

# Magical Compendium

Of

# Novel Incantations

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As carefully gathered from the tomes and sacred writings of:

Viola Amarettes, The Green Orion  
Plasto Quinon, The Purple Transmuter  
Onno Trickthought, The Gnomisch Illusionist  
Ruderion Truefaith, Worthy Priest of Gaia  
Albion of Solonor Thelandria  
And  
Yarith Calendula, The Grand Druid

Be watchful in thy search for knowledge.

## Foreword of the Master Researcher

I, the archaeologist Mistroom Everglance, have explored many ancient sites to bring to you the knowledge amassed in the Compendium you now hold before you. Accompanied by only the best adventurers I have entered ruined keeps and the long abandoned towers of famous sorcerers. Here I found the spells of old masters of magic like Dreamweaver and Ingmar.

By far most spells however I have found in safer places. The Master Transmuter of the gnomonic University of Magic of Oredig has granted me to search through the tomes he made as a young adult, and the vast library of the elves of Faruel proved a rich source of spells from the famous half-elven transmutress known as the Green Orion.

In this tome I present you not only these ancient spells, but also the much newer findings of that famous gnomonic illusionist Onno Trickthought, whom I met at the University of Rockhome.

Apart from these wizard's spells, I have endeavoured to bring together a large amount of priestly prayers. These I found in the annals of the orders of Solonor Thelandria, Corellon Larethian, Dugmaren Brightmantle and Gaia. I hereby thank these priesthoods for their invaluable contributions.

Because of safety precautions, this tome only presents spells from the first to the fifth level. Higher level spells will be included in a future edition of this tome, which will only be accessible by members of the gnomonic universities and faithful priests of the above mentioned orders.

Still, be careful in the examination of the spells contained in this book, and refrain from inappropriate use of their powers.

I salute you,

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# Part One: The Spells of Wizardry

## First Level Spells:

### Feet-Off-The-Floor

Alteration, Necromancy.

**Range:** 10 yard + 2 yard per level.

**Duration:** Instantaneous.

**Casting Time:** 1.

**Area of Effect:** 1 creature per level.

**Components:** "Schkt", finger movement and nod of the head, small metal spring.

**Saving Throw:** Special.

**Creator:** Viola Amarettes (Erik van Vliet).

The bearing members of a creature are influence by this spell in such a way as to let it make an uncontrolled jump of 1D6 feet.

The saving throw of this spell is modified for the dexterity of the creature. Beings greater than L or without muscles may be a target of this spell.

### Hostility Field

Enchantment/Charm.

**Range:** 50 yard.

**Duration:** 1D4 rounds + 1 round per level.

**Casting Time:** 1.

**Area Of Effect:** 1 creature with intelligence greater than three.

**Components:** V, S, a piece of parchment bearing the victims signature or a crude drawing of the creature, and a hair from the tail of a skunk.

**Saving Throw:** Negates.

**Creator:** Onno Trickthought (Marco van de Berg).

Upon casting of this spell, the sorcerer creates a temporary aura of hostility around the victim. This aura influences the creature in his immediate surroundings. They tend to become uncomfortable in his neighbourhood, or even hostile.

All intelligent creatures able to see or hear the victim will be influenced by the aura, resulting in a diminishing of his charisma by 1D4 + 1/L, to a maximum of 1D4 + 3.

This lower charisma is caused by apparent uncivilised behaviour from the victim, that is, not according to the moral standards of those around him. Bystanders that make their saving throw or know the spell has been cast recognise these effects, but are not insulted by them.

A **dispel magic** will disrupt the spell, and a **detect magic** will reveal the aura.

### Imaginary Painter 1

Conjuration/Summoning.

**Range:** Line of sight.

**Duration:** Special.

**Casting Time:** 1.

**Area of Effect:** 20 inch<sup>2</sup> + 20 inch<sup>2</sup> of parchment per level.

**Components:** V, S, parchment and a small pencil.

**Saving Throw:** none.

**Creator:** Onno Trickthought (Marco van de Berg).

This spell allows the caster to draw a picture of an object or creature just by looking at it. He just holds the parchment before him and looks at the subject, while the **imaginary painter**, observable as a faintly glowing pencil, draws the image.

At first level this spell can only produce contours in black and white (no greyscale).

Objects no larger than a square yard are drawn in one round, buildings take three rounds. Landscapes, moving creatures and faces take five rounds. During the entire period the caster must concentrate on the subject. If not, the **imaginary painter** will go out of control and just scribble anything, destroying the picture.

### Make-believe

Enchantment/Charm.

**Range:** 50 yard.

**Duration:** 1 round per level.

**Casting Time:** 1.

**Area of Effect:** One creature with an intelligence greater than one.

**Components:** V, S, A hair of the wizard wrapped around a golden coin.

**Saving Throw:** Negates.

**Creator:** Elvira (Marc Philips).

The wizard can force a thought, image or attitude upon his victim using this spell. It is not necessary for him to be able to verbally communicate with the victim, because the transfer occurs by the use of images.

