem

Level	6
Target	<i>A simple animal, or a Spirit and Body</i>
Duration:	<i>Until destroyed, or 5 days after the first command is executed</i>
Components:	<i>P6, C4, E4, S3, V3</i>
Approved	<i>None</i>
Golems:	

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

Create Major Undead

Level	6
Target	<i>Permanently dead body(s)</i>
Duration:	<i>The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days</i>
Components:	<i>P6, C4, E2, V2</i>
Approved	<i>None</i>
Types:	

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 Mark / Destroy Mark

Level	1
Target	<i>Item or Spirit</i>
Duration:	<i>Create Mark: Two years; Destroy Mark: Instantaneous</i>
Components:	<i>Create Mark -P1, C1; Destroy Mark - P1, D1</i>

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.

④ **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.

Create Master Golem

Level	9
Target	<i>A simple animal, or a Spirit and Body</i>
Duration:	<i>Until destroyed, or 5 days after the first command is executed.</i>
Components:	<i>P9, C8, E7, S3, V3</i>
Approved	<i>None</i>
Golems:	

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

Create Minor Golem

Level	2
Target	<i>A simple animal, or a Spirit</i>
Duration:	<i>Until destroyed, or 5 days after the first command is executed</i>
Components:	<i>P2, C2, E2, S2, V2</i>
Approved	<i>None</i>
Golems	

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

Create Minor Undead

Level	2
Target	<i>Permanently dead body(s)</i>
Duration:	<i>The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days</i>
Components:	<i>P2, C2, E1, V1</i>
Approved	<i>Skeleton, Zombie</i>
Types:	

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 Protective Circle of Power

Level	6
Target	<i>Physical Representation</i>
Duration:	<i>1 Year</i>
Components:	<i>P6, C3, E3, S3, T4</i>

This formal magic is cast upon a physical representation that is appropriate for a *CIRCLE OF POWER* spell, but has not yet been enchanted. Unlike the Circle of Power spell, the representation may be up to 2 feet in radius per level of formal magic of the appropriate school possessed by the caster to an absolute maximum of a 40 foot radius. To cast this formal magic spell, the fishtail circle is placed adjacent to and fully within the target physical representation. The target representation will become an *EXTENDED CIRCLE OF POWER* of the appropriate school, except that it can never perform the function of *IDENTIFY* or *RESURRECTION*. Anyone within the target representation during the entire casting of this formal magic will receive an Investiture to the Extended Circle of Power.

This formal magic will not create an Extended Circle of Power around, within, or overlapping another Circle of Power of any type lasting longer than ten minutes. 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).

Create Stake of Woe

Level	3
Target	<i>None</i>
Duration:	<i>5 Days or one Killing Blow against a Vampire (whichever is first)</i>
Components:	<i>P3, C1, D1, S1, V1</i>

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 created may be Shattered or Destroyed. The Stake also gives its possessor the ability to deliver a once-ever, packet-delivered Arcane Solidify.

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

Create Unlimited Formal Magic Scroll

Level	4
Target	<i>Unlimited Formal Magic Scroll other than this one</i>
Duration:	<i>2 Years or 1 Year (see below)</i>
Components:	<i>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</i>

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*" or "*Flaw: This scroll is destructible*". These words will also appear on the new scroll if any flaw changes the new scroll in any way. If this formal casting is flawed via Dark Territory then any rolls that indicate a roll on a Formal-specific Flaw Table are re-rolled.

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.

Damage Aura

Level	5
Target	<i>Weapon</i>
Duration:	<i>5 days</i>
School:	<i>Celestial</i>
Components:	<i>P5, C2, D2, E2</i>

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.

In addition to adding a damage bonus, the formal magic spell Damage Aura allows the wielder of the weapon to use the weapon type "Magic" when desired.

Delimit

Level	4
Target	Item
Duration:	5 Days
Components:	P4, C1, S3

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

The caster decides a single Delimitation to put on the item at the time of casting, the options are: 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 due to multiple castings, they both take effect. For example, an item with Delimit: Dwarf and Delimit: Elf will only be 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.

Delimit prevents the use of active effects (e.g. CLOAK, BIND, DAMAGE AURA), but does not prevent the passive effects of RENDER INDESTRUCTIBLE, SPIRIT LINK, SPIRIT LOCK and other Delimits.

Delve history

Level	2
Target	Item
Duration:	Instantaneous
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, Greater

Level	8
Target	<i>Item, Spirit, Glyph of Protection, Circle of Power, or Ward</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P8, D4, V4</i>

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 at the beginning of the formal magic and at the conclusion and must be able to do so, if desired, during the entire casting of the formal magic.

If the target is a *WARD* or *CIRCLE OF POWER*, the target must be directly adjacent to the fishtail and the caster must reach out of the fishtail 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.

Destroy Magic, Lesser

Level	2
Target	<i>Item, Spirit, Glyph of Protection, Circle of Power, or Ward</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P2, D1, V1</i>

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 at the beginning of the formal magic and at the conclusion and must be able to do so, if desired, during the entire casting of the formal magic. This formal magic can only be cast within a fishtail that is within the boundaries of an *EXTENDED CIRCLE OF POWER*.

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.

Dreamvision

Level	3
Target	<i>Spirit</i>
Duration:	<i>One vision</i>
Components:	<i>P3, S2, T2</i>

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 fall 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

Level	3
Target	<i>Weapon</i>
Duration:	<i>5 Days</i>
Components:	<i>P3, C2, E3</i>
Approved	<i>Fire, Lightning, Ice, Stone, Order, Chaos, Dream, Reason, Essence, Destruction,</i>
Auras:	<i>Darkness, Light</i>

This formal magic causes a weapon to be sheathed with an *ELEMENTAL AURA* of a particular element. This will allow the wielder to use the <element> type as a damage type when desired.

Multiple Elemental auras on one weapon will work and you may switch freely between them, but you may only use one at a time. Elemental Aura may only be cast on a weapon. East casting of Elemental Aura is a separate effect.

Enchant

Level	1
Target	<i>Item or Spirit</i>
Duration:	<i>Until used, for a maximum of one year</i>
Components:	<i>C1, E1, + P equal to half the level of the spell rounded up</i>

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

The caster must state the words, “*I IMBUE THIS TARGET WITH THE SPELL*” and then the spell must be cast from the caster’s memory at the end of the formal magic.

The person whose Spirit is enchanted or who possesses the enchanted Item is imbued with the ability to cast the spell once, following the rules for Activating Magic Items. If the spell in question is reversible, only one version is placed within the target at the time of original enchantment. If the spell is *ELDRITCH BLAST* then one element must be chosen at time of enchantment.

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.

