

*Fables of Fenorra: Shadow of Maliask*  
*Formal Magic*

*Based on NERO Formal Magic 9<sup>th</sup> Edition*

## Definition of Basic Terms

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

**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 Eldritch Formal Magic, then only count the number of levels of Eldritch Formal Magic he has purchased.

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

**Batch:** A group of formal magic castings of the same school of magic are lumped together into a single “*Batch*” so long as there is a gap no longer than a 60 seconds between each casting attempted. If more than 60 seconds elapses between formal magic castings within a batch, then the batch of formal magic locks into the just completed state and is no longer considered a batch. The formal magic Glyph of Protection 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.

**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 or effect that can only be used in the issuing chapter. To all other chapters, the item does not exist for use in-game. All items in Fables of Fenorra are LCO.

**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 “*Cure*” in the incantation.

**Necromantic Effects:** Effects that, if cast normally, include the word “*Cause*” 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.

### **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. 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.

### **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 peridot 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 peridot will be useless and irretrievable.

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

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

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 Eldritch Formal Magic or Fenorrian 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. 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.

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

## **Casting Time**

The standard time to cast any formal magic is five minutes. However, if a formal magic is directly harmful to a PC the casting time is one hour, 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.

## **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, Spirit Walk, Whispering Wind, Dreamvision, Create High Horoscope, and Create <x> Golem.*

The Spirit Mark does 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**

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

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

The 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. 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”

### **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. This holds whether or not the target is conscious.

### **Pyramids**

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

### **Flaw and Backlash Effects**

Flaws and Backlashes are identifiable in an extended Eldritch 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

### **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:

- ☹☹ The Scroll. The caster is responsible for reading and understanding the scroll.
- ☹☹ The Formal Magic Components.
- ☹☹ A representation in which to cast.
- ☹☹ The Caster.
- ☹☹ The Secondary Casters (if any).
- ☹☹ The target(s) of the formal magic.
- ☹☹ The Marshal, who will need:
  - ☹☹ A white headband.
  - ☹☹ These rules, including the individual scroll descriptions.
  - ☹☹ Component Identification charts.
  - ☹☹ Formal Magic Log/Receipt Book.
  - ☹☹ Flaw & Backlash charts.
  - ☹☹ A ten sided die.

## Finding a Marshal

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

## Marshal/Caster Preparation

A. Prior to the actual start of the formal magic any players involved should be informed by the marshal if the resulting item will be of any other category besides Unrestricted and why. This requires an advanced examination of all materials involved in all of the formal magic castings. Since magic item categories are mostly due to out of game issues, the intent of this rule is to 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. Identify the components to make sure they are correctly marked, if necessary. Insufficient components will result in the marshal stating "The Formal Magic does not begin". If this occurs, the components are not consumed. If the spell is part of a declared batch, the marshal will notify the player that the components are insufficient before the batch begins. (Inform the player later, during step D)

C. Read the Formal Magic Scroll. Make sure that there is a complete understanding of the scroll, and follow any special instructions on the scroll. If the scroll is Unlimited and only usable once each day, verify on the back of the scroll (or the back of the tag) that the scroll hasn't been used today. If the physical representation of the scroll varies from the current version, then the current version must be used. The only flaw allowed upon a formal magic scroll is "*Flaw: this scroll cannot be copied*" or "*Flaw: this scroll is destructible*".

### *During the Casting of the Formal Magic*

D. In order to begin the formal magic, the Caster states "Beginning Formal Magic". Confidentially ask the Caster if they are waiving auto-success, 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. The caster must declare the target(s) of the formal magic. The target, if a spirit, must be made aware of this by the marshal.

F. The Caster(s) must indicate to any casual, secret, or imagined observers that they are performing a formal magic. This must be accomplished through various role-play methods, like constant movement or verbal action or a combination of both. The exact amount of roleplay or activity is left up to plot/rules. The movement can be as simple as constant, circular hand motion or as complicated as broad movements or the hands and/or arms, dancing movements of the entire body, or stylized movements such as drawing of symbols or lighting candles or incense. Verbal action would include litany speech, question and reply, chanting, or recitation in a "magical language". The caster may not engage in regular conversation. Any method chosen by the caster must make use of the components

and the scroll. Poor performance on the role-playing aspect of the formal magic casting will cause the marshal to issue a warning. After receiving two such warnings, the third occurrence of poor performance will result in automatic failure of the formal magic.

**G.** The formal magic automatically backlashes under the following conditions:

⊗⊗ 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 or 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, Explosive Trap, numerical damage), destroyed, dies, becomes unusable, or leaves the circle. Anything that leaves the circle is always affected by the backlash as if it were still inside the circle.

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

⊗⊗ **Success:** The formal magic completed properly; follow the instructions on the Scroll. The components are consumed.

⊗⊗ **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.

#### *After Casting the Formal Magic*

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

Indicate the casting of this formal magic on the caster’s card, including the date, time completed, level and results. Indicate results in the log and indicate any results that need be entered on any character’s card at logistics or that must be referred to another chapter.