When the victim makes his saving throw, he will realise someone is trying to influence his thoughts. Self-destructive attitudes cannot be forced upon the victim, for he immediately realises they are not his own.

## Shield Of Protection

**Alteration, Abjuration.**

**Range:** 20 yard.

**Duration:** 3 rounds + 1 round per level.

**Casting Time:** 1.

**Area of Effect:** 5 x 5 x 3 yard per level maximum.

**Components:** V, S, pieces of steel plating and glass crystal.

**Saving Throw:** none.

**Creator:** Dreamweaver (Alex Erades).

This spell creates a shield that cannot be penetrated by solid, fluid or gaseous matter. Moreover, magic of the same or lower level is stopped (note this works two ways). Any attack on shielded creature must first overcome the AC of the shield, i.e. there are two attack rolls.

The force needed to destroy the shield is comparable to the force needed to attain certain THACO's and depends on the caster's level, as stated in the table below. The power and the abilities of the shield increase at higher spell levels.

Thunderstorms, in particular lightning, make the casting of this spell impossible.

One should compare this spell to the 2nd level **Forcefield**. The main difference between the two spells, is that **Forcefield** consists of magically condensed air, while **Shield of Protection** consists of pure energy, accounting for the higher magical resistance.

Caster's spell level:	AC shield:	HD for destruction:	Possibilities:
1	3	4	2 dimensional
2	2	5	globe
3	1	6	move 1 inch/s
4	0	7	pulsate 1 i/s
5	0	8	math. shapes
6	0	9	irr. shapes
7	0	10	more parts
8	0	11	permeability
9	0	12	envelop others

## Small Sisselei

**Alteration, Necromancy.**

**Range:** 10 yard + 2 yard per level.

**Duration:** 1 round + 1 round per 3 levels.

**Casting Time:** 1.

**Area of Effect:** 1 creature + 1 creature per 3 levels.

**Components:** "st", eye movement.

**Saving Throw:** Negates.

**Creator:** Viola Amarettes (Erik van Vliet).

The **small sisselei** causes uncontrolled shivering and movements of the victim. He will feel miserable, will have a 50% chance to drop items, and fights and defends at a penalty of three.

Only living beings of L and smaller may be targeted by this spell, which is designed to interfere with the signalling within the nerves and muscles.

## Ultimate Peacefulness

Reversible

**Enchantment/Charm.**

**Range:** 30 yard + 2 ½ yard per level.

**Duration:** 1 round per level.

**Casting Time:** 1.

**Area of Effect:** 10 yard globe.

**Components:** V, S, drops of honey or weak acid.

**Saving Throw:** Negates.

**Creator:** Viola Amarettes (Erik van Vliet).

All creatures failing their saving throw within the area of effect, are overwhelmed by a feeling of ultimate peacefulness. They will be convinced, that the world has attained a most preferred state, and that they are at leisure to enjoy them selves and lay back for a while.

They will not be willing to fight and react confused or surprised when confronted with hostile actions. Only a very brute treatment or a successful attack will negate the spells effects.

The reversed spell will cause a severe paranoia, leading within several rounds to hostilities within a group.

The spell cannot effect creature of intelligence 13 and higher.

## Second Level Spells

### Detect Minor Tremors

#### Divination.

**Range:** 10 yard + 10 yard per level surface,  
5 yard + 5 yard per level deep.

**Duration:** 1 hour + 30 minutes per level.

**Casting Time:** 1.

**Area of Effect:** Otherwise undisturbed ground surface and superficial earth layers.

**Components:** V, S.

**Saving Throw:** -.

**Creator:** Plasto Quinon (Erik van Vliet).

This spell is used by the First Transmutator Plasto Quinon in his research on the ninth level spell "**Prevent Earthquake**", which is conducted at the Gnostic Wizards Academic at Oredig.

It detects all otherwise undetectable weak tremors of the earth surface and the layer immediate underneath. To achieve good results, the spell must be cast in an area completely shielded from outside interference.

The spell can be used to predict volcanic eruptions and earthquakes.

### Forcefield

#### Alteration.

**Range:** 10 feet per level.

**Duration:** 1 round per level.

**Casting Time:** 2 rounds.

**Area of Effect:** 10 feet<sup>2</sup> + 5 feet<sup>2</sup> per level max.

**Components:** V, S, air, pieces of plate steel and glass crystal.

**Saving Throw:** -.

**Creator:** Viola Amarettes (Erik van Vliet).

The forcefield is impenetrable by solid, liquid or gaseous matter. Magic is also hindered: between 5 and 90% of all spells is neutralised (40% +/- 5% per level difference of the two casters). These effects work both ways.