Expanded Enchantment

Level	6
Target	<i>Item or Spirit</i>
Duration:	<i>5 days</i>
Components:	<i>P6, C3, E3, + P equivalent to level of the spell being expanded</i>

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

The caster must state the word, “*I IMBUE THIS <TARGET> WITH A <SPELLNAME> SPELL*” and then the spell must be cast from the caster’s memory at the end of the formal magic.

The person whose Spirit is enchanted or who possesses the enchanted Item is imbued with the ability to cast the spell, once per reset or limited reset, following the rules for Activating Magic Items. If the spell in question is reversible, only one version is placed within the target at the time of original enchantment. If the spell is *ELDRITCH BLAST* then one element must be chosen at time of enchantment.

Extend Enchantment

Level	3
Target	<i>Batch of Formal Magic of the appropriate school</i>
Duration:	<i>6 months</i>
Components:	<i>P3, T2</i>

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.

Extend Formal Magic

Level	5
Target	Batch of formal magic of the appropriate school
Duration:	1 year
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.

Glyph of Protection

Level	1
Target	One doorway
Duration:	5 Days
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, STONE BOLT, TAINT BLOOD, TRAP UNDEAD, WEAKNESS, WEB, AND 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 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 and specify the casting's school of magic, 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/herself 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 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).

Greater Extension

Level	9
Target	<i>Batch of formal magic of the appropriate school</i>
Duration:	<i>2 Years</i>
Components:	<i>P9 (including at least one P2 or P4), C2, T4</i>

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.

Identify

Level	1
Target	<i>One or more Items, Bodies or Spirits</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P1, C1, E1</i>

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" on page 51 of the Nero® 9th edition Rulebook.

Interplanar Conduit

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

This formal magic will allow two-way communication between a target spirit (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 then 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 then 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 PCs who are not 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.

Interplanar Travel

Level	8
Target	<i>Spirit(s)</i>
Duration:	<i>Variable</i>
Components:	<i>P8, S4, V4, + P equivalent to the # of willing people travelling</i>
Approved Planes	<i>Air, Earth, Fire, Water, Order, Chaos, Dream, Reason, Life, Death, Darkness, Light</i>

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 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 target die while on the other plane, the spirit will return to its plane of origin to resurrect. may or may not be the plane from which the target originally travelled. Another *INTERPLANAR TRAVEL* formal magic could be cast to send the target back to the plane on which 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 target can breathe and perform necessary functions for continued existence while on the plane. For example, the target may breathe even though on the plane of water and the flame that makes up the elemental plane of fire will not burn him/her 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 target is not consumed in the inferno, he/she may be damaged by elemental fire 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. On occasion an additional base item for the casting of this formal magic may be found which will cause the formal to target a specific area of the specified plane, but 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 target suffers a death or the variable time limit expires.

Investiture / Divestiture

Level	1
Target	<i>Spirit and a Circle of Power, Glyph of Protection or Greater Ward</i>
Duration:	<i>For the duration of the second target</i>
Components:	<i>Invest - P1, C1, S1, T1</i> <i>Divest - P1, D1, S1, V1</i>

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/her 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 described in the *Nero® 9th Edition Rulebook* under the topic of *Extended Circles of Power* on page 50.

Magic Aura

Level	2
Target	<i>Weapon</i>
Duration:	<i>5 days</i>
Components:	<i>P2, C1, D1, E1</i>

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. This allows the wielder of the weapon to use the Weapon Type "Magic" when desired. If this formal magic is cast upon a weapon with a *DAMAGE AURA* already present, there is no additional effect.

Mend Golem

Level	3
Target	<i>Golem</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P3, C2, E2</i>

This formal magic will heal a golem for ten points of damage for every level of celestial formal magic possessed by the caster. 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*.

Obliterate

Level	8
Target	<i>Spirit</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P8, D4, S4, V4 (All Unrestricted)</i>

Once this formal magic has begun, the spirit is unable to leave the circle 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, takes no deaths as a result of the *OBLITERATE*, and their death bag returns to normal.

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

A creature that has been Obliterated but has not yet resurrected or received a life spell will not suffer any additional deaths or have their death bag further modified as a result of subsequent castings of Obliterate. The target of an Obliterate formal magic may not be simultaneously targeted by another formal magic.

Planar Asylum

Level	1
Target	<i>Spirit</i>
Duration:	<i>5 Days, may not be extended</i>
Components:	<i>P1, C1, E1, +1 P per additional person in the Asylum</i>
Approved	<i>Air, Earth, Fire, Water</i>
Planes:	

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 (e.g., *PLANAR ASYLUM - ELEMENTAL PLANE OF FIRE* does not grant immunity to fire based attacks).

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

Planar Gate

Level	9
Target	<i>None</i>
Duration:	<i>10 Minutes per level of celestial formal magic of the casters, not extendable.</i>
Components:	<i>P9, C4, E2, S2, V4</i>
Approved	<i>Air, Earth, Fire, Water, Order, Chaos, Dream, Reason, Life, Death, Darkness, Light</i>
Planes:	

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 he/she entered the gate. This shift upon death occurs whether or not the gate is still open.

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. From one side of the gate to the other; combat is impossible; 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.

Protection Aura

Level	5
Target	<i>Spirit</i>
Duration:	<i>5 days</i>
Components:	<i>P5, C2, D1, E1, V2 (Unrestricted components only)</i>

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 Protection Aura 4, and an additional four castings (for a total of ten castings, the maximum) will provide a Protection Aura 5.

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*.

Protection Aura does not provide any protection from carrier attacks. For example, a carrier attack of “2 Normal Taint Blood” against a single *PROTECTION AURA* will do 1 point of damage, and if the person is taking body damage then the person is affected by the *TAINT BLOOD* effect.

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, Protection Aura 5=4) is the number of effects with regard to the 5-effect limit, rather than the number of castings.

Render Indestructible

Level	2
Target	<i>Item</i>
Duration:	<i>5 days</i>
Components:	<i>P2, C2, E2, T1</i>

This formal magic will render the target *INDESTRUCTIBLE*, which 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 be immune to the *DESTROY* effect but may still be reduced to zero points via normal combat damage.

Spell Store

Level	4
Target	<i>Item or Spirit</i>
Duration:	<i>5 Days</i>
Components:	<i>P4, C2, E1</i>

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 a magic user'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. Six castings is the maximum per school of magic on a single item. Once the item or person is 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. If the spell in question is reversible, only one version is placed within the target at the time of original enchantment. If the spell is *ELDRITCH BLAST* then one element must be chosen at time of enchantment.

To charge the item or person it must be touched by the individual casting the spells with which it is to be charged. Upon the casting of 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 Spell Store item always discharges at the end of an event and always begins an event empty. 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.

