

CATALOGUS NAENIAM

BY NATHAN THURSTON

A wizard writes furiously upon a scroll in the flickering candlelight; tomes of knowledge surrounding her. Her studies serve her well as she strings together magical words and hidden secrets, crafting them into spells that are capable of amazing feats. The sword works well when such primitive means are required, however some things require a more... magical touch.

21 new spells can be found herein, all created using the *WOIN Elements of Magic* spell weaving system.

area nauseam

Inflct Earth

Cost 8 MP; **Skills** *Inflct* 4

Cast time 2 actions

Duration 1 minute

Range 30ft; **Target** 20 ft diameter

Possibly perfected in your youth, this spell subjects all in the area of effect to severe nausea.

All creatures within the area of effect are subject to a MAG mental attack. If the attack succeeds, the targets are moved to the Severe condition on the Nausea status track (Nauseated).



For 1 minute (10 rounds) targets are reduced to one action per round; the other action is spent vomiting.

Costs 2 MP range, 2 MP area, 4 MP severe affliction

ARROW OF DEATH

Evoke Death

Cost 8 MP; **Skills** *Evocation* 6

Casting Time 2 actions

Duration instantaneous

Range 30 ft; **Target** one creature

Your knowledge of the aspects of death are evoked and form a deadly projectile of dark energy. A lance of dark energy bursts forth from the caster, dealing 3d6 necrotic damage to the target.

Costs 2 MP range, 6 MP necrotic damage

CACOPHONOUS BLAST

Evoke Air/Evoke Sound

Cost 6 MP; **Skills** *Evocation* 4

Casting Time 2 actions

Duration instantaneous

Range touch/self; **Target** 20 ft diameter

A massive blast of air and sound bellows forth from the caster in a 20 cone, pushing all in the area of affect back 5' and causing 2d6 sound damage. The sound can shatter glass and similar materials.

Costs 4 MP sound damage, 2 MP area

CORROSIVE BLAST

Hex Person/Evoke Acid

Cost 14 MP; **Skills** *Hex* 4, *Evoke* 4

Casting Time 2 actions

Duration 1 minute

Range 30 ft; **Target** 30 ft diameter

A barrage of acidic blasts go bellowing forth from the caster's hand or implement. Upon a successful ranged MAGIC attack, the blasts strike all enemies within the area of effect, causing a Vulnerability to Acid, and

dealing 3d6 (2d6 + 1d6 from Vulnerability) acid damage upon impact. Acid coats affected creatures and objects, continuing to deal 2 (1 + 1 from Vulnerability) points of acid damage per round for 4 rounds, after which the acid becomes inert. It can also be washed off with about one gallon of water for every 5' square of area. A creature can scrape or wipe acid off itself or a comparably-sized object with two actions, though this usually ruins the scraping implement.

Costs 2 MP range, 3 MP area, 1 MP discerning, 4 MP vulnerability, 4 MP acid damage

CURSE OF THE BEAST

Transform Beast

Cost 37 MP; **Skills** *Transform* 16

Casting Time 2 actions

Duration Permanent;

Range touch/self; **Target** one creature

The epic spell that when cast, transforms a single creature into a large hideous beast. The only cure for this masterful curse is that the recipient is able to love another, and is loved in return.

Costs 10 MP transform beast, 6 MP unwilling target, 21 MP permanent duration

DISARM

Move Metal

Cost 4 MP; **Skills** *Move* 2

Casting Time 2 actions

Duration concentration

Range 30ft; **Target** 1 primarily metallic object weighing no more than 10 lbs.

You focus your concentration on a single metallic object within 30 ft, moving it up to a SPEED of 5. If this is cast on a weapon being held by an enemy, a MAG melee check is required to succeed. If the object is grasped while being moved, the creature making the attempt must succeed a melee



attack using the previously rolled MAG check as the difficulty.

Costs 2 MP telekinesis, 2 MP range

EARTHQUAKE

Evoke Earth/Transform Earth

Cost 8 MP; **Skills** *Evocation 4, Transform 1*

Casting Time 2 actions

Duration 1 minute

Range 30ft; **Target** 20ft diameter

Spikes of earth shoot up from the ground in a 20 foot diameter, causing 2d6 damage to all in the area. The ground in the area of affect is turned to rubble, making it difficult to traverse.