In accordance with the instructions on the Scroll, prepare a temporary tag and receipt for the players and a receipt for logistics to represent the successfully cast formal magics properly. Take all expended components, expended Scrolls, and all other 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). Inform the player(s) that a final tag will be delivered to them as soon as possible, but they must retain the receipt and trade it in for a permanent, laminated tag. All Magic Item and Magic Effect Tags in NERO are to be kept in a permanent database. All tags must be printed from that database and signed by an authorized member of staff. Any Magic Item/Effect Tag found which is not in the database is subject to confiscation pending a disciplinary investigation. All expended components, scrolls and other tags should be turned in to Logistics so they may be returned to the chapter of origin for tracking purposes.

#### **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.

### 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				
Roll		0	Odds	Effect
1	-	3	3%	Formal succeeds, scroll is destroyed
4	-	7	4%	All in circle lose active spells
8	-	8	1%	All x-ever items in the circle lose a charge
9	-	9	1%	All x-ever items in the circle lose all charges
10	-	10	1%	All magic items in the circle (except for <i>ward</i> and <i>wizard lock</i> keys) cease working for 24 hours. They remain rendered indestructible and spirit link/locked if they had been.
11	-	12	2%	re roll
13	-	15	3%	Caster must perform an action as part of all Formals they are involved in from now on (action is determined by marshal, negotiable with the player, action must be able to be completed within 60 seconds. Examples: Clap 5 times, jump on one foot 5 times, spin in a circle 5 times, recite a particular poem, etc.
16	-	17	2%	Additional power components totaling the level of the Formal must be destroyed in the circle within 1 minute or the Formal fails.
18	-	21	4%	All in circle lose Formal casting ability for 24 hours
22	-	25	4%	Primary caster loses all active spells
26	-	26	1%	All per-day items in circle lose one charge per effect, for the day
27	-	27	1%	All per-day items in circle lose all charges for the day
28	-	28	1%	re roll
29	-	32	4%	Additional level 1 components totaling the level of the Formal must be destroyed in the circle within 1 minute or the Formal fails. Components must be of a type used in the Formal.



33	-	33	1%	Peridot totaling 5 times the level of the Formal must be destroyed within the circle within 1 minute of the end of the Formal or it fails.
34	-	34	1%	Ruby totaling 5 times the level of the Formal must be destroyed within the circle within 1 minutes of the end of the Formal or it fails.
35	-	35	1%	Primary caster loses 1 body for base duration of the formal being performed.
36	-	38	3%	Formal duration is halved
39	-	39	1%	All Peridot in circle is destroyed
40	-	40	1%	All Ruby in circle is destroyed
41	-	42	2%	All components in circle are consumed
43	-	45	3%	All per-day magic items in the circle recharge their uses for the day.
46	-	46	1%	Formal effect occurs twice
47	-	48	2%	Primary caster's pyramid in the school of the Formal renews
49	-	51	3%	All in circle's pyramids in the school of the Formal renew
52	-	54	3%	All in circle renew all skills
55	-	55	1%	re roll
56	-	57	2%	Primary caster renews all skills
58	-	59	2%	Formal duration is doubled (up to 2 years unless LCO)
60	-	61	2%	Any creation components are not consumed in this Formal
62	-	63	2%	Any elemental components are not consumed in this Formal
64	-	65	2%	Any spirit components are not consumed in this Formal
66	-	67	2%	Any time components are not consumed in this Formal
68	-	69	2%	Any destruction components are not consumed in this Formal
70	-	71	2%	Any void components are not consumed in this Formal
72	-	73	2%	Any power components are not consumed in this Formal
74	-	75	2%	No components are consumed in this Formal
76	-	80	5%	Roll Twice, both effects happen simultaneously
81	-	100	20%	Roll on Formal-specific Flaw Table

General Backlash Effect Table			
Roll		Odds	Effect
1-		10 10%	Roll Twice, both effects happen simultaneously
11-		17 7%	Scroll is destroyed
18-		21 4%	All formal magic in circle (including circle) expire immediately
22-		26 5%	All magic (battle and formal) on primary caster including items carried are destroyed.
27-		29 2%	Primary caster goes to resurrect
30-		32 2%	All casters go to Resurrect.
33-		34 2%	All in circle go to Resurrect.
35-		35 1%	All in circle take 15 times the formal spell level in arcane body damage
36-		41 6%	All casters die, may receive life spells
42-		46 5%	All in circle except primary caster die, may receive life spells
47-		49 3%	All in circle die, may receive life spells
50-		51 2%	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-		54 1%	All limbs of all casters are withered as per the spell, may be restored
55-		55 1%	All limbs of all in circle are withered as per the spell, may be restored
56-		56 1%	All in circle go 'Berserk', immediately attacking all creatures in the vicinity, including each other, to the best of their ability and the exclusion of all other actions, for ten minutes.
57-		58 2%	Circle is destroyed
59-		62 4%	All in circle lose all daily skills until next reset
63-		65 3%	Circle becomes <i>Formal Magic Platform</i> (non-protective) until next reset
66-		66 1%	All in circle lose ½ body (round the loss down) for one year
67-		68 2%	Cure Wounds 5 spell acts as a death spell against the primary caster for one year.
69-		70 2%	Ingested and Gas Alchemical substances act as a death spell against the primary caster for one year.
71-		72 2%	Elemental Shield spell acts as a death spell against the primary caster for one year
73-		74 2%	Magic Armor spell acts as a death spell against the primary caster for one year.