Spirit Farewell

Level	1
Target	<i>Permanently Dead Spirit</i>
Duration:	<i>Ten Minutes per formal magic level of the caster or until the spirit chooses to leave, whichever is first.</i>
Components:	<i>P1, C1, S1, V1</i>

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 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 FAREWELL* or *CONTACT ANCIENT DEAD*). 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 caster(s) 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 and immune to all game effects.

Spirit Forge

Level	5
Target	<i>Spirit</i>
Duration:	<i>Instantaneous</i>
Components:	<i>P5, C1, S2, V1 (Unrestricted components only)</i>

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..

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)*

Spirit Link

Level	6
Target	<i>Spirit and Item</i>
Duration:	<i>5 days</i>
Components:	<i>P6, C3, E2, S3</i>

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 then becomes the possession of 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.

Spirit Lock

Level	9
Target	<i>Spirit and Item</i>
Duration:	<i>5 days</i>
Components:	<i>P9, C4, E4, S6</i>

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 LOCK* expires. 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 then 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.

Spirit Walk

Level	8
Target	<i>Spirit(s)</i>
Duration:	<i>Indeterminate</i>
School:	<i>Celestial or Earth (scroll must be marked as one or the other)</i>
Components:	<i>P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking</i>

This formal magic causes the targets and their possessions to travel to another *CIRCLE OF POWER* that has a duration of longer than ten minutes. 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/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. If the destination Circle of Power is inaccessible or does not exist, then if the formal magic was also cast within a Circle of Power, that Circle of Power becomes the destination Circle of Power and the group walks back to their origin. If that Circle of Power is also inaccessible or does not exist when they arrive, the targets will seek resurrection and all non-spirit-linked items appear where the casting took place. If the target(s) permanently dies, the body will likewise reform where the casting took place.

Upon entering the destination Circle of Power, the targets and their possessions immediately begin to reform within three slow seconds and are tangible enough to be affected by attacks. The sounds of the three-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.

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.

Summon Basic Extra-Planar Creature

Level	1
Target	<i>None</i>
Duration:	<i>5 Days or until banished or killed</i>
Components:	<i>P1, C1, E1, S1</i>
Approved	<i>(Celestial) Air, Earth, Fire, Water; (Earth) Hound of the Dead</i>
Types:	

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.)

Summon Greater Extra-Planar Creature

Level	7
Target	<i>None</i>
Duration:	<i>5 Days or until banished or killed</i>
Components:	<i>P7, C3, E3, S3</i>
Approved	<i>(Celestial) Air, Earth, Fire, Water; (Earth) Greater Pantherghast</i>
Types:	

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.)

Summon High Extra-Planar Creature

Level	9
Target	<i>None</i>
Duration:	<i>5 Days or until banished or killed</i>
Components:	<i>P9, C4, E4, S4</i>
Approved	<i>(Celestial) Air, Earth, Fire, Water; (Earth) Alpha Pantherghast</i>
Types:	

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.)

Summon Lesser Extra-Planar Creature

Level	3
Target	<i>None</i>
Duration:	<i>5 Days or until banished or killed</i>
Components:	<i>P3, C2, E2, S1</i>
Approved Types	<i>(Celestial) Air, Earth, Fire, Water; (Earth)</i>

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.)

Summon Major Extra-Planar Creature

Level	5
Target	<i>None</i>
Duration:	<i>5 Days or until banished or killed</i>
Components:	<i>P5, C2, E2, S2</i>
Approved Types:	<i>(Celestial) Air, Earth, Fire, Water; (Earth) Pantherghast</i>

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

Level	7
Target	<i>Spirit</i>
Duration:	<i>Four years</i>
Components:	<i>P7, C3, E4, S4, T1 (Unrestricted only)</i>
Approved Creatures	<i>None</i>

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

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

Transform to High Creature

Level	8
Target	<i>Spirit</i>
Duration:	<i>Four years</i>
Components:	<i>P8, C4, E5, S5, T3 (Unrestricted only)</i>
Approved Creatures	<i>None</i>

This formal magic will transform the target into a specific High Creature upon the permanent death of the target. It will also leave an affinity of "<Creature> 8" on the target.

The target must currently have an Affinity "<Creature>7" or higher present upon its spirit. The <creature> must be of the same type of creature as the one being attempted. If the target does not have the correct affinity then this formal magic will fail.

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

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

Transform to Master Creature

Level	9
Target	<i>Spirit</i>
Duration:	<i>Four years</i>
Components:	<i>P9, C8, E10, S10, T5 (Unrestricted only)</i>
Approved Master	<i>None</i>

This formal magic will transform the target into a specific Master Creature upon the permanent death of the target. It will also leave an affinity of “<Creature> 9” on the target.

The target must currently have an Affinity “<Creature>8” or higher present upon its spirit. The <creature> must be of the same type of creature as the one being attempted. If the target does not have the correct affinity then this formal magic will fail.

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

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

Vengeance

Level	7
Target	<i>Spirit</i>
Duration:	<i>Until all charges used or one year, whichever comes first</i>
Components:	<i>P7, C1, D2, E3, S2</i>

This formal magic causes a retributive strike of pure magical damage 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. The amount of damage inflicted is equal to ten points per level of formal magic ability possessed by the caster in the appropriate school. This formal magic has a number of charges equal to one third the number of levels of formal magic ability possessed by the caster in the appropriate school, rounded down. *VENGEANCE* is only activated by an actual killing blow, not by anything like or similar to a killing blow. This formal magic does not benefit from having secondary casters. When a Vengeance is triggered, the player calls out “<number> Arcane Vengeance”

Whispering Wind

Level	2
Target	<i>Spirit</i>
Duration:	<i>One message</i>
Components:	<i>P2, E1, S1, V1</i>

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 they are 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/her. 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.

Casting Cantrip Magic

For a player to cast a Cantrip he/she must have the skill *EARTH FORMAL MAGIC* or *CELESTIAL FORMAL MAGIC*. A player may cast one Cantrip of their school of magic per day for each level of formal magic they possess.

The full list of Cantrips, their effects, and components costs is available at www.nerolarp.com.

Cantrip Tome

In order to cast a Cantrip the player must be carrying a Cantrip tome which contains the Cantrip they wish to cast. Cantrip tomes are in-game objects that must be acquired in-game. The phys-rep for a Cantrip tome must be at least 6" x 4". The tome is governed by the rules defined in the *ENCHANT CANTRIP TOME* Cantrip.

Cantrip Pages

In addition to Cantrip tomes, there are also Cantrip pages. Cantrip pages function like Cantrip tomes but are of one use only and will only contain a single Cantrip. A Cantrip Page must be the same size as a celestial scroll. To cast from a Cantrip Page, the caster must read and touch a packet to the Page.

