

Elredar's Compendium

Elredar's Compendium is a small, compact, and sturdy travelling spellbook. It is about one inch thick and is bound in soft leather treated with a preservative that repels moisture. The Compendium contains several spells that are uncommon or rare, some standard spells, and some spells available in the Academy library.

Elredar used this as one of his primary travelling spellbooks. It has probably passed through many hands before reaching the adventurers, as it contains many highly useful spells for a travelling wizard. As Elredar was an acquaintance of the wizard Katrine, his book contains many of her specially researched spells.

The spells contained in the Compendium include: armor, cantrip, color spray, Katrine's Blinding Beauty, Katrine's Claws, Katrine's Dart, Katrine's Pleasure Touch, Katrine's Total Tent, Katrine's Winning Smile, magic missile, shield, continual light, imbue with touch, knock, web, dispel magic, disrobe, fireball, fly, tongues, Alpha's Shadowfire, Alpha's Sheet Lightning, dimension door, Jamye's Greased Pig, Power Word, Strip, wizard eye, cone of cold, Jamye's Greased Lightning, Katrine's Deadly Sphere, Tyvek's Fabric Fighter, anti-magic shell, copyright, Darklight's Creeping Frost Curse, Pilpin's Massmorph, quicksilver, teleport without error, and Tharos' Temporal Study.

FIRST LEVEL SPELLS

Katrine's Blinding Beauty (Illusion/Phantasm)

Level: 1
Range: 0
Components: V
Duration: 1 hour per level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None
Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell is a minor illusion affecting small details of appearance, for a better overall image. In game effects, it increases the caster's beauty and, to a small extent, her charm as well. Smiles seem to be lit up, eyes twinkle just a little more, the face seems to have a little more definition, etc. The bonus is normally +2 to Charisma, or +1 to Charisma and +1 to

Comeliness if that attribute is used. If the caster has a non-weapon proficiency in a visual art (sculpture, painting, etc.), then it is a +3 Charisma in the former case, or +1 Charisma, +2 Comeliness in the latter.

Katrine's Claws (Alteration)

Level: 1
Range: 0
Components: V, S
Duration: 5 rounds + 1 round per level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None
Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell causes a set of long claws to grow from the fingers of both hands of the casting wizard. These claws do 1d4 damage. This is a flexible spell, in that many different wizards may tweak the initial pattern to get a "look" to their own claws, such as cat-claws, bear-claws, gee-that's-a-neat-claws, etc. The basic length and effectiveness of the claws is changeable, however, so bear claws will seem small on a bear, and cat claws large on a cat. Katrine always tweaked them to look like the talons of a bird of prey, such as the owl.

To cast this spell, the caster snarls and pulls both hands into a fist before releasing the fist as if popping claws.

These claws require a to-hit roll to be made to do damage, so it is recommended that DMs allow wizards to take a weapon proficiency in *claws*. This is easily justified as they take little training. In general, either a wizard will pick up the skill after finding the spell, or will start with both.

Katrine's Dart (Alteration)

Level: 1
Range: 20 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates
Author: Thomas Weigel <nsbos0340@nsula.edu>

This causes a small cylindrical object (splinter, dart, needle, etc.) to become a flaming dart which will

strike the desired target. If the target fails the saving throw, the *dart* does 1d4 damage per level. This spell is overall weaker than *magic missile*, but more versatile in that the caster need not see the target in order to hit it. As long as the target is within range, and the caster has some way of distinguishing it (whatever's causing that smell around the corner, or the orc guard behind the cracked door), the *dart* will strike the target. This is particularly effective in sheer darkness. It is cast by muttering arcane words while tossing the cylindrical object in the initial direction the *dart* will take.

Katrine's Pleasure Touch (Charm, Illusion)

Level: 1
 Range: 0
 Components: V, S
 Duration: 1 hour
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell stimulates the pleasure centres of any one person that the caster is in contact with. It is a combination of an illusion of mild pleasure, and an enhancement of pre-existing pleasure. It lasts for one hour, but is only active while she is in contact with the person. The illusory pleasure is not very intense, simply a thrill along the appropriate sense, but the enhancement depends on the strength of the initial pleasure. For example, the taste of chocolate, smell of old books in a library, brush of skin on skin, sound of a symphony, or even looking at a sunset. In casting it, the wizard forms a simple pattern with her fingers while muttering arcane words. The spell's target must be willing for the spell to function.