75-	75	1%	Magic Armor spell acts as a death spell against the primary caster indefinitely
76-	76	1%	All casters take 1/2 effect from what normally heals them for one year
77-	78	2%	Primary caster takes double damage from one of the following for one year: Fenorrian Harming (healing for undead), fire, lightning, ice, stone, Eldritch Damage 5/storm, silver weapons, magic weapons, normal weapons - note weapons includes any boffer attack that delivers damage of the appropriate type. Determine randomly)
79-	82	4%	Primary caster must have at least one secondary caster to perform any formal magic spells for one year
83-	85	3%	Primary caster may not be the primary caster in any formal magic spells cast in Dark Territory for one year
86-	90	5%	Primary caster automatically casts in dark territory for six months
91-	95	5%	Primary caster becomes an idiot, unable to use any skills, for one hour.
96-	97	2%	All charged items in circle activate one charge upon their possessor (may not be accepted under shield magic, activations are taken in random order)
98-	98	1%	All charged items in circle activate one charge upon the primary caster (may not be accepted under shield magic, activations are taken in random order)
99-	99	1%	All charged items in circle activate all charges upon their possessor (may not be accepted under shield magic, activations are taken in random order)
100-	100	1%	All charged items in circle activate all charges upon the primary caster,(may not be accepted under shield magic, activations are taken in random order)

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

71-		80	10%	Formal is effective only during day (6 AM to 6 PM) (does not apply to render indestructible or spirit link/lock)
81-		90	10%	Item must be worn openly to perform its function
91-		100	10%	User of item takes 5 arcane body damage when item is activated, or when appropriate for always-on items (I.e., a magic aura sword will deliver the damage each time it is grabbed or drawn)

<b>Summon Formal Magic Castings</b>				
Roll		0	Odds	Flaw
1	-	20	20%	Creature summoned will be friendly and cooperative towards the primary caster.
21	-	40	20%	Creature summoned will attack the primary caster immediately.
41	-	60	20%	Creature summoned will 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.

<b>Spirit Formal Magic Castings</b>				
Roll		0	Odds	Flaw
1	-	15	15%	Target spirit gains 1 body for base duration of Formal (may not be extended)
16	-	32	17%	Person whose spirit is the target may not wear armor while the Formal is in effect (does not apply to instant Formals)
33	-	49	17%	A mark (determined by caster with no input from target spirit if other than the caster) is placed on target spirit
50	-	66	17%	A mark (determined by target) is placed on target spirit
67	-	83	17%	Person whose spirit is the target must receive and be affected by a beneficial spell (determined by the marshal) every 24 hours (while in game) for this formal to function (Does not apply to instantaneous formal spells. Formal is considered suppressed until affected by determined spell).
84	-	100	17%	Target spirit (primary caster's spirit if Obliterate is being cast) is weakened by 1 death but need not resurrect or draw.

<b>Random Delimit Table</b>				
Roll		0	Odds	Only usable by:
1-		4	4%	A male

5-	8	4%	A female
9-	11	3%	A fighter
12-	14	3%	A rogue
15-	17	3%	A scholar
18-	20	3%	A Templar
21-	23	3%	A Magent
24-	26	3%	A Highwayman
27-	29	3%	A Human
30-	32	3%	A Naiad
33-	35	3%	A Phaunos
36-	38	3%	A Dryad
39-	41	3%	A Gargoyle
42-	44	3%	An Elf
45-	47	3%	A Dwarf
48-	50	3%	A Dremair
51-	53	3%	An Avian Lycanthrope
54-	56	3%	A Canine Lycanthrope
57-	59	3%	A Feline Lycanthrope
60-	62	3%	A Bear Lycanthrope
63-	65	3%	A Saurian
66-	68	3%	A Treefolk
69-	71	3%	An Auras
72-	72	1%	A Dhampyr
73-	73	1%	A Kithani
74-	74	1%	Someone with weapon skill X (caster's choice)
75-	75	1%	Someone with Backstab skill
76-	76	1%	Someone with dodge/assassinate skill
77-	77	1%	Someone with proficiency skill
78-	78	1%	Someone with critical slay/parry skill