Casting

To cast a Cantrip the player must say the proper incant for the Cantrip and physically break or tear the number of level one components designated for that particular Cantrip (0, 1, or 2) to gain the power for the Cantrip. When casting a Cantrip with 0 component cost there need not be a "tearing" motion.

Breaking or tearing a single level two component will power a Cantrip which takes 2 components or two Cantrips which take 1 component cast one immediately after another. Breaking or tearing a level four component will power two Cantrips which take 2 components or four Cantrips which take 1 component cast one immediately after the other.

The components must be broken or torn within 10 seconds of finishing the incant. The components used for a Cantrip may only be unrestricted NERO components or local to the chapter in which the Cantrip is being cast. The components must be identifiable by the chapter which they are used in at the time of the casting, and they may not be SR components. Components are to be turned into a marshal after the casting of any Cantrip. The components will be checked at this time.

Cantrips are cast on the fly for any Cantrip in the carried tome(s). Cantrips do not require a fishtail to cast. Cantrips are never thrown at an opponent in the manner of battle magic, but they may allow the caster to throw a packet or series of packets with a defined effect (e.g. "*10 elemental fire*"). Casting a Cantrip is subject to Spell Disruption. No other skill or item may be used from the point when the incant is started till the point when the components are snapped or torn or the Cantrip will fail and the components are still consumed.

A Cantrip may never be extended in any manner or placed into an item in the manner of an *ENCHANTMENT*, *EXPANDED ENCHANTMENT*, etc. A Cantrip or the effect of a Cantrip may never be *SPELLSTORED*.

The statement "dies and requires a life spell" refers to any time the character is dead whether they receive a life spell or not, resurrect, regenerate, revives through a manner other than a life spell, or is not affected by life.

There are five types of Cantrip:

1. **Personal:** These Cantrips cause an effect upon the caster of the Cantrip. They may not be placed on another nor may they be transferred. For the effect of a personal Cantrip to remain the PC must retain the skill *FORMAL MAGIC <SCHOOL>*. If they lose the skill in any manner the Cantrip will cease functioning. If they still possess the skill but may not use e.g. are tainted or drained they do not lose any Cantrips upon them. In addition they must retain

the Cantrip Tome with the Cantrip they placed upon themselves. Losing possession of the Tome even to allow another to cast a Cantrip from the tome will negate any current personal Cantrips.

2. **Item:** These Cantrips are only cast on an item with no spirit.
3. **Spirit:** These Cantrips are only cast on a recipient with a spirit. They may not be thrown but must be touch cast in a NERO legal manner by being touched with a packet. If the target is not willing, the Cantrip fails.
4. **Broad:** These Cantrips affect a broad category in the estate/military system of NERO and are usually never used in play during an event. On occasion plot may define specific uses of these Cantrips during actual play such as weakening a building under siege with *WEAKEN DEFENSE* but they may NEVER directly affect PCs or NPCs in play.
5. **Offensive:** These Cantrips give the caster the ability to directly attack opponents and thus their effect would be stopped by the appropriate normal spell defenses.

Cantrips may have the following durations:

- Ⓜ **Hour:** One Hour
- Ⓜ **Day:** One Day, until the next Standard Reset or game end. whichever occurs first.
- Ⓜ **Instant:** Immediate and not lasting, the effect on another may last.
- Ⓜ **Year:** Until removed by in-game methods or 1 year passes.
- Ⓜ **Concentration:** The caster must maintain concentration to keep this Cantrip going
- Ⓜ **Invoked:** When an invoked Cantrip is cast the caster will receive 5 charges of the effect in the appropriate school of formal magic. Using the effect uses one charge. An effect can be used against a single opponent for a maximum of 5 minutes or line of sight. All unused charges expire at the next tag reset. Multiple charges may be used against multiple opponents at the same time. The caster must state *"I Invoke <Cantrip name> against you"* to the opponent it is being used against so that the opponent can hear it. This is an in-game statement and will not work if the Caster is *SILENCED*.
- Ⓜ **2 Year:** Until removed by in-game methods or 2 years passes.

Unless otherwise indicated, the effect of any Cantrip with the duration of Day is lost if the target requires a life spell.

Figure 1-3.

"I grant myself..."

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

“by the earth I...”

Figure 1-4.

“...Sustain these men”	Forced March
“...Create a Healing Pool”	Healing Pool
“...increase this harvest”	Increase Harvest
“...Raise Morale”	Morale

“by chaos I...”

Figure 1-5.

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

“I enchant...”

Figure 1-6.

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

“I scribe...”

Figure 1-7.

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

“I remove...”

Figure 1-8.

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

By the stars may...”

Figure 1-9.

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

SPELL	 	 	COST
Armored to Magic	✓	✓	0
Bane/Boon of the Dead		✓	1
Boltstorm	✓		1
Carrier Immunity	✓		1
Channeling	✓	✓	1
Contingency	✓	✓	2
Copy Formal Cantrip	✓	✓	1
Devastating Charge	✓		2
Element's Fury	✓		1
Element's Way	✓		1
Eldritch Bless		✓	0
Eldritch Shield	✓		0
Enchant Cantrip Tome	✓	✓	2
Enchant Engine	✓		2
Ethereal Sword	✓		1
Forced March/Exhaustion		✓	2
Fortify Defense	✓		2
Fury's Strength	✓		0
Healing/Definilg Pool		✓	1

SPELL	 	 	COST
Healer's Grace	✓		1
Imbue	✓	✓	1
Increase Harvest/Blight		✓	2
Level Ground	✓		2
Lore	✓		1
Mark	✓	✓	1
Magic Deliverance	✓	✓	0
Morale/Rout		✓	2
Purify/Poison Well		✓	2
Rendering	✓	✓	1
Replenish/Corrupt		✓	2
Riders on the Wind/ Foundering Mounts	✓	✓	2
Spirit Mark	✓	✓	1
Tyrra's Claw		✓	1
Spirit Unmark	✓	✓	1
Unmark	✓	✓	1
Weaken Defense	✓		2
Wizard's Sense	✓		2

Armored to Magic



Indessa's Dweomer Barrier

Type: Personal **Duration:** Day

Cost: 0 Components

I grant myself Armor to <spelltype>

The caster gains a dumb magic shield which goes under their normal protectives and will protect them from the first spell of a given type which hits them. A *SHIELD MAGIC* OR *REFLECT MAGIC* will come into play before an *ARMORED TO MAGIC* does. The caster may accept touch cast spells through an Armored to Magic. The types are based upon the caster's school and are as follows:

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

Celestial: I Call Forth a(n), Mystic Force, Imprison, Command, and Summoned Force.