Difficult terrain halves a creature's SPEED unless it has an ability which allows it to move normally in such terrain.

Costs 2 MP range, 2 MP area, 4 MP earth damage

eye in the sky

Summon Beast/Compel Beast

Cost 12 MP; **Skills** *Summon 1, Compulsion 4*

Casting Time 1 minute

Duration concentration

Range 200ft; **Target** one creature

You summon a bird (HEALTH 12, *perception* 8d6) that can travel up to 200ft away from your current position. It will follow your commands, as long as it doesn't go against it's nature.

You can see through the bird's eyes as though they were your own, blinding your own eyes for the duration. You also gain access to the creature's *perception* score.

Cost 6 MP range, 4 MP compulsion, 3 MP shared perception, 1 MP summon, -2 MP casting time

FIRE AND BRIMSTONE

Evoke Fire

Cost 19 MP; **Skills** *Evocation* 8

Casting Time 2 actions

Duration instantaneous

Range 150 ft; **Target** 100 ft diameter

A fiery storm erupts over the target area, sending torrents of fire down upon all in the area of effect. The spell's flames ignite flammable material. The area is illuminated with firelight each round. Only highly flammable materials, such as exposed oil or sheets of paper, catch fire, but for an additional +3 MP materials that can burn but need to be coaxed, such as logs, catch fire, and the flames to 1d6 damage to those who enter or start their turn in the area. Note that to make a living creature catch fire, a critical hit is needed as normal. The target takes 4d6 damage.

Costs 8 MP fire damage, 5 MP range, 6 MP area

FREEZING DEATH

Evoke Ice/Evoke Death

Cost 6 MP; **Skills** *Evocation* 2

Casting Time 2 actions

Duration instantaneous

Range 30 ft; **Target** one creature

A dark necrotic force surrounded by deep blue ice magic erupts from the caster. The target is subject to a MAG ranged attack; if it succeeds, the target takes 1d6 ice damage, and 1d6 necrotic damage. Tiny creatures and objects become frozen and vulnerable (1d6) to blunt damage. An area affected by an ice evocation becomes slippery.

Costs 2 MP range, 2 MP ice damage, 2 MP necrotic damage

GO FORTH

Enchant Person/Infuse Metal

Cost 8 MP; **Skills** *Enchantment* 3, *Infuse* 4

Casting Time 2 actions

Duration 5 minutes

Range touch/self; **Target** one creature

You place your hand upon an ally and grant him or her great courage and strength, lasting 5 minutes. The target gains the severe condition along the Courage status track, Valiant, and gains +1d6 to attacks made while not in cover. They also receive +1d6 to all STR checks for the duration.

Costs 3 MP severe charm, 4 MP enhance attribute, 1 MP duration

HOLD STILL

Move Person/Hex Person

Cost 9 MP; **Skills** *Move* 5, *Hex* 4

Casting Time 2 actions

Duration 1 minute

Range 30 ft; **Target** 1 humanoid creature

The affected target takes a -2 penalty to their DEFENSE. The target is immobilized and cannot move on its own power from its current spot (this includes magical means of transport, like teleportation or flight). This does not paralyze the creature, however, so it can still take actions and defend itself normally.

Costs 4 MP attracting, 5 MP immobilize, 2 MP range

KILLATHE'S BINDING

Hex Person

Cost 8 MP; **Skills** *Hex* 3

Casting Time 2 actions

Duration 1 minute

Range 30 ft; **Target** 30 ft diameter

The great Sorcerer Killathe developed a spell that allowed for great escapes in dire times. All humanoids within the area of effect are subject to a MAG mental attack; if the attack succeeds, they are bound within it, and cannot step outside the area. Every minute the creatures may make another attempt to leave; if it fails it is stuck inside the area for at least another minute. The



binding also includes dimensional movement, so the creature cannot teleport out. If the creature is not entirely inside the area of effect when the spell takes effect, it is not bound. If a creature attacks or otherwise deals damage to the bound creature, it is free to retaliate, but is still bound spatially. If the caster attacks the bound creature, it is freed entirely from the binding.