79-		79	1%	Someone with master proficiency skill
80-		80	1%	Someone with master critical slay/parry skill
81-		81	1%	Someone with waylay skill
82-		82	1%	Someone with pick locks skill
83-		83	1%	Someone with disarm traps skill
84-		84	1%	Someone with create/set traps skill
85-		85	1%	Someone with Smithing skill
86-		86	1%	Someone with Crystomancy skill
87-		87	1%	Someone with herbal lore skill
88-		88	1%	Someone with alchemy skill
89-		89	1%	Someone with craftsman other skill
90-		90	1%	Someone with read and write skill
91-		91	1%	Someone with read magic skill
92-		92	1%	Someone with first aid skill
93-		93	1%	Someone with healing arts skill
94-		94	1%	Someone with Fenorrian spell slot level X (Random 1-9)
95-		95	1%	Someone with Eldritch spell slot level X (Random 1-9)
96-		96	1%	Someone with Fenorrian formal level X (Random 1-10)
97-		97	1%	Someone with Eldritch formal level X (Random 1-10)
98-		98	1%	Someone with create potion skill
99-		99	1%	Someone with create scroll skill
100-		100	1%	Someone with wear extra armor skill

Any of the Formal Magics listed below labeled with an “L” are lost to the general populace and are not readily available for castings. These scrolls may, in time, be found in game.

## Level 1

### Create Mark / Destroy Mark

Target *Item or Spirit*

Duration: *Create Mark: Two years;*

*Destroy Mark: Instantaneous*

School: *Eldritch and Fenorrian (scroll must be marked as one or the other)*

Components: *Create Mark -PI, CI;*

*Destroy Mark - PI, DI*

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

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

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

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

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

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

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

If more than one mark is present on a spirit, the target decides which one is destroyed.

Note this is one scroll capable of being used as both Create Mark and Destroy Mark. Any deliberate attempts to violate the spirit of the Mark of Ownership effect by passing the item around quickly will be dealt with by the local chapter disciplinary committee.

### Enchant

Target *Item or Spirit*

Duration: *Until used, for a maximum of one year*

School: *Eldritch and Fenorrian (scroll must be marked as one or the other)*

Components: *CI, EI, + P equal to half the level of the spell rounded up*

This formal magic will place one magic spell of the appropriate school onto the target. The caster must state the 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 an Eldritch damaging spell, 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.

### Glyph of Protection L

Target *One doorway*

Duration: *5 Days*

School: *Eldritch and Fenorrian (scroll must be marked as one or the other)*

Components: *PI, CI, EI, + <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, Eldritch <flavor> #, Paralyze, Pin, Repel, Shun, Silence, Sleep, 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 what school of magic it is but it does not provide any other information. Casting Dispel Magic upon the doorway will deactivate the glyph allowing passage through the plane of the doorway. The Glyph will remain deactivated as long as the caster of the Dispel Magic maintains line of sight on it. Once the spell caster loses line of sight or is himself affected by Dispel Magic, the Glyph will reset and trigger the next time someone breaks the plane. A Dispel Magic cast upon the glyph will also break any line of sight effects currently active due to the Glyph of Protection.

No matter what the effect of the Glyph of Protection no creature passing through the portal the glyph is upon may be healed by the functioning of the Glyph. Each portal may only have one Glyph of Protection upon it. Multiple Glyphs of Protection on a single structure must be at least five feet apart. A person may be invested in the Glyph of Protection by use of the Investiture formal magic of the school of magic to which the Glyph of Protection belongs. All Glyphs of Protection that duplicate a spell are as per the description in the 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).

#### Investiture / Divestiture

Target *Glyph of Protection*

Duration: *For the duration of the second target*

School: *Eldritch and Fenorrian (scroll must be marked as one or the other)*

Components: *Invest - P1, C1, S1, T1*

*Divest - P1, D1, S1, V1*

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

The caster must already have an Investiture that links him to the second target. The school of this scroll must be the same as the school of the second target. Note this is one scroll usable as both Invest and Divest.

#### Spirit Farewell

Target: None

Duration: Ten Minutes per formal magic level of the caster or duration of Circle or until the spirit chooses to leave, whichever is first.

School: Fenorrian

Components: P1, C1, S1, V1

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

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

Upon successful casting, the spirit will appear in the circle (use a three count), but once the spirit is summoned, the circle may be put down and the spirit may roam the land. However the spirit may not effect the world around it, as the world may not effect it. The spirit will forget every detail of the last hour before its death.



Similarly, a spirit has no knowledge of any events since its death (except for other visits via Spirit Recall). Note that no other formal magic can be cast on the spirit during its return. The duration of this formal magic may not be extended by any means.

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

At the conclusion of the formal magic casting, the casters will be aware if the spirit chose to ignore the casting. The recalled spirit may not use any game skills. It appears as it did in life, but is non-corporeal.

Summon Basic Extra-Planar Creature (scroll specific) **L**

Target *None*

Duration: *5 Days or until banished or killed*

School: *Eldritch and Fenorrian (scroll must be marked as one or the other)*

Components: *P1, C1, E1, S1*

Approved

Types:

*(Eldritch) None known; (Fenorrian) None known*

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.