Side effects of the erection of the forcefield are a slight breeze, and the creation of little condensed water. Objects piercing the forcefield while it is forming are enveloped by it.

The forcefield can be destroyed by **dispel magic**, **disintegrate**, and vacuum, and by creature of HD of twice the level of the wizard. A strong wind slows the formation of the field.

The field may take all mathematical two- and three dimensional forms, but may never be longer than 50 feet or thinner than 1 inch. The physical resistance of the field is 100 atmosphere, which equals 50 Newton per inch<sup>2</sup> or one and a half the impact power of a normal arrow.

The field may move at a rate of 2 feet per round per level. It may envelop creatures, incurring damage through oxygen deprivation and pressure. A nice trick is to put the field around a creature, then shrinking it until the internal pressure is about 20

atmosphere, and then change it to a two-dimensional plate, allowing for a very quick decompression. This has been used to destroy a ghoule every two rounds. When use in defence, the field induces an extra attack roll versus an AC of 0.

### Improved Identify

#### Divination.

**Range:** Touch.

**Duration:** 1 round.

**Casting Time:** 1 turn.

**Area of Effect:** 1 object.

**Components:** V, S, a blessed lock of hair from a priest, a small diamond (500 gp), a strange mix of sulphur, green ink, and small pieces of papyrus.

**Saving Throw:** Special.

**Creator:** Plasto Quinon (Erik van Vliet).

This spell is an improved version of the first level **identify**. As opposed to this spell the **improved identify** does not need extensive preparations and does not have any deterring effects on the caster (although it has been rumoured to have a disruptive influence on the menstrual cycle. The use of this spell is not recommended during pregnancy).

After a thorough examination of the object, the caster can determine the following characteristics independent from each other:

- The functions of the object (10% per level, maximum 99%).

- The amount of charges left (5% per level, maximum 90%).

- The bonus or penalty the object incurs (5% per level, maximum 80%).

- Whether the object is cursed (the object saves vs. spell, 5% per level, maximum 75%).

- The history of the item: former owners, decisive moments in its history (1% per level).

For the duration of the spell, the caster is shielded against the object, giving him a +4 bonus on saving throws or forcing a save vs. spell.

## Improved Sleep

### Enchantment/Charm.

**Range:** 50 yard.

**Duration:** 5 rounds per level.

**Casting Time:** 3.

**Area of Effect:** 1D6 x level HD of living creatures within a 40 feet globe.

**Components:** V, S, sand.

**Saving Throw:** Special.

**Creator:** Plasto Quinon (Erik van Vliet).

Modifications from **sleep**:

- Creatures of up to 4+3 HD are treated as by **sleep**.
- Creatures from 4+4 HD to the caster's level receive a saving throw vs. spell.
- Creature of HD higher than the caster's level automatically save.

## Manoeuvrable Floating Disc

### Alteration.

**Range:** 10 yard.

**Duration:** 12 hours + 1 hour per level.

**Casting Time:** 2 rounds.

**Area of Effect:** -.

**Components:** V, S, air, glass crystal.

**Saving Throw:** -.

**Creator:** Viola Amarettes (Erik van Vliet).

Using this spell the caster creates a concave, circular **forcefield** (as per the spell). This disc has a diameter of 1 yard and is 1 inch thick. It can support up to 100 pounds per level and has a movements rate of 12. The manoeuvrability class depends on the dexterity of the caster.

The caster can freely move the disc within 10 yard distance. When not controlled, the disc floats at a constant distance from the caster. In this position, it matches the caster's speed, even if above MR 12.

The control of the disc's movements is no more difficult than horseback riding. Simple movements are almost instinctively, complex demand full attention.

During the last half our of the spell's duration, or after a successful **dispel magic** the air of the disc slowly evaporates and the disc slowly descends.

The caster can create a amount of discs equal to his spell level.

## Man-sized Net

### Evocation.

**Range:** 35 yard.

**Duration:** 1D4 rounds + 2 rounds per level.

**Casting Time:** 1.

**Area of Effect:** 1 medium sized creature.

**Components:** S, at dawn collected cobweb.

**Saving Throw:** Negates.

**Creator:** Ingmar (Marc Philips).

Upon the casting of this spell a net of two by two yard appears and is thrown at a creature. If the creature has room to dodge the web, it receives a saving throw vs. spell.

Once hit, the web attaches itself and cannot be removed by normal means. A edged magical weapon can be used to cut the strands of the web and neutralise its effects in 1D6 rounds. The net can be destroyed by **dispel magic**. The caster may remove the net at will.

The magical net does no damage, but disrupts every attempt to cast spells involving a somatic component. All dexterity bonuses of the victim are negated, the victim moves at half its rate, and he receives a -2 penalty on defence, attack and savings.