Katrine's Total Tent (Invocation/Evocation)

Level: 1
 Range: 10 feet
 Components: V, M
 Duration: 1 night
 Casting Time: 1
 Area of Effect: One tent
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell produces a small, one person tent composed of opaque blue kinetic energy. The tent is capable of sustaining up to 80 pounds of force, or extremely strong winds (81 pounds of person or object falling on the tent will collapse it, or someone weighing at least 150 pounds kicking it will collapse it). The spell fades into a fine mist when the first rays of the sun hit it. The caster must grasp a pinch of the earth the Tent will be on while muttering several arcane phrases.

Katrine's Winning Smile (Illusions/Phantasm)

Level: 1
 Range: 0
 Components: V, S
 Duration: 5 hours
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This is a spell similar to *charm*, but weaker, and more diffuse. It tugs at the heartstrings of all who are close enough to speak with her normally, and makes her look more helpless. Obviously, this is not the spell for a Strength 14 male magic-user with an imposing look and great staff. The casting is simply a few arcane words and a pulling motion from the caster's heart, but the effects won't build up for a full round. The spell effectively adds +25% to the caster's reaction modifier (under Charisma), and makes others more willing to believe a single story she tells. Disbelieving simply means that they have shaken off the idea that she is more helpless than she is, and will not be more or less likely to react favourably. Only creatures within a 10-yard radius are affected.

SECOND LEVEL SPELLS

Imbue with Touch (Enchantment)

Level: 2
 Range: 0
 Components: V, S, M
 Duration: 2 rounds
 Casting Time: 1 round
 Area of Effect: Object of size S or M touched
 Saving Throw: None
 Author: The Ghost <c572909@mizzou1.bitnet>

The object that this spell is cast upon is imbued with the ability to deliver the effects of one touch-based spell subsequently cast upon it. The caster must handle the item completely for the entire round this spell is cast, and must then cast a touch-based spell and touch the item. This second spell takes effect on the next creature to come in contact with the object who is not already touching it.

Thus, a wizard could cast *imbue with touch* upon an arrow, hand the arrow to his fighter companion, cast *shocking grasp* upon the item, while the fighter holds his shot until after the wizard has touched the arrow, thus imbuing it with the shocking power. Then, when the fighter releases the arrow, the creature it strikes receives not only arrow damage, but the effects of the *shocking grasp* as well.

The material component for this spell is a specially prepared oil, used to anoint the object being imbued with the touch power. The cost of the oil is dependent upon the level of the spell to be carried by the touch. The anointing preparation costs 100gp times the level of the spell squared ($\text{level}^2 \times 100\text{gp}$).

THIRD LEVEL SPELLS

Disrobe (Alteration)

Level: 3
 Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kenneth C. Jenks
 <kjenks@gothamcity.jsc.nasa.gov>

The target of this spell must make a saving throw versus magic. Success indicates that the spell has no effect; failure means that all magical and non-magical items worn by the creature, excluding items held in hands, are stripped from the creature and strewn in a 3-foot radius. Items magically blink from the creature to the ground and will not be harmed by the fall unless the creature is flying more than 3 feet from the ground.

This spell was researched by Insley Hofton. Insley has a kinky streak. This was invented partly as an amusement, and partly to strip all those nasty magic items from the bad guys. It's best combined with

unseen servant, *telekinesis*, or light-fingered friends which can pick up the items thus removed.

FOURTH LEVEL SPELLS

Alpha's Shadowfire (Evocation, Necromancy)

Level: 4
 Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 1-foot diameter, 5-foot per level long ray
 Saving Throw: ½
 Author: Jason Nelson
 <tjaden@blake.acs.washington.edu>

This spell calls forth a seething black ray shot through with veins of green fire. All creatures in the path of the spell will suffer 1d4 damage per level of the wizard, up to a maximum of 20d4. A successful saving throw versus breath weapon will result in only half damage. A creature that is immune to fire or to energy drain will suffer only half damage (a quarter if a successful saving throw is made). If the damage rolled exceeds a target's remaining hit points, that target is disintegrated. The material component is a black opal worth at least 500 gp.