## Level 2

Cloak, Minor (scroll specific)

Target *Item or Spirit*

Duration: *Until used, for a maximum of one year*

School: *Eldritch and Fenorrian (scroll must be marked as one or the other)*

Components: *P2, C1, D1, E1, V1*

This formal magic provides single use protection that will stop the listed effect. The user of this formal magic calls “Cloak”. The following Cloak effects are allowed:

Binding (Fenorrian or Eldritch) – protects from Pin, Bind, Web and Confine.

Chaos (Fenorrian only) – protects from Fenorrian Causing, Cause Disease, Desecrate, Taint Blood, Create Undead, Wither Limb, Corruption, Free Undead, Control Undead, Turn Undead and Help Undead.

Charm (Fenorrian or Eldritch) – protects from Calm, Charm, Shun, Dominate, Fear, Enslavement, Rage and Vampire Charm.

Command (Fenorrian or Eldritch) – Protects from Charm, Awaken, Calm, Shun, Silence and Sleep.

Curse (Fenorrian only) – Protects from Weakness, Curse and Paralyze.

Fenorrian (Fenorrian only) – protects from any effect that, if cast normally, includes the word “Fenorrian” in the incantation.

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

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

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

Stone (Eldritch only) – protects from any effect that causes Stone damage.

Summoned Force (Fenorrian or Eldritch) – protects from Fumble, Shatter, Destroy and Enflame.

<Spell Name> (Fenorrian or Eldritch) – protects from the specific spell chosen (below 9th level), regardless of delivery type.

Create Minor Golem (scroll specific)

Target *A simple animal, or a Spirit*

Duration: *Until destroyed, or 5 days after the first command is executed*

School: *Eldritch*

Components: *P2, C2, E2, S2, V2*

Approved

Golems

*None*

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

Create Minor Undead (scroll specific)

Target *permanently dead body(s)*

Duration: *The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days*

School: *Fenorrian*

Components: *P2, C2, E1, V1*

Approved

Types:

*Skeleton, Zombie*

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

In addition to the components, this formal magic requires one peridot 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 peridot will be destroyed and irretrievable.

Create Limited Formal Magic Scroll

Target *Formal Magic Scroll other than this one*

Duration: *Until used, for a maximum of one year*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P2, C1, E1, + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components*

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

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

Delve History

Target *Item*

Duration: *Instantaneous*

School: *Eldritch*

Components: *P2, C1, S1, T1*

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

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

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

Destroy Magic, Lesser

Target *Circle of Power, Glyph of Protection or Ward*

Duration: *Instantaneous*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P2, D1, VI*

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.

The target must be directly adjacent to the fishtail and the caster must reach out of the fishtail to touch the target.

**Magic Aura**

Target *Weapon*

Duration: *5 days*

School: *Eldritch*

Components: *P2, C1, D1, E1*

This formal magic will create a magical Damage Aura on a weapon. However, no additional bonus is added to the damage call of the weapon. 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.

**Render Indestructible**

Target *Item*

Duration: *5 days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P2, C2, E2, T1*

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 spell but may still be reduced to zero points via normal combat damage.

**Whispering Wind**

Target *Spirit*

Duration: *One message*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P2, E1, S1, VI*

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. 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.

### **Level 3**

**Arcane Armor**

Target *Item which must be a piece of Armor*

Duration: *5 days*

School: *Eldritch*

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 done while refitting physical, Natural, 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 (scroll specific)

Target *Item or Spirit*

Duration: *Until used, for a maximum of one year*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P3, C2, D1, E1, V1*

This formal magic provides single use protection that will reflect the listed effect. The user of this formal magic calls "Bane". The following Bane effects are allowed:

Binding (Fenorrian or Eldritch) – protects from Pin, Bind, Web and Confine.

Chaos (Fenorrian only) – protects from Fenorrian Causing, Cause Disease, Desecrate, Taint Blood, Create Undead, Wither Limb, Corruption, Free Undead, Control Undead, Turn Undead and Help Undead.

Charm (Fenorrian or Eldritch) – protects from Calm, Charm, Shun, Dominate, Fear, Enslavement, Rage and Vampire Charm.

Command (Fenorrian or Eldritch) – Protects from Charm, Awaken, Calm, Shun, Silence and Sleep.

Curse (Fenorrian only) – Protects from Weakness, Curse and Paralyze.

Fenorrian (Fenorrian only) – protects from any effect that, if cast normally, includes the word "Fenorrian" in the incantation.

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

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

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

Stone (Eldritch only) – protects from any effect that causes Stone damage.

Summoned Force (Fenorrian or Eldritch) – protects from Fumble, Shatter, Destroy and Enflame.

<Spell Name> (Fenorrian or Eldritch) – protects from the specific spell chosen (below 9th level), regardless of delivery type.

Create High Horoscope

Target *Spirit*

Duration: *One vision*

School: *Eldritch*

Components: *P3, C1, E1, S1, T1*

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

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

At the end of the formal magic the target will go into a trance, and the vision will take place. Any action taken against the target while they are in the trance may break the trance at the target's option.