## Rehydration

### Alteration/Necromancy.

**Range:** touch.

**Duration:** Instantaneous.

**Casting Time:** 1 round.

**Area of Effect:** 1 creature per 2 levels.

**Components:** V, S, bleu phosphorus (15 gp, turns to white phosphorus).

**Saving Throw:** When receiver is unwilling.

**Creator:** Plasto Quinon (Erik van Vliet).

This spell has been created to heal people from extensive dehydration. Therefore, it cannot heal the caster himself, because in such a state he will not be able to cast the spell.

The mechanics of the spell are thus: During the casting of the spell water is drawn from the surroundings within one yard per level. The water may come from, in order of preference: surface or ground water, carried water, air, soil, dead organic materials, or plants. The water is transferred directly into the body of the recipient. After a few hours of rest, the patient will be as good as new.

In the case of dehydration to near death, the recipient must make a resurrection survival check to determine whether the spell can save him.

Within very dry surroundings the spell works only for 10D10%.



## Self-Duplication

### Illusion/Phantasm.

**Range:** 15 yard + 5 yard per level.

**Duration:** 2 rounds + 1 round per level.

**Casting Time:** 2.

**Area of Effect:** -.

**Components:** V, S, small silver mirror worth 10 gp.

**Saving Throw:** Special.

**Creator:** Onno Trickthought (Marco van de Berg).

Upon the casting of this spell a exact copy of the wizard appears. At the same time, the caster becomes invisible to his 'victims'. The double looks like the caster at the moment of casting and speaks with the same voice as the caster.

The caster can control the double as long as he concentrates upon it. When his concentration is broken, the image blinks or even fades. The double may only move and speak. He cannot pick anything up or attack. A successful attack upon the double reveals it as an illusion, until, at third level, the caster is able to simulate wounds. The AC of the double is 10, modified for the caster's dexterity. It has as much HP as the caster. If the double in this form is destroyed, however, the mirror shatters.

## Sword to Rope Trickery

### Reversible.

### Alteration.

**Range:** 5 yard.

**Duration:** Permanent.

**Casting Time:** 3.

**Area of Effect:** One long piece of metal.

**Components:** V, S, rope, metal.

**Creator:** Viola Amarettes (Erik van Vliet).

This spell makes long metal objects, such as swords and bars, into equally long pieces of rope.

## Third Level Spells

### Analysis of Subsurface formations

**Divination.**

**Range:** 100 yard + 100 yard per level.

**Duration:** Instantaneous.

**Casting Time:** 1 turn.

**Area of Effect:** Above ground rock formations and underground earth layers.

**Components:** V, S.

**Saving Throw:** -.

**Creator:** Plasto Quinon (Erik van Vliet).

This spell enables the caster to scan rock formations and underground earth layers to learn their composition and to locate structures and caverns. He can make out details as small as one tenth the distance to the caster. Therefore, a wizard could discern at 200 yard distance a cavern of 20 meters in diameter, but not a passage of 100 by 19 yard.

### Clickin' Shield

**Alteration.**

**Range:** ½ yard.

**Duration:** Special.

**Casting Time:** 2.

**Area of Effect:** Caster.

**Components:** V, S, air, platinum coin.

**Saving Throw:** -.

**Creator:** Plasto Quinon (Erik van Vliet)

This spell creates a disc divided in four parts which moves around the caster. The parts united when the caster is attacked and interpose themselves between the caster and the threat (reaction time ½ seconds). The disc is transparent and has the color of platinum. This spell comes in two variations:

A) Anti-sniper shield: Works against arrows, bullets, magic missiles, darts stones, etc. Its diameter is 10 inches, it has a AC of -3, ½ of the HP of the caster, it's duration is 1 hour per level. Successful attacks result in a second attack against the caster's AC. If the caster is missed, the attack hits the shield.

B) Bodyguard shield: Effective against all attacks, diameter 20 inches, AC -1, 1 x HP caster, duration 1 round per level, +2 savings against physical attacks.

### Continual Rehydration

**Alteration, necromancy.**

**Range:** 5 yard per level.

**Duration:** 1 day per level.

**Casting Time:** 1 hour.

**Area of Effect:** Caster.

**Components:** V, S, blue phosphorus (150 gp, turns to white phosphorus).

**Saving Throw:** Special.

**Creator:** Plasto Quinon (Erik van Vliet).

This spell is a more specific version of the **rehydration** spell. It continually draws water from the surroundings to supplement the water lost by the caster. The water is drawn from, in order of preference, surface water, ground water, air, soil, covered water, plants, animals and non-intelligent monsters, intelligent beings (the last three receiving a saving throw vs. death magic).

Also, the spell cools the caster's skin, minimalising the loss through sweat. It also gives a increased resistance against sunburn and normal fires.

In very dry surroundings, most of the water will be drawn from the water supply of the other party members.