The Armored to Magic will be triggered by any spell (incanted, spellstrike, or magic but NOT arcane, physical, or elemental) which has one of the words listed above in its incant.

Only one Armored to Magic, regardless of school, may be in effect at a given time. Armored to Magic is lost if the caster dies and requires a *LIFE* spell. A new casting of Armored to Magic will replace an old casting of it.

The caster must call "<Type> Shield" when the effect is triggered

Bane of the Dead



Yolathurn's Dead Strike

Type: Offensive **Duration:** Concentration

Cost: 1 Component

By the Earth I Bane the Dead...

Magic Harm Undead 30...

Magic Harm Undead 30... etc.

At the time of casting, the caster plants both feet. As long as both feet remain planted and the Cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "*Magic Harm Undead 30.*" While the Cantrip is in effect, the caster can perform no other skill nor cast any other spell or Cantrip nor activate magical items, but can speak. Each packet thrown acts as a separate *HARM UNDEAD* spell.

Blight



Bin'Aven's Poisoned Ground

Type: Broad **Duration:** Instant

Cost: 2 Components

By Chaos I blight this land

Blight causes 10 acres of farmland per level of Earth Formal Magic of the caster to decrease food production by one category. The area affected must be continuous. The caster is the center of effect of this Cantrip.

Boltstorm



Renewind's Elemental Bombardment

Type: Offensive **Duration:** Concentration

Cost: 1 Component

I grant myself a Boltstorm to throw...

10 Elemental <Element>...*

10 Elemental <Element>... etc.*

** Earth, Fire, Lightning, or Stone only*

At the time of casting, the caster must choose a single element (fire, ice, lightning, or

stone) and plant both feet. As long as both feet remain planted and the Cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "*10 Elemental <Element*>.*" The element chosen may not be changed without casting another *BOLTSTORM*. While the Cantrip is in effect, the caster can speak, but can perform no other skill, nor cast any other spell or Cantrip, nor activate magical items. Each packet thrown acts as a separate Elemental attack doing 10 points of the chosen element in damage to the target.

Boon of the Dead



Yolathurn's Dead Strength

Type: Offensive **Duration:** Concentration

Cost: 1 Component

By Chaos I Boon the Dead...

Magic Help Undead 30 ...

Magic Help Undead 30 ... etc.

At the time of casting, the caster plants both feet. As long as both feet remain planted and the Cantrip is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "*Magic Help Undead 30.*" While the Cantrip is in effect, the caster can perform no other skill nor cast any other spell or Cantrip nor activate magical items, but can speak. Each packet thrown acts as a separate *HELP UNDEAD* spell.

Carrier Immunity



Karvecki's Protection From Dweomered Claws

Type: Personal **Duration:** Invoked

Cost: 1 Component

I grant myself Carrier Immunity to <effect>

The formal caster who uses *CARRIER IMMUNITY* may declare one effect type from which they may invoke a limited immunity where they choose to not take any extra effect other than damage. The type of carrier attack is chosen

at the time of the casting of this Cantrip and may not be changed except by the casting of a second *CARRIER IMMUNITY*, which removes the first.

For example Mandrake a formal caster who runs into a pack of yellow jackets swinging Paralyze and has cast Carrier Immunity <Paralyze> may choose to become immune to the Paralyze carrier attack of a particular yellow jacket attacking him.

To become immune to a second yellow jacket attacking him Mandrake would have to invoke a second use from the casting.

If Mandrake suddenly comes face to face with a creature swinging WITHER LIMB he would have to cast a brand new Carrier Immunity to WITHER LIMB before they could use the immunity and would lose all remaining charges of the Carrier Immunity to Paralyze.

Weapon and Damage Types are not effects and cannot be subject to carrier immunity. Only one Carrier Immunity may be in effect at a given time, regardless of school. Carrier Immunity is lost if the caster dies and requires a *LIFE* spell. The proper call when struck by a carrier attack the caster has invoked against is "*Carrier Immunity*" to indicate that the caster is still taking the numerical damage, but not the effect.

The caster must call "*I Invoke Carrier Immunity <effect> against you*" to the opponent to activate it.

Channeling



Erol's Mnemonic Spellstrike

Type: Personal **Duration:** Day

Cost: 1 Component

I grant myself the ability of Channeling

Allows two spells from the memory of the Formal caster to be delivered as a spellstrike. The spells must be of a level less than or equal to the number of levels the caster has of the appropriate school of Formal Magic and must be of the same school as the Channeling Cantrip which was cast. Thus a

caster with nine levels of Formal Magic Earth could spellstrike any Earth spell by casting Channeling. A caster with seven levels of Formal Magic Earth could spellstrike any seventh level or lower Earth spell by casting Channeling. Neither of these casters can use an Earth Channeling Cantrip to spellstrike a Celestial spell. The caster chooses when to use these spellstrikes. Only one Channeling may be in effect at a given time, regardless of school. Channeling is lost if the caster dies and requires a *LIFE* spell.

The caster must say the full incant of the spell being Channeled and then strike the target with their weapon while calling "*spellstrike <Name of spell just incanted> <Option for spell just incanted>*". Spell Disruption applies to the delivery of the Channeled spell as well as the initial casting of the Cantrip.

Contingency



Karvecki's Grant of Hope

Type: Personal **Duration:** Day

Cost: 2 Components

I grant myself a <spell name> spell Contingent upon my <trigger state>

One spell from the memory of the caster is used and placed in a state in which it will take effect on the caster if a certain condition is met. Once Contingency is cast, the spell is gone from memory and may only be used for the Contingency. The conditions for Earth magic are: Charmed, Cursed, Death, Dying, Bound (*PIN, BIND, WEB, CONFINE*), *PARALYZED, POISONED, SILENCED, SLEEPING*, or Unconsciousness. The conditions for Celestial magic are: Charmed, Imprisoned, Bound (*PIN, BIND, WEB, CONFINE*), *Silenced, Sleeping*, or Unconsciousness. The contingent spell is triggered as soon as the caster enters the triggering state and will not be stopped by anything. The caster must invoke the Contingency when the condition is met. A new casting of Contingency will replace an older casting of it, regardless of school. Contingency is lost if the caster

resurrects. The contingent spell will still trigger a *SHIELD MAGIC*; the caster may choose to accept the spell if he is in a state capable of accepting a spell.

The caster must call "*Contingency <spell name>*" when the spell is triggered.

Copy Formal Cantrip



Pasadelin's Cantrip Duplication

Type: Item

Duration: 2 Years (Or until the Tome expires)

Cost: 1 Component

I scribe this Cantrip into my Tome

This Cantrip will copy any Cantrip of the same school from one Cantrip Tome to another Cantrip Tome which has free space. Limitations on the use and copying of certain Cantrips may be included in the text of a given Tome. The caster must touch both the book which is the source of the Cantrip being copied and the book which is the destination.