Costs 2 MP range, 3 MP area, 3 MP binding

KILLATHE'S GREATER BINDING

Hex Person

Cost 10 MP; **Skills** *Hex* 5

Casting Time 2 actions

Duration 1 minute

Range 30 ft; **Target** 30 ft diameter

As Killathe's Binding, but none of the bound creature's attacks, spells, or abilities can cross the area of effect.

Costs 2 MP range, 3 MP area, 5 MP greater binding

MARKED PREY

Hex Person/Inflict Earth

Cost 12 MP; **Skills** *Hex* 6, *Inflict* 4

Casting Time 2 actions

Duration 1 minute

Range 30ft; **Target** one creature

You severely weaken your target, making it frail and easier to attack. The target is subject to a MAG mental attack. If the attack succeeds, the target has a max HEALTH of half its normal HEALTH, and attracts attacks, which are diverted towards the target. The target suffers -3 DEFENSE for the duration (10 rounds).

Costs 2 MP range, 4 MP severe affliction, 6 MP attracting

PROVOKE CONSCIOUSNESS

Transform Beast

Cost 4 MP; **Skills** *Transform* 2

Casting Time 2 actions

Duration 10 minutes

Range touch/self; **Target** one creature

You focus your touch on an inanimate object and magically give it life. It awakens and becomes a sentient creature. The object gains a mind and intelligence appropriate to its new form, although the highest LOG, WIL, or CHA attribute it can gain is 3. There is no guarantee it will be friendly.

Costs 2 MP animate, 2 MP duration

SENSE HUMANOID

Divine Person

Cost 7 MP; **Skills** *Divine* 1

Casting Time 2 actions
Duration concentration
Range touch/self; **Target** 100 ft diameter

You concentrate on your surrounds, reaching out with your divination magic. You determine the direction to the nearest significant quantity of any Humanoids within a 100ft diameter (50 ft radius, centered on caster). If there are several different humanoids within the area of effect, you are aware of roughly how many there are, and can concentrate on each one by one to determine its location.

Costs 6 MP area, 1 MP dowsing

STRIKE THROUGH STONE

Displace Stone

Cost 3 MP; **Skill** *Displace* 3
Duration 1 minute
Range touch/self; **Target** 1 object /creature

You touch an object or ally and enhance its attacks for 1 minute (10 rounds). The attack selectively passes through stone harmlessly, and it only hurts those you want to strike. It ignores armor and shield Soak values, and deals damage normally. If used on a creature, the creature gains the benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object or weapon, the object grants the benefit to all attacks made with it.

Costs 3 MP phasing attack

TEMPO SHIFT

Displace Person/Displace Person

Cost 16 MP; **Skills** *Displace* 5
Casting Time 2 actions
Duration 1 minute
Range 30 ft; **Target** 30 ft diameter

Within the area of effect, all friendly creatures of a chosen type can, once per turn for 10 rounds, attack twice for one action. At the same time, all enemy creatures of another, separate chosen type are subject to

a MAG mental attack. If successful, for the next 10 rounds the affected creatures can only take one action.

Costs 2 MP range, 3 MP area, 4 MP speed flurry, 2 MP discerning, 5 MP slow time

TRANSFER STRENGTH

Inflict Metal/Infuse Metal

Cost 11 MP; **Skills** *Inflict* 4, *Infuse* 4

Casting Time 2 actions
Duration 5 minutes;
Range 30 ft; **Target** one creature

You sap the strength of your target, and make it your own. Your target is subject to a MAG mental attack. If the attack succeeds, for 5 minutes the target has -1d6 to STRENGTH checks, and you gain +1d6 to your STRENGTH checks. If the attack fails, you still gain +1d6 to STRENGTH checks for the duration, however the target suffers no penalties.

Costs 1 MP duration, 2 MP range, 4 MP drain attribute, 4 MP enhance attribute

UNCONTROLLABLE LAUGHTER

Enchant Person

Cost 9 MP; **Skills** *Enchant* 4
Casting Time 2 actions
Duration concentration
Range 30 ft; **Target** one creature

The target is subject to a MAG mental attack. If it succeeds, the target is moved to the Extreme Cheer/Mania condition, Joyous. While maintaining concentration, your target falls prone and is stricken with uncontrollable laughter, and can take no other actions. The target is unable to ascertain why or what has come over them.

Costs 2 MP range, 4 MP extreme charm, 3 MP subtle enchantment