Alpha's Sheet Lightning (Evocation)

Level: 4
 Range: 30 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 10-foot per level long square
 Saving Throw: Special
 Author: Jason Nelson
 <tjaden@blake.acs.washington.edu>

This spell creates a very bright flashing jolt of *sheet lightning* within the area of effect. All those in the area receive 4d4 electrical damage with no saving throw. In addition, those within must save versus petrification to avoid being blinded for 1d3 rounds and must save versus breath weapon to avoid being stunned for 1d3 rounds. Those carrying large, mostly metallic weapons (for example, swords or battle

axes) or wearing partial metal armour (studded chain) save at -2 versus the stunning and suffer +1 per die of damage. Those in full metal armour (splint mail or better) save at -4 versus the stunning and suffer double damage. The material component is a bit of fur and a sheet of fine crystal worth at least 50 gp.

Jamye's Greased Pig (Alteration, Conjunction)

Level: 4
 Range: 30 yards
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: One creature + one creature per 4 levels
 Saving Throw: Special
 Author: D.J. McCarthy
 <dmccart@modl01.intel.com>

This spell is a more powerful version of the 3rd-level *haste* spell, with the 1st-level *grease* thrown in as well. The people that the spell is cast upon suffer none of the side effects of the *grease* (i.e., they won't drop their weapons, they won't slip, etc.) but those that try to attack or grab them will. It negates special attacks by creatures that inflict damage automatically every round after a successful hit (i.e., sturges or executioner's hoods) — the creature must roll to hit every round due to the slipperiness of the target. Otherwise, it conforms to the normal *haste* spell (-2 on initiative, double movement rate, double number of attacks per round, ages recipient 1 year). It is not cumulative with *haste* or other *greased pig* spells.

The material components for this spell are a bit of butter and an anise seed for each recipient.

Power Word, Strip (Enchantment/Charm)

Level: 4
 Range: 10 yards per 2 levels
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell causes one person to take off all of his armour, clothing, weapons, jewellery, etc. as quickly as possible. This spell was inspired by Tomas from the *The Unbearable Lightness of Being* novel.

FIFTH LEVEL SPELLS

Jamye's Greased Lightning (Evocation)

Level: 5
 Range: 40 yards + 10 yards per level
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: ½
 Author: D.J. McCarthy
 <dmccart@modl01.intel.com>

This spell differs from the 3rd-level *lightning bolt* in the following ways:

- the components and casting time are greatly reduced;
- damage done is 1d4 + 2 per wizard level instead of 1d6;
- maximum damage is 15d4+30;
- the bolt is a vivid orange, with green stripes running through it.

It conforms to *lightning bolt* in all other respects.

Katrine's Deadly Sphere (Invocation/Evocation)

Level: 5
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This is one of Katrine's nastier spells. It creates an opaque blue sphere of force capable of moving at the same rate as the caster (polymorphing into a faster form will not improve the sphere's speed, however). It has a flight class of D, but can slow down and stop in one round (speeding up is as normal). The sphere can take simple commands of no more than two or three words (such as "attack her" or "protect me"),

and can act on its own towards its original purpose (which is to protect the caster unless told otherwise). The sphere has 20 HP, and will last indefinitely until the caster sends it out of its range or until it takes in excess of 20 points of damage. The sphere has an Armour Class equal to its caster's minus 2 (if the caster has AC 8, the Sphere has AC 6) and its THACO (or to-hit table) is the same as its caster's.

The sphere can, once each round, deliver a kinetic blast at its target which does 1d4 damage per level of its caster, or it can slam into someone for 1d6 damage. Note that it can do either or both of these actions in the same round, but cannot use one of them twice. The blast can do either stun damage or killing damage (stun damage: only a quarter of the damage done is real, the remainder simply counts towards knocking the target out).

Any attacks that are directed at the caster can be intercepted by the sphere if it is not slamming into an opponent, and as long as it is within three feet of the caster at the time.

Tyvek's Fabric Fighter (Conjuration/Summoning)

Level: 5
Range: 10 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Author: The Warlord of Heaven
<fsmtw1@alaska.bitnet>

This spell conjures into being a rumpled flowing mass of silken cloth with a two handed sword wielded by some unseen entity inside the cloth. The *fabric fighter* has one Hit Die per 3 caster levels, it attacks 2 times for standard two-hander damage. It cannot be disarmed and moves at a rate of 12, 8 flying (class B). Its Armour Class is 2, and due to its flowing and malleable nature, piercing and clubbing weapons do no damage.

The material components for this spell are a silk cloth and a tiny metal sword, which are consumed in the casting.