Defiling Pool



Yolathurn's Putrid Pool

Type: Personal **Duration:** Day

Cost: 1 Component

By Chaos I create a Defiling Pool

DEFILING POOL allows the caster to create a pool of Elemental Chaos of 150 points which may only be touch cast by the caster as 10 Elemental Chaos. The pool is lost if the caster dies and needs a *LIFE* spell. A caster may have both a *HEALING POOL* and a Defiling Pool at the same time but not more than one of each. If the caster is disrupted during the call of "*10 Elemental Chaos*", that 10 point casting fails and is lost to the pool but the rest of the pool remains. The Elemental Chaos can only be touch cast.

Corrupt



Bin'Aven's Unmatural Growth

Type: Broad **Duration:** Instant

Cost: 2 Components

By Chaos I corrupt this land.

Corruption will cause an area to become more out of line with the natural flow in an area: impassible thorns and brambles may grow, fertile areas may become swamp like, and pools of chaos will become more likely to develop. This will affect a 10 foot by 10 foot area per level of Earth Formal Magic of the caster, rendering the area harder to develop and use. The caster is the center of this Cantrip's effect.

For each level of Formal Magic of the caster both dimensions increase by 10 feet so . A caster with 2 levels has a 20 foot by 20 foot maximum and a caster with 8 levels has an 80 foot by 80 foot maximum.

Devastating Charge



Gintain's Thunderous Charge

Type: Broad **Duration:** Hour

Cost: 2 Components

By the stars may these lances strike true

When cast upon a group of lancers containing up to two creatures for every level of Celestial Formal Magic of the caster this Cantrip will *RENDER* their lances so they will not break for the next charge and give them all the equivalent of one +1 *DAMAGE AURA* per five levels of Celestial Formal Magic of the caster for that charge (up to a maximum of +5). The caster must touch each target of the *DEVASTATING CHARGE* immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Element's Fury



Karvecki's Planar Conduit

Type: Offensive **Duration:** Day

Cost: 1 Component

I grant myself <Element>'s Fury

The caster may choose an element (Fire, Ice, Lightning, or Stone) of which they receive a pool of 150 points. The caster may throw attacks of 10 Elemental <Element> until the pool is used up. The caster may only have one Element's Fury at any time. This pool is lost if the caster dies and requires a *LIFE* spell. A new casting of *ELEMENT'S FURY* will replace an old casting of it. If the caster is disrupted during the call of "10 Elemental <Element>", that 10 point casting fails and is lost from the pool but the rest of the pool remains.

Element's Way



Tuscon's Elemental Aura

Type: Personal **Duration:** Invoked

Cost: 1 Component

I grant myself the way of <Element>

The caster may choose an element (Fire, Ice, Lightning, or Stone) which they may invoke to swing as a damage type against a chosen opponent. The caster chooses which of the four elements they will swing when they invoke a charge and may change elements when they invoke this again, however changing the element to a new damage type ends all previously activated charges. Only one Element's Way Cantrip may be in effect at a given time. This works on melee and ranged attacks. Element's Way is lost if the caster dies and requires a *LIFE* spell.

Eldritch Bless



Var's Superior Protection

Type: Personal **Duration:** Day

Cost: 0 Components

I grant myself the power of an Eldritch Bless 10

This Cantrip gives the caster 10 extra body points. These points are the first body points lost to damage. If a *BLESS* is also present, it is lost before the *ELDRITCH BLESS*. If the caster dies and requires a *LIFE* spell the Eldritch Bless is lost.

Eldritch Shield



PanTarsa's Superior Protective Field

Type: Personal **Duration:** Day

Cost: 0 Components

I grant myself an Eldritch Shield 10

This Cantrip gives the caster 10 extra armor points. These extra points are the first armor points lost due to damage. If a *SHIELD* is also present it is lost before the *ELDRITCH SHIELD*. If the caster dies and requires a *LIFE* spell the Eldritch Shield is lost.

Enchant Cantrip Tome



Tamir's Enchanted Tome

Type: Item **Duration:** 2 Years

Cost: 2 Components

I Enchant this book as a(n) <school> Cantrip Tome

This Cantrip causes a book with minimum dimensions of 6" by 4" to become usable as a Cantrip Tome. A Cantrip Tome can hold up to 10 Cantrips of its school. A Cantrip Tome may not have any other Formal Magic cast upon it or it will cease functioning, but it may be the target of a *RENDERING* Cantrip. The caster must touch the Tome being enchanted. The enchanted Tome is still a shatterable object

and is vulnerable to any force which may destroy a normal book. Cantrip Tomes can be strengthened by the Smithing skill prior to being enchanted by the *ENCHANT CANTRIP TOME* Cantrip.

Enchant Engine



Gintain's Mighty Siege Engine

Type: Broad **Duration:** Hour

Cost: 2 Components

By the stars may this engine strike true

Gives a siege engine the equivalent of one +1 Damage Aura per two levels of Celestial Formal Magic of the caster. The caster must touch the siege engine being enchanted during the full incantation and breaking of the components.

This bonus may never be placed on a weapon to be used in NERO safe combat.

Ethereal Sword



Tuscon's Blade

Type: Personal **Duration:** Hour

Cost: 1 Component

I grant myself an Ethereal Sword

The caster gains one Ethereal Sword, up to long sword sized, for one hour; it is made of their own spirit and an extension thereof. An Ethereal Sword may not be fumbled or shattered. The sword does a base damage of five Normal and the damage may not be increased by skill. The Ethereal Sword takes no special skill to wield and may be conjured into either the caster's primary hand or off hand and used. Once conjured the Ethereal Sword may not be switched between hands. The casting of two Ethereal Sword Cantrips will allow the caster to wield a second short sword sized Ethereal Sword in the other hand. If the caster at any point has both an Ethereal Sword and *TYRRA'S CLAW* Cantrip active at the same time then one of them must be short sword sized. The caster may end this Cantrip at will.

The caster must have and use a red phys rep as the sword created by this Cantrip.

Exhaustion



Olvenca's Damning Fatigue

Type: Broad **Duration:** Day

Cost: 2 Components

By chaos I exhaust these men

Exhaustion will cause 5 creatures per level of Earth Formal Magic of the caster to be exhausted and only travel at half-normal pace for the next day. The targets of Exhaustion must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster when this Cantrip is cast. A target cannot be affected by more than one Exhaustion in a 24-hour period.

Foundering Mounts



Sydello's Equine Eliminator

Type: Broad **Duration:** Day

Cost: 2 Components

By Chaos I founder these mounts

Causes 1 horse per level of Earth Formal Magic of the caster to be exhausted and only travel at half normal pace for the next day. The targets of *FOUNDERING MOUNTS* must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster when this Cantrip is cast. A horse cannot be affected by more than one Foundering Mounts in a 24-hour period.