A **detect magic** will display a diffuse magical aura around the caster with strands leading to the spells water supplies.

Note that the spell only replenishes water, not salts or other soluble substances. This prevents poisoning and also means that the caster will still have to consume salt to make up for his losses caused by sweating.

### Detect Possible Location Future Epicentre.

**Divination.**

**Range:** 1 mile + 1 mile per level.

**Duration:** Instantaneous.

**Casting Time:** 1 hour to 7 days.

**Area of Effect:** Underground rock formations.

**Components:** V, S.

**Saving Throw:** -.

**Creator:** Plasto Quinon (Erik van Vliet).

By means of this spell the caster is able to analyse tensions in underground rock formations and deduce the possible location of the epicentre of a future earthquake.

## Extended Ropesword

### Alteration.

**Range:** 5 yard + 1 yard per level.  
**Duration:** 1 round per level.  
**Casting Time:** 3.  
**Area of Effect:** 1 weapon per level.  
**Components:** V, S, rope, miniature of weapon(s).  
**Saving Throw:** Special.  
**Creator:** Viola Amarettes (Erik van Vliet).

Several slashing or piercing weapons can be converted to ropes by means of this spell. Very large weapons, for instance two-handed swords or lances, cannot be changed.

Vulnerable are: weapons of M size, weapons of less than 10 pounds, arrows, and javelins. Magical weapons receive a saving throw.

## Flaming Fingers

### Alteration.

**Range:** 1 ½ yard + ¼ yard per level.  
**Duration:** Instantaneous.  
**Casting Time:** 3.  
**Area of effect:** Everything within range.  
**Components:** V, S.  
**Saving Throw:** ½.  
**Creator:** Plasto Quinon (Erik van Vliet).

Compare: **burning hands**.  
Position of hands and fingers is free, giving two firing arcs/cones of 90 degrees.  
Damage equals 1D3 + 3 per level.

## Improved Forcefield

### Alteration.

**Range:** 10 yard per level.  
**Duration:** 1 round per level.  
**Casting Time:** 2 rounds.  
**Area of Effect:** 1 yard<sup>3</sup> + ½ yard<sup>3</sup> per level maximum.  
**Components:** V, S, air, plate steel, glass crystal.  
**Saving Throw:** -.  
**Creator:** Viola Amarettes (Erik van Vliet).

The forcefield created by this spell is similar to the **forcefield** second level spell. The **improved forcefield** can take on any two- or three dimensional form. Its maximum length is 10 yard, its minimum 1 inch. The physical strength of the field is 200 atmosphere (100 N/inch<sup>2</sup> or the impact force of three arrows). Its armour class is -2.

The forcefield can move and transform at a rate of 2 yard per round per level (MR 2 per level). The forcefield can exert a pressure of 100 atmosphere. Creature of HD twice the level of the caster can break through the field.

## Sublime Intelligence

### Alteration.

**Range:** touch.  
**Duration:** 1 hour per level.  
**Casting Time:** 1 round.  
**Area of Effect:** 1 creature.  
**Components:** V, S, dried and powdered owl brain.  
**Saving Throw:** Negates.  
**Creator:** Viola Amarettes (Erik van Vliet).

This spell enhances the intelligence of the caster with 1D6 (max. 19) or an other creature with 1D4 (max. 17).

## Summon Quinonnekes.

### Alteration.

**Range:** 5 yard + 1 yard per level.  
**Duration:** 1 round + 1 round per level.  
**Casting Time:** 3.  
**Area of Effect:** -.  
**Components:** "poelepoelepoeleke", point at sites of appearance of the quinonnekes, tiny statue of the great transmuter Plasto Quinon (worth 5 gp).  
**Saving Throw:** -.  
**Creator:** Plasto Quinon (Erik van Vliet).

During the casting of this spell, 1 quinonneke per level of the caster will appear at the indicated sites. The quinonnekes look like tiny human wizards of ½ yard in length. They are dressed in purple robes decorated with tiny stars and moons, and carry neat little staffs.

The quinonnekes are first level wizards possessing two random spells the caster has memorised or two **magic missiles**. They have MR 10, AC 6 and 4 HP. They may attack using their spells or little silver daggers, inflicting 1 damage.

The quinonnekes tend to chaotic behaviour. Most of the time they will attack the caster's opponents or perform the actions the caster asks them to perform. However, each quinonneke has a 15 % chance to do something completely different, and 10% chance to do the exact opposite.

When not commanded, they will perform completely random actions, which will mostly save them for harm and be in the interest of the creator of this spell, the famous Purple Transmuter Plasto Quinon.

## Fourth Level Spells

### Fiery Personality

#### Alteration

**Range:** 1 yard.  
**Duration:** 1 round per level.  
**Casting Time:** 4.  
**Area of Effect:** Caster.  
**Components:** delirious singing.  
**Saving Throw:** ½ .  
**Creator:** Plasto Quinon (Erik van Vliet).