The duration of the vision is variable depending on how much is revealed on the given topic. This formal magic can never be used to circumvent any other NERO rule.

Plot should be notified in advance of the casting of this formal magic so a proper vision may be supplied. Plot will take into account the 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 Stake of Woe

Target *None*

Duration: *5 Days or one Killing Blow against a Vampire (whichever is first)*

School: *Fenorrian*

Components: *P3, C1, D1, S1, V1*

This formal magic creates a temporary Stake of Woe that allows a Vampire to be killing blowed and take a death from the killing blow. Be forewarned that while a single staking permanently kills most vampires, some very powerful vampires are rumored to be able to survive multiple stakings. The Stake of Woe can be Shattered or Destroyed. The Stake also gives its possessor the ability to deliver one packet delivered Arcane Solidify ever. The Stake created by this Formal magic may not be extended in any manner.

Dreamvision

Target *Spirit*

Duration: *One vision*

School: *Fenorrian*

Components: *P3, S2, T2*

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

The duration of the vision is variable depending on how much is revealed on the given topic. The target must be able to fall asleep normally. Plot should be notified in advance of the casting of this formal magic so a proper vision may be supplied. The information revealed by this formal magic is completely up to the plot committee.

This formal magic is meant for use in situations between PCs and NPCs and plot generated scenarios. It will not be allowed to target one group of PCs by another group of PCs, in such cases no vision will be received regardless of the success of the formal magic.

Elemental Aura (scroll specific)

Target *Weapon*

Duration: *5 Days*

School: *Eldritch*

Components: *P3, C2, E3*

Approved Auras:

*Fire, Lightning, Ice, Stone*

This formal magic causes a weapon to be sheathed with an Elemental Aura of a particular element. 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. Casting of Elemental Aura is a separate effect.

Extend Enchantment

Target *Batch of Formal Magic of the appropriate school*

Duration: *6 months*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P3, T2*

This formal magic increases the duration of any Formal Magic previously cast in the current batch to six months. If successful, the batch immediately terminates at the completion of this formal magic. Extend Enchantment does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

Mend Golem

Target *Golem*

Duration: *Instantaneous*

School: *Eldritch*

Components: *P3, C2, E2*

This formal magic will heal a golem for ten points of damage for every level of Eldritch 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.

Summon Lesser Extra-Planar Creature (scroll specific)

Target *None*

Duration: *5 Days or until banished or killed*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P3, C2, E2, S1*

Approved

Types

*(Eldritch) None; (Fenorrian)None*

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.

## Level 4

Create Base Golem (scroll specific)

Target *A simple animal, or a Spirit and Body*

Duration: *Until destroyed, or 5 days after the first command is executed.*

School: *Eldritch*

Components: *P4, C3, E3, S2, V2*

Approved

Golems

*None*

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

Create Base Undead (scroll specific)

Target *Permanently dead body(s)*

Duration: *The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days.*

School: *Fenorrian*

Components: *P4, C3, E2, V1*

Approved

Types

*None*

The number of Undead creatures created is equal to one half the formal magic levels of the formal magic caster rounded down. In addition to the components, this formal magic requires three peridot 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 peridot will be destroyed and irretrievable.

Create Unlimited Formal Magic Scroll

Target *Unlimited Formal Magic Scroll other than this one*

Duration: *2 Years or 1 year (see below)*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P4, C2, E2, T2 + components equivalent to the base casting cost of the scroll being copied not including the power and not required to include rare components*

This formal magic will create an exact copy of any other Unlimited Formal Magic scroll of the appropriate school. The new Formal Magic Scroll will be created at the end of the formal magic casting. The new scroll will be of the type Unlimited. The caster may voluntarily choose to make the new scroll contain the words "Flaw: This scroll cannot be copied" 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.

### Delimit

Target *Item*

Duration: *5 Days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P4, C1, S3*

This formal magic Delimits the use of an item based on race, profession, 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, mage, highwayman), 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.

### Spell Store

Target *Item or Spirit*

Duration: *5 Days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P4, C2, E1*

This formal magic will create a rechargeable Battle Magic spell slot of the appropriate school in the target. The first casting will allow storage of a first, second or third level Battle Magic spell from someone’s memory only. Each additional casting in a pyramid fashion will allow up to three additional levels for the spell slot. Thus after an additional two castings, up to six spell levels may be stored within the target. After an additional three castings (for a total of six) up to nine levels may be stored within the target. 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 Damage 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. 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.

## Level 5

### Channel Spell

Target *Weapon*

Duration: *5 Days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P5, C2, E2, S2, + P equivalent to the level of the spell being channeled*

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

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 [spellname]” 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 two 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 (scroll specific)

Target *Item or Spirit*

Duration: *5 Days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P5, C2, D2, E1, V2*

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

When used, this formal magic provides single use protection that will stop the listed effect.

The user of this formal magic calls “Cloak”.

The following Cloak effects are allowed:

Binding (Fenorrian or Eldritch) – protects from Pin, Bind, Web and Confine.