Forced March



Olvenca's Light Feet

Type: Broad **Duration:** Day

Cost: 2 Components

By the earth I sustain these men

Forced March allows 5 creatures per level of Earth Formal Magic of the caster to travel

at full normal pace for a day. The magic of the Cantrip will sustain their pace. A target cannot be affected by more than one Forced March in a 24-hour period. The caster must touch each target of the Forced March immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Fortify Defense



Anvicia's Fortress

Type: Broad **Duration:** Day
Cost: 2 Components

By the stars may these defenses be fortified

Increases the rating of any one defensive structure of 10 feet by 10 feet per level of Celestial Formal Magic possessed by the caster for the period of one day. The caster must be within the structure being fortified. The structure may have a number of floors equal to the levels of Celestial Formal Magic of the caster. If *FORTIFY DEFENSE* is cast following a *WEAKEN DEFENSE*, this will counter the effects of Weaken Defense. Multiple casters can add their casting together to cover a larger structure, but they calculate their own areas and then add them together; they do not calculate a single area by adding their levels of Formal Magic.

For each level of formal magic of the caster both dimensions increase by 10 feet so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum. Two casters with 2 levels each would be able to fortify a structure of 20 feet by 20 feet plus 20 feet by 20 feet (i.e. 40 feet by 20 feet) not 40 feet by 40 feet.

Fury's Strength



Kodos' Strength Of The Bear

Type: Personal **Duration:** Invoked
Cost: 0 Components

I grant myself Fury's Strength

The formal caster will gain a strength bonus of +2 (+1 in each hand) against one opponent when this cantrip is invoked, using one of its charges. This strength is not cumulative with any other strength the caster may have and only the greater strength will function. With this strength the caster may rip from *PIN* or increase the damage of a two-handed weapon by 2 points or a one-handed weapon by one point and nothing else. *FURY'S STRENGTH* is lost if the caster dies and requires a *LIFE* spell. Only one *Fury's Strength* may be in effect at a given time.

Healing Pool



Yolathurn's Pool of Purity/Yolathurn's Putrid Pool

Type: Personal **Duration:** Day
Cost: 1 Component

By Chaos I create a Healing Pool

HEALING POOL allows the caster to create a pool of Elemental Healing of 150 points which may be touch cast by the caster as 10 Elemental Healing. The pool is lost if the caster dies and needs a *LIFE* spell. A caster may have both a Healing Pool and a Defiling Pool at the same time but not more than one of each. If the caster is disrupted during the call of "10 Elemental Healing" or "10 Elemental Chaos", that 10 point casting fails and is lost to the pool but the rest of the pool remains. The Elemental Healing or Elemental Chaos can only be touch cast.

Healer's Grace



Johovan's Grace

Type: Personal **Duration:** Invoked

Cost: 1 Component

I grant myself Healer's Grace

The caster of this Cantrip gains the damage type Healing against one opponent when invoked. Any undead hit with the damage type Healing takes double damage. Healer's Grace does not heal anyone. This works on melee but not ranged attacks. If the caster dies and requires a *LIFE* spell the Healer's Grace is lost.

Imbue



Yolathurn's Transfer of Spell Ability

Type: Spirit **Duration:** Day

Cost: 1 Component

*I enchant you with a <spell name> spell
Imbued from my knowledge*

This Cantrip allows the caster to touch cast an additional spell from memory into the spirit of another. The target of the spell then gets the ability to cast that spell as if from his/her own memory for the remainder of the day. If the spell in question is reversible, only one version is placed within the target when Imbued. If the spell is *ELDRITCH BLAST* then one element must be chosen when Imbued. Once the spell is cast it is used from memory as normal.

Increase Harvest/Blight



Bin'Aven's Plentiful Earth!

Type: Broad **Duration:** Instant

Cost: 2 Components

By the Earth I increase this harvest

Increase Harvest will increase the food production of 10 acres of farmland per level of Earth Formal Magic of the caster by one category. The area affected must be continuous.

Level Ground



Holace's Smooth Path

Type: Broad **Duration:** Instant

Cost: 2 Components

By the stars may this ground be leveled

An area 10 feet by 10 feet per level of Celestial Formal Magic possessed by the caster is leveled and made one category more useful for building or travel. This has no effect on developed areas of land. The caster is the center of effect of this Cantrip.

For each level of formal magic of the caster both dimensions increase by 10 feet so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum.

Lore



Indessa's Sight of Attributes

Type: Item **Duration:** Instant

Cost: 1 Component

*I grant myself the vision to see the Lore of
what is before me*

Up to 2 items possessed by the caster are identified to the caster as if using an *EXTENDED CELESTIAL CIRCLE OF POWER*. This may not be used to identify anything that has a spirit.

The caster of this Cantrip must give the component for the Cantrip to an appropriate person with access to the magic item tags. A hold may not be called for this; the knowledge comes to the caster as they get the tags.

Mark



Madaline's Magical Imprint

Type: Item **Duration:** 2 Year

Cost: 1 Component

I scribe a Mark upon this <item>

The caster may place a *MARK* of up to 4" by 4" and any two colors upon a target item. The

caster decides what the Mark looks like.

The Caster is responsible for initial placement of the Mark in a manner that does not destroy or damage personal property. The possessor of the item is responsible thereafter for placement of the Mark. The caster must touch the target during the incantation and breaking of the component. This Cantrip in no way confers indestructibility upon the Marked item. The Mark counts against the limits for number of effects that can be on a single item.

Magic Deliverance



Erol's Inmate Aura

Type: Personal **Duration:** Day
Cost: 0 Components

I grant myself the ability of Magic Deliverance

Allows one spell from the memory of the formal caster, chosen at the time the spell is actually used, to be delivered as magic instead of by full incantation. The spell must be of a level less than or equal to the number of levels the caster has of the appropriate school of Formal Magic and must be of the same school as the *MAGIC DELIVERANCE* Cantrip which was cast. Thus a caster with nine levels of Formal Magic Earth could cast as magic any Earth spell by casting Magic Deliverance. A caster with seven levels of Formal Magic Earth could cast as magic any seventh level or lower Earth spell by casting Magic Deliverance. Neither of these casters can use an Earth Magic Deliverance Cantrip to cast a Celestial spell as magic. The caster chooses when to deliver this spell as magic. Only one Magic Deliverance may be in effect at any given time, regardless of school. The caster must be able to speak but need not have use of their arms. Delivering the spell as Magic is subject to Spell disruption. Magic Deliverance is lost if the caster dies and requires a *LIFE* spell.