SIXTH LEVEL SPELLS

Copyright (Abjuration, Divination)

Level: 6
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: Special
Saving Throw: None
Author: Unknown

Cast this spell before starting spell research. The spell to be researched cannot be learnt by others except with permission of the one who researched the spell first or by the use of a *limited wish*. A full *wish* enables learning and ability to teach others (variant of the *secrecy* spell). If the caster dies, they'll require speak with dead to get permission. The material component is a goose' feather.

Darklight's Creeping Frost Curse (Alteration, Evocation)

Level: 6
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2 turns
Area of Effect: Structure touched
Saving Throw: None
Author: Keith Taylor
<ktaylor@phoenix.cs.uga.edu>

This spell is a relatively insidious and nasty way to render a fortification useless. The wizard casting it touches a portion of a man-made structure (castle, etc.) of less than small-city size and casts the spell. A patch of frost in the shape of the wizard's hands will then form. Every 3 turns thereafter, the patch will grow irregularly, covering 10 yards of additional radius, and unless stopped, will coat the entire structure with an exceptionally cold layer of icy frost. Dispel magic, if successful, will force the frost back 10 yards in radius, but the original patch cannot be dispelled with dispel magic alone. Fire spells will remove the frost within their area of damage until the frost spreads back over the burned spots in time. The original area can only be removed with the casting of remove curse and flame strike together. This will disrupt the spell entirely. A structure coated in this ice will be at least 20°C lower in temperature

than the surrounding climate, and even lower in a hot area. Contact with the ice will cause 1 HP of damage per round of touch. The ice is also very slick, making movement upon it hazardous. The wizard casting the *creeping frost curse* will be unable to cast ice or cold related spells for a month afterwards, unless he is a specialist water or ice wizard. (that is, if you allow ice wizards).

Pilpin's Massmorph (Alteration)

Level: 6
 Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: One 50-foot cube per level
 Saving Throw: None
 Author: Pilpin

This spell is exactly the same as the 4th-level spell *polymorph other*, except that there is no saving throw, it only affects creature with less than 8+3 HD, and it may affect many creatures simultaneously. Like *death spell*, the number of creatures that can be affected is a function of their Hit Dice.

Creature's Hit Dice	# Affected
up to 2	12d10
2 to 4	6d10
4+1 to 6+3	3d4
6+4 to 8+3	1d6

If creatures of differing Hit Dice are polymorphed, roll 6d20 to determine how many creatures of under 2 HD are affected. If the number rolled is greater than the number of creatures under 2 HD, apply the remainder of the roll to the higher Hit Dice creatures by using the following conversion factors (see Death Spell for an example of this idea).

Creature's Hit Dice	Conversion Factor
up to 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

The material components are a 500 gp worth diamond and a caterpillar's cocoon crushed together into a fine powder, which vanishes during casting.

Quicksilver (Alteration)

Level: 6
 Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This is basically one of those piss-off-the-fighter-subclass spells. What happens is that, suddenly, at the moment of casting, the wizard is capable of casting half his level of spell levels. Because of the difficulty of this spell, the wizard must save versus spell or blow it big time. All spells cast with *quicksilver* are thus subject to special failure. DM's imagination or a nice spell failure table are required. The material component for this spell is a drop of mercury.

SEVENTH LEVEL SPELL

Tharos' Temporal Study (Alteration)

Level: 7
 Range: 1 foot
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Tharos

When this spell is cast a magical door outline, only seen by the wizard, will appear one foot in front of the wizard. The wizard then may enter through the outline (the wizard is the only one able to enter the doorway). Once the wizard walks through the outline he will see a nice sized furnished room (20×20×20 feet). While in this room the wizard will be able to heal, re-memorise spells, sleep (safely), or do anything else he is normally able to do, with the exception of new spell study, or the casting of any other spells than healing spells. If an attempt to do this is made the room will explode, doing 30d20 HP of damage to the wizard.

The wizard may stay in this room for 2 hours + 1 hour per level, but as soon as he leaves he will have been gone for only 1 second per hour spent in the room (for example, Murlock, a 24th-level wizard casts this spell and spends a whole day within the room, but when he leaves the room his companions state that he has been gone for exactly 24 seconds). If a wizard is still in the room when the spell's duration has come due, the wizard must make a saving throw at -5 or be hurled into the void (note: the wizard does age normally when in the room).

The material component for this spell is 50 gp value of each of the following: diamonds, rubies, ivory and jade.