Chaos (Fenorrian only) – protects from Fenorrian Causing, Cause Disease, Desecrate, Taint Blood, Create Undead, Wither Limb, Corruption, Free Undead, Control Undead, Turn Undead and Help Undead.

Charm (Fenorrian or Eldritch) – protects from Calm, Charm, Shun, Dominate, Fear, Enslavement, Rage and Vampire Charm.

Command (Fenorrian or Eldritch) – Protects from Charm, Awaken, Calm, Shun, Silence and Sleep.

Curse (Fenorrian only) – Protects from Weakness, Curse and Paralyze.

Fenorrian (Fenorrian only) – protects from any effect that, if cast normally, includes the word “Fenorrian” in the incantation.

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

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

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

Stone (Eldritch only) – protects from any effect that causes Stone damage.

Summoned Force (Fenorrian or Eldritch) – protects from Fumble, Shatter, Destroy and Enflame.

<Spell Name> (Fenorrian or Eldritch) – protects from the specific spell chosen (below 9th level), regardless of delivery type.

Contact Ancient Dead

Target *Permanently Dead Spirit*

Duration: *Ten Minutes per formal magic level of the caster or until the spirit chooses to leave, whichever is first*

School: *Fenorrian*

Components: *P5, C1, S2, T1, V2*

The Contact Ancient Dead formal magic provides a means to contact a spirit that did not survive resurrection. The formal magic must be performed within ten years from the death of the spirit per Fenorrian 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 it to automatically 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 Fenorrian 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.

#### Damage Aura

Target *Weapon*

Duration: *5 days*

School: *Eldritch*

Components: *P5, C2, D2, E2*

This formal magic gives a +1 Damage Aura to a weapon. If multiple Damage Aurals 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.

#### Extend Formal Magic

Target *Batch of formal magic of the appropriate school*

Duration: *1 year*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P5, T4*

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

If successful, the batch immediately terminates at the completion of this formal magic. Extend Formal Magic does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

#### Interplanar Conduit (scroll specific) **L**

Target *Spirit and Being with a Spirit (on the scroll-specified plane)*

Duration: *5 minutes per level of Primary caster's Eldritch Formal Magic Ability, non-extendable*

School: *Eldritch*

Components: *P5, C2, S3, V1, and an additional P1 for each additional person in the communication*

Approved

Planes:

*none*

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 then 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 actually present at the event at which the formal magic is cast.

## Protection Aura

Target *Spirit*

Duration: *5 days*

School: *Fenorrian*

Components: *P5, C2, D1, E1, V2 (Unrestricted components only)*

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

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.

## Spirit Forge

Target *Spirit*

Duration: *Instantaneous*

School: *Fenorrian*

Components: *P5, C1, S2, V1 (Unrestricted components only)*

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

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

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)*

## Summon Major Extra-Planar Creature (scroll specific)

Target *None*

Duration: *5 Days or until banished or killed*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P5, C2, E2, S2*

Approved

Types:

*(Eldritch) none; (Fenorrian) none*

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.

## Level 6

Bane (scroll specific)

Target *Item or Spirit*

Duration: *5 days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P6, C2, D2, E1, V3*

This formal magic will create a once per day protection that will reflect a certain type of effect back upon the original caster.

When used, this formal magic provides single use protection that will reflect the listed effect. The user of this formal magic calls "Bane".

The following Bane effects are allowed:

Binding (Fenorrian or Eldritch) – protects from Pin, Bind, Web and Confine.

Chaos (Fenorrian only) – protects from Fenorrian Causing, Cause Disease, Desecrate, Taint Blood, Create Undead, Wither Limb, Corruption, Free Undead, Control Undead, Turn Undead and Help Undead.

Charm (Fenorrian or Eldritch) – protects from Calm, Charm, Shun, Dominate, Fear, Enslavement, Rage and Vampire Charm.

Command (Fenorrian or Eldritch) – Protects from Charm, Awaken, Calm, Shun, Silence and Sleep.

Curse (Fenorrian only) – Protects from Weakness, Curse and Paralyze.

Fenorrian (Fenorrian only) – protects from any effect that, if cast normally, includes the word "Fenorrian" in the incantation.

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

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

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

Stone (Eldritch only) – protects from any effect that causes Stone damage.

Summoned Force (Fenorrian or Eldritch) – protects from Fumble, Shatter, Destroy and Enflame.

<Spell Name> (Fenorrian or Eldritch) – protects from the specific spell chosen (below 9th level), regardless of delivery type.

Create Major Golem (scroll specific)

Target *A simple animal, or a Spirit and Body*

Duration: *Until destroyed, or 5 days after the first command is executed*

School: *Eldritch*

Components: *P6, C4, E4, S3, V3*

Approved

Golems:

*None*

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

Create Major Undead (scroll specific)

Target *Permanently dead body(s)*

Duration: *The Undead creatures created will last until destroyed, but the caster's control will only last 5 Days*

School: *Fenorrian*

Components: *P6, C4, E2, V2*

Approved

Types:

*None*

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

In addition to the components, this formal magic requires ten peridot or one ruby 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 peridot or ruby will be destroyed and irretrievable.