This spell causes the caster to burst out in flames. Creature within one yard of the caster receives 1D4 damage per level, those touching or being touched by the caster 2D4 per level. Combustible materials are set afire when touched.

The casters equipment and clothes are not effected. The heat and light from the flames make it harder to hit the caster: -3 in melee, -2 ranged. Successful attacks in melee cause 1D4 per level damage to the attacker, and wooden weapons burn. After the duration of the spell, the wizard remains immune to fire and heat for an additional round per level.

### Flexibility

#### Alteration.

**Range:** Special.  
**Duration:** 1 round per level.  
**Casting Time:** 4.  
**Area of Effect:** Caster.  
**Components:** V, S, flexible and elastic material.  
**Saving Throw:** -.  
**Creator:** Plasto Quinon (Erik van Vliet).

By means of this spell, the caster is able to stretch his limbs to ten times their length. The body of the caster becomes extremely flexible and becomes of a stiff elastic texture. The caster's AC drop by one and he receives halve damage from blunt weapons. When he stretches his limbs, his AC increases by one to three points. The mass of the caster does not increase.

### Messerschmidt

#### Alteration/Evocation/Conjuration.

**Range:** 10 yard + 2 yard per level.  
**Duration:** 5 rounds + 1 round per level.  
**Casting Time:** 1 round.  
**Area of Effect:** -.  
**Components:** V, S, Little glass facsimile.  
**Saving Throw:** -.  
**Creator:** Viola Amarettes (Erik van Vliet).

This enhanced version of the **manoeuvrable floating disc** is shaped like a bob-sled for four. It has a MR of

20, manoeuvrability class B, carries 2 **magic missiles** per level and one **Melf's acid arrow** per three levels. It can fire one missile per round, and cause 3D4 bumping damage (Thac0 caster). Additional casting is only possible when the **Messerschmidt** remains floating. The **Messerschmidt** can carry up to 100 pounds per level.

## Fifth Level Spells

### Orc-Control

**Enchantment/Charm.**

**Range:** 1 mile + 100 yard per level.

**Duration:** Special.

**Casting Time:** 15 hours.

**Area of Effect:** 20 orcs + 5 orcs per level.

**Components:** Orcish songs and dances, knowledge of orc language, orc standard.

**Saving Throw:** Negates.

**Creator:** De Nicova (Erik van Vliet)

By means of this spell the caster binds a large group of orcs or other goblinoids to his will. They are completely controlled by the caster and will under no circumstances attack him or his allies. However, he cannot force them to commit suicide, although he can tell them to attack each other, or that fierce blue dragon over there.

During the casting of the spell, the orcs gather around the standard. Every month, about 1/20 of the orcs will free itself from the charm.

The orcs fight at a -1 penalty and react a bit drugged.

# Part Two: The Prayers of Clerics.

## First Level Spells

### Clerical Magical Arrow

Combat, plant.

**Range:** Touch.

**Duration:** Permanent.

**Casting Time:** 1 hour per level of most powerful arrow enchanted.

**Area of Effect:** Bundle of self-made oaken flight arrows.

**Components:** V, S, holy water (12 ½ gp), piece of material of intended target species.

**Saving Throw:** -.

**Creator:** Albion (Jos van Doorn).

This spell is made by Solonor to enhance the hunting capabilities of his followers.

The number of arrows a cleric can produce and enchant is limited by his level (see table), and 5 arrows of the same level maximum. The cleric can have only five arrows against one type of monster at any given moment.

The arrows that are created can only be used by followers of Solonor (not necessarily clerics). If an arrow is used by someone else, it rebounds and hits him for 1D6 damage.

Targets within the firing range are automatically hit and inflict 1D10 damage (1D12 to evil creatures). The arrow may not be used against enemies it is not enchanted for, or the possibility exists that the wrath of Solonor is incited.

#### Arrow levels:

Level 1: Usable against small animals and tiny non-intelligent monsters.

Level 2: Usable against medium sized animals and small non-intelligent monsters.

Level 3: Usable against large animals and medium sized non-intelligent monsters.

Level 4: Usable against huge animals and intelligent monsters of medium size and smaller.

Level Cleric	Level 1 arrows	Level 2 arrows	Level 3 arrows	Level 4 arrows
1	2	1		
2	3	2	1	
3	3	2	2	1
4	4	3	2	2
5	4	3	3	3
6	5	4	4	3
7	5	5	4	4
8	5	5	5	5

### Deep Concentration

All.

**Range:** 0.

**Duration:** 1 turn per level.

**Casting Time:** 1.

**Area of Effect:** caster.

**Components:** V, S.

**Saving Throw:** -.

**Creator:** Wolgar (Rudi van de Wetering).

This spell can be used in various ways. In all cases, the caster can laps at will into a deep concentration, in which he cannot be disturbed.