When used the caster must state "*Magic <spell name> <option/number for that spell>*"

Morale



Lucin's Enhanced Morale/

Type: Broad **Duration:** Battle
Cost: 2 Components

By the Earth I raise morale!

Morale will boost the overall morale of 10 creatures per level of Formal Magic of the caster by one category.

The targets of this Cantrip must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster.

Poison Well



Lucin's Purity/Lucin's Taint

Type: Broad **Duration:** Instant
Cost: 2 Components

By Chaos I poison this well

Will cause one well, cistern, spring, or most non-flowing water sources to become impure and cause slow sickness in any who drink from it. The caster must touch the well to be poisoned.

Purify Well



Lucin's Purity/Lucin's Taint

Type: Broad **Duration:** Instant
Cost: 2 Components

By the Earth I purify this well

Purify Well will cause one well, cistern, spring, or most non-flowing water sources to become clean, pure water free of disease and taints.

Rendering



Tamir's Temporary Indestructibility

Type: Item **Duration:** Hour

Cost: 1 Component

I enchant this <item> to be Rendered invulnerable to harm

Renders one object immune to the effects of the spells *SHATTER* and *DESTROY* and most physical harm (including acid, fire, and explosive damage) for a period of one hour. The object may be no larger than 6 feet in its largest dimension. Massive mechanical damage will still destroy an object under the effects of Rendering. The caster must touch the item being Rendered during the full incantation and the breaking of the components.

Replenish



Bin'Aven's Natural Enhancement!

Type: Broad **Duration:** Instant

Cost: 2 Components

By the Earth I replenish this land!

Replenish will bring a 10 foot by 10 foot area per level of Earth Formal Magic of the caster more in line with the natural progression in the area. This will undo the effects of corruption and chaos upon the land in slow increments. The caster is the center of this Cantrip's effect.

For each level of Formal Magic of the caster both dimensions increase by 10 feet s. A caster with 2 levels has a 20 foot by 20 foot maximum and a caster with 8 levels has an 80 foot by 80 foot maximum.

Riders on the Wind



Sydello's Equine Enhancement!

Type: Broad **Duration:** Day

Cost: 2 Components

I call upon the Earth to make these horses fleet

Allows 1 horse per level of Earth Formal Magic of the caster to travel at maximum pace for their entire normal movement in one day. Regular stops for food and water are still needed, but the horse may sustain a gallop. A horse may not be affected by more than one Riders On The Wind in a 24-hour period. The caster must touch each target horse to be affected by Riders On The Wind immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

Rout



Lucin's Devastation Of Hope

Type: Broad **Duration:** Battle

Cost: 2 Components

By Chaos I rout these men

Rout will decrease the overall morale of 10 creatures per level of Formal Magic of the caster by one category.

The targets of this Cantrip must be within 10 feet of the caster per level of Earth Formal Magic possessed by the caster.

Spirit Mark



Madaline's Magical Spirit Imprint

Type: Spirit **Duration:** 2 Year

Cost: 1 Component

I scribe a Spirit Mark upon this being

The caster may place a *SPIRIT MARK* of up to 4" by 4" and any two colors upon a target person with a spirit. The caster decides what the Spirit Mark looks like and where it is. The

SPIRIT MARK will appear on any body inhabited by the spirit who has been marked it will appear in a location equivalent to that which the caster originally chose. When the body is reformed through resurrection, the Spirit Mark will not move from its pre-resurrection location. The caster must touch the target during the incantation and breaking of the component. The Spirit Mark counts against the limits for number of effects that can be on a single spirit.

The caster is responsible for initial placement of the Spirit Mark with suitable makeup or prosthetics. As with *GYPSY CURSE*, the player subject to the Spirit Mark may bargain with the caster for a different one if the chosen Spirit Mark is uncomfortable or personally offensive.

Spirit Unmark



Madaline's Spirit Imprint Eraser

Type: Spirit **Duration:** Instant
Cost: 1 Component

I remove this Spirit Mark

This will remove a *SPIRIT MARK* (Formal or Cantrip) of the appropriate school from a spirit which has one. The caster must touch the target during the incantation and breaking of the component.

Tyrra's Claw



Angat's Rake

Type: Personal **Duration:** Hour
Cost: 1 Component

I grant myself a Claw from Tyrra

The caster grows one claw, up to long sword sized, that he/she may use for one hour. The claw does a base damage of five Normal and the damage may not be increased by skill. The *TYRRA'S CLAW* takes no special skill to wield and may be conjured into either the caster's primary hand or off-hand and used. Once conjured, the Tyrra's Claw may not be

switched between hands. The casting of two Tyrra's Claw Cantrips will allow the caster to wield a second short sword sized claw in the other hand. If the caster at any point has both an Ethereal Sword and Tyrra's Claw Cantrip active at the same time then one of them must be short sword sized. The caster may end this Cantrip at will.

The caster must have and use a red claw phys rep as the claw created by this Cantrip.

Unmark



Madaline's Imprint Eraser

Type: Item **Duration:** Instant
Cost: 1 Component

I remove this Mark

This will remove a *MARK* (Formal or Cantrip) of the appropriate school from an item which has one. The caster must touch the target during the incantation and breaking of the component.

Weaken Defense



Anvicia's Undoing

Type: Broad **Duration:** Instant
Cost: 2 Components

By the stars may these defenses be weakened

WEAKEN DEFENSE decreases the rating of any one defensive structure of 10 feet by 10 feet per level of Celestial Formal Magic possessed by the caster. The damage to the defenses remains until they are repaired or fortified (using the cantrip *FORTIFY DEFENSE*). The weakening takes ten minutes to take effect and is obvious in its progress during those ten minutes. The caster must touch the structure to be weakened. Multiple casters can add their casting together to cover a larger structure, but they calculate their own areas and then add them together; they do not calculate a single area by adding their levels of Formal Magic.

For each level of Formal Magic of the

caster both dimensions increase by 10 feet, so someone with 2 levels has a 20 foot by 20 foot maximum and someone with 8 levels has an 80 foot by 80 foot maximum. Two casters with 2 levels each may weaken a structure of 20 feet by 20 feet plus 20 feet by 20 feet (i.e. 40 feet by 20 feet) not 40 feet by 40 feet.

Wizard's Sense



Buronto's Vision

Type: Broad **Duration:** Instant

Cost: 2 Components

I grant these eyes a Wizard's Sense

Increases the rating of one scout per level of Celestial Formal Magic possessed by the caster by one degree. The scouts gain a preternatural increase of their senses, making them more effective. The caster must touch each target of the *WIZARD'S SENSE* immediately following the breaking of the components. No other action may be taken or skill be used other than to designate the targets by touch.

This will give no additional effects to a PC in play.