### Expanded Enchantment

Target *Item or Spirit*

Duration: *5 days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P6, C3, E3, + P equivalent to level of the spell being expanded*

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

The caster must state the word, "I imbue this [target] with a [spell name] 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 Damage then one element must be chosen at time of enchantment.

### Spirit Link

Target *Spirit and Item*

Duration: *5 days*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P6, C3, E2, S3*

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

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

## Level 7

### Change Race

Target *Spirit*

Duration: *Instantaneous*

School: *Fenorrian*

Components: *P7, C1, E2, S3, VI (all Unrestricted)*

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: Fables of Fenorra 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.

Create Greater Golem (scroll specific)

Target *A simple animal, or a Spirit and Body*

Duration: *Until destroyed, or 5 days after the first command is executed*

School: *Eldritch*

Components: *P7, C5, E5, S3, V3*

Approved

Golems

*None*

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

Summon Greater Extra-Planar Creature (scroll specific) **L**

Target *None*

Duration: *5 Days or until banished or killed*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P7, C3, E3, S3*

Approved

Types:

*(Eldritch) None; (Fenorrian) none*

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.

Vengeance

Target *Spirit*

Duration: *Until all charges used or one year, whichever comes first*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P7, C1, D2, E3, S2*

This formal magic causes a retributive strike of pure magical damage 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"

## Level 8

Destroy Magic, Greater

Target *Item, Spirit, Glyph of Protection, Circle of Power, or Ward*

Duration: *Instantaneous*

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: *P8, D4, V4*

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

The caster must touch the target with a spell packet 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 the target must be directly adjacent to the circle and the caster must reach out of the circle to touch the target.

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

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

#### Obliterate

Target *Spirit*

Duration: *Instantaneous*

School: *Fenorrian*

Components: P8, D4, S4, V4 (All Unrestricted)

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.

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.

#### Spirit Walk

Target: Spirit(s)

Duration: Indeterminate

School: Eldritch or Fenorrian (scroll must be marked as one or the other)

Components: P8, C1, S2, V2, + P equivalent to the total number of people Spirit Walking

This formal magic causes the targets and their possessions to travel to a pre-determined location.

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 by having seen it himself or herself, prior to the casting of this formal magic. The destination of the Spirit Walk must be declared at the start of the formal magic.

Upon completion of the formal magic, all targets will go Out of Game and walk to the destination. All targets walk at the pace of the slowest target. They may pass through a Ward, Greater Ward or Wizard Lock. If the destination is inaccessible or does not exist when they arrive, the targets may resurrect and all non-spirit-linked items are lost.

Upon entering the destination, the targets and their possessions immediately begin to reform within ten slow seconds and are tangible enough to be affected by attacks. The sounds of the ten-count (spoken in a normal speaking voice), as well as the sounds associated with the people getting into the destination (opening doors, etc.), represent the noise of the flux of their arrival. The targets will reform in the same positions they left the original location, as best they can.

## Level 9

Create Master Golem (scroll specific)

Target *A simple animal, or a Spirit and Body*

Duration: *Until destroyed, or 5 days after the first command is executed.*

School: *Eldritch*

Components: *P9, C8, E7, S3, V3*

Approved Golems:

*None*

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

### Greater Extension

Target *Batch of formal magic of the appropriate school*

Duration: 2 Years

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: P9 (including at least one P2 or P4), C2, T4

This formal magic increases the duration of any Formal Magic previously cast in the current batch to two years. If successful, the batch immediately terminates at the completion of this formal magic. Greater Extension does not count against the 5 Formal Magic limit on a target, since it simply modifies the duration of other magics.

### Planar Gate

Target: None

Duration: 10 Minutes per level of Eldritch Formal magic of the casters, not extendable.

School: Eldritch

Components: P9, C4, E2, S2, V4

Approved Planes: Fenorra

This formal magic will cause a 10' x 10' gate to open between the area cast upon and a familiar area on the same 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 eldritch formal magic possessed by the casters of this formal magic. The caster may choose to close the gate at any time during the 10 minutes per level of eldritch formal magic by touching either side of the gate and stating, "The gate closes 1, the gate closes 2, the gate closes 3. Gate closed." As well, if the caster becomes dead and cannot receive a life effect, the gate will close automatically.

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

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

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

### Spirit Lock

Target *Spirit and Item*

Duration: 5 days

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: P9, C4, E4, S6

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

While the item is linked, it cannot be separated from the person until the duration of the Spirit 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.

### Summon High Extra-Planar Creature (scroll specific)

Target *None*

Duration: 5 Days or until banished or killed

School: *Eldritch or Fenorrian (scroll must be marked as one or the other)*

Components: P9, C4, E4, S4

Approved

Types: (Eldritch) None; (Fenorrian) none

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.