The caster can concentrate on one thing at a time:

- the completion of one specific action (e.g. a successful attack does not disturb the casting of a spell), or

- remaining conscious. The caster negates his sense of pain and may proceed after his HP are below 0, if a CON check is made. He may now proceed as before, but must make his check every following round. He receives a +1 penalty on the check for every 2 points below 0. On -10 he dies. After failing a check he collapses, but attempt to regain consciousness the next round. If healed before he finally collapses, the caster will have no adverse effects from his ordeal.

- safeguard his mind against evil influences, telepathic spells and psionics. He receives a +2 on his savings or a saving versus death magic.

### Enhanced Turn Undead

Necromantic.

**Range:** speaking distance.

**Duration:** Instantaneous.

**Casting time:** 6.

**Area of effect:** Undead.

**Components:** V, holy symbol.

**Saving Throw:** Special.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

This spell strengthens the normal turning of undead. The cleric is able to turn undead as if he were three levels stronger. Undead normally not turned, are now entitled to a saving vs. spell to avoid the turning effects.

## Electrical Charge

### Elemental.

**Range:** touch.

**Duration:** 5 rounds per level.

**Casting Time:** 7.

**Area of Effect:** 1 person.

**Components:** V, S.

**Saving Throw:** Negates.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

This spell charges the recipient person with an electrical charge capable of inflicting 1D8 + 1 per level damage when this person is touched, hit, or hits. The spell ends after discharge or expiration of the duration. The recipient is less vulnerable to electrical attack (+2 on savings).

The duration of the spell is halved in damp surroundings and 0 under water.

## Excellent Night Vision

### Divination.

**Range:** Touch.

**Duration:** 1 hour + 10 minutes per level.

**Casting Time:** 6.

**Area of Effect:** 1 creature.

**Components:** V, S, burning candle.

**Saving Throw:** Negates.

**Creator:** Ruderion Truefaith (Rudi van de Wetering)

The beneficiary of this spell gains the ability to see in complete darkness as if it were bright daylight. Dependent on the weather circumstances, his visual range is up to 100 yard. Vision is not obscured by light sources or spells that influence sight, except for **darkness** and **continual darkness**, which halve visual range and 'light' intensity.

Creatures used to complete darkness suffer all penalties for being in daylight (except damage).

## Illusionary Fire Curtain

### Elemental.

**Range:** 0.

**Duration:** 2 rounds per level.

**Casting Time:** 5.

**Area of Effect:** 10 yard circle.

**Components:** V, S.

**Saving Throw:** Special.

**Creator:** Yarith Calendula (Mario Lange).

This spell summons a reflection of a circle of fire, treated as an illusion. The fire curtain is three yard high and one yard thick.

Creature within the circle have an unobscured view, but those without have difficulties seeing through it. Long range attacks from within the circle receive a +2 bonus, those from the outside a -4 penalty. Creature with an intelligence greater than 9 receive a saving throw versus spell to negate the effects.

## Speeding Arrow

### Combat, Plant.

**Range:** 50 yard.

**Duration:** 3 rounds per level (cleric) or 2 rounds per level (follower Solonor).

**Casting Time:** 1.

**Area of Effect:** 1 follower of Solonor.

**Components:** V, S, miniature arrow, holy water (12 ½ gp)

**Saving Throw:** -.

**Creator:** Albion (Jos van Doorn).

This spell is created to protect the servants of Solonor. Only clerics and other followers of this deity can benefit from the spell.

The person that received the spell is now able to fire four arrows per round and an penalty of -1 to hit.

When the life of the cleric is endangered (<5 HP left), he may use the spell to hinder his enemies. They will only be able to fire one arrow per round at -1 to hit.

## Undead Detector

### Divination.

**Range:** 30 yard + 5 yard per level.

**Duration:** 3 turns.

**Casting Time:** 1 round.

**Area of Effect:** All undead within range.

**Components:** V, holy symbol.

**Saving Throw:** -.

**Creator:** Ruderion Truefaith (Rudi van de Wetering)

This spell is much like the wizard spell **detect undead**, but more powerful. The spell can only be used by followers of a god of life like Gaia.

The spell enables the cleric to detect all undead within reach of the spell. The priest knows the direction and roughly the distance to the undead. The spell is blocked by more than 1 yard of rock, 3 yard of wood or earth, or 2 inch of metal.

## Second Level Spells

### Lengthy Arm

**Summoning, metamagic.**

**Range:** 10 yards per level.

**Duration:** 4 + 1D4 rounds.

**Casting Time:** 5.

**Area of Effect:** -.

**Components:** V, S, glove.

**Saving Throw:** -.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

This spell summons a little hand that moves like the cleric's hand without much extra concentration. It can perform the following:

- Touch someone as if the hand of the priest, transferring touch spells.
- Lift and move objects of up to 5 pounds.
- Make gestures.

### Falling Stars

**Plant.**

**Range:** 15 yards.

**Duration:** Instantaneous.

**Casting Time:** 4.

**Area of Effect:** Special.

**Components:** V, S, Holy Symbol, pits of the grapes of the pilgrim's plant of less than one week old.

**Saving Throw:** -.

**Creator:** Yarith Calendula (Mario Lange).

Upon the casting of this spell the cleric throws a handful of fresh pits from the grapes of the pilgrim's plant toward his opponents. These pits then change into one per level (max. 10) sharp two inch long and one inch broad rock flints capable of inflicting 1D4 damage (treat them as daggers). For every additional target a -1 penalty is applied on the to hit roll.

### Ruderion's Incredible But True Reviving Endoras Spell.

**Healing.**

**Range:** Touch.

**Duration:** Instantaneous.

**Casting Time:** 1 round.

**Area of Effect:** 1 to 4 persons.

**Components:** V, S.

**Saving Throw:** -.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

This spell renews the life energy lost through severe wounds. The receiver can immediately afterward function normally.

The spell can affect one to four persons. These will have to make a constitution check to determine whether the spell succeeds. When one person is targeted, he makes his check automatically. Two persons get a +4 bonus, three +2.

The spell does not heal any HP. When someone is dangerously wounded, he must first be healed to positive HP, after which he can be healed from the strain the near-death experience and severe wounds have caused him. (e.g. infections, depletion of reserves etc.). When a Fitness Points system is used, 4D10 + 1 per level FP are cured (A description of this system can be obtained from Erik van Vliet, quinon@wirehub.nl).

This spell was tailored to the needs of the elven ranger Endoras, renowned for his many 'tunnelling experiences'. His stories of that long bony man with the bag of candies are world famous. Endoras will therefore always automatically make his check.

An example:

The before mentioned legendary ranger has been run over by a company bugbears. This has brought him down to -6 HP, more than half-way the tunnel. Whilst he is considering whether to take the sweets from the nice gentleman with the scythe, when a **cure light wounds** brings him back to 1 HP (Way to go, Ruderion!). The shock however still prevents him from walking, not to mention fighting. After he has received **Ruderion's Incredible But True Reviving Endoras Spell** however, he feels excellent again and can re-engage the foul bugbears.

When the FP-system were be used, he would have got 13+15+17=45 FP, and would most probably be brought back to phase 2 or 3.

### Undead Destructor

**Combat.**

**Range:** Touch.

**Duration:** 2 days per level.

**Casting Time:** 2 rounds.

**Area of Effect:** 1 object per three levels.

**Components:** V, S, holy symbol.

**Saving Throw:** -.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

This spell enchants a weapon which gains a to hit bonus against undead of 1 + 1 per 5 levels (maximum +4). The enchanted weapon delivers an additional damage of 1D6 + 1 per level.

After the duration of the spell the stored energy spontaneously discharges and delivers 1D4 damage to whoever is carrying it.



## Third Level Spells

### Physical Link

**Necromantic.**

**Range:** Chain of touch.

**Duration:** 2 rounds per level.

**Casting Time:** 8.

**Area of Effect:** 2 to 1 per level persons within 10 yard touching each other.

**Components:** V, S, 1 yard silk rope (2 gp).

**Saving Throw:** Negates.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

The participants in this spell are connected by magical threads and shear their HP. When one of them threatens to fall below 1, HP from the others are transferred to him, until they are on 1 HP also.

The threads can transfer up to 20 HP per round to one person. A greater amount destroys the threads and ends the spell. The spell is also ended, when all participants reach 1 HP.

The threads may be stretched up to 10 yard and are not hindered by physical objects. When stretched over a greater distance, the thread breaks, and the person is no longer part of the spell. The threads may be severed by magical weapons (AC -5).

A **detect magic** reveals a web of threads connecting all participants. A **dispel magic** ends the spell.

## Fifth Level Spells

### Minor Healing

**Healing.**

**Range:** Touch.

**Duration:** 80 minutes + 10 minutes per level.

**Casting Time:** 2 rounds.

**Area of Effect:** 1 person.

**Components:** V, S.

**Saving Throw:** -.

**Creator:** Ruderion Truefaith (Rudi van de Wetering).

Upon the casting of this spell, the natural healing of wounds is visibly faster. Every ten minutes 1 HP is healed, if not lost through poison, certain spells or psionics.

The duration of the recovery period depends on the level of the cleric. When the recipient has a constitution bonus, he heals this bonus x 2 HP.

The quickened healing may be dangerous. When more than one **minor healing** is done on the same person on one day, he risks the permanent loss of one constitution point.