

QUEST SPELLS

The following Quest Spells are based off of the spells listed in the *Tome of Magic (1991)* for AD&D - 2nd edition. For more information on Quest Spells, including Quest Ideas and Risks, see the [Rewind - Quest Spells by Dump Stat](#).

BEAST HORDE

Conjuration quest spell

Casting Time: 1 minute

Range: 10 mile radius

Components: V, S, M (a holy relic made of wood granted to you by your god)

Duration: 24 hours

When you cast this spell, you are able to summon forth beasts that reside in the 10 mile radius around you. You can summon forth a number of beasts whose cumulative Challenge Rating is equal to your level times five. They appear within 10 minutes of you casting this spell, with magic helping them travel faster to you.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. You are able to communicate telepathically with the beasts and they obey any commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. At the end of the spell, each beast will return to their natural habitat. For 10 minutes after the spell ends, the beasts will not attack the caster, his companions, or other summoned animals. Afterwards, the beasts will return to their normal nature.

As part of casting the spell, the DM informs you what beasts are available in the surrounding area.

CONFORMANCE

Invocation quest spell

Casting Time: 1 action

Range: Self

Components: V, S, M (a time piece granted to you by your god)

Duration: 1 hour

You exude a presence of normalcy in a 40-foot radius around you. In this zone, only probable events will ever manifest and all inside the radius are under its effects. Whenever a creature inside the radius makes an ability check, attack roll, or saving throw, they forgo rolling the d20 and instead get a 10 on the die, they then add in their normal modifiers.

Any objects interacted with, and the area directly affected by this spell, will conform so that only the most probable of events will ever take place, per the DM's discretion.

FEAR CONTAGION

Enchantment quest spell

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a horrifying reliquary granted to you by your god)

Duration: 1 hour

You choose a single creature that you can see within range and curse them with a contagious fear. A construct or an undead is immune to this effect. The target immediately becomes frightened of you until the spell ends and must use its action to dash away from you until the end of the spell. They can make a Wisdom saving throw at the end of their turn to end the effects of this spell early, but only if they are no longer able to see you and are at least 1 mile away.

Any creature that starts its turn within 30 feet of your original target must succeed on a Wisdom saving throw or also become frightened and must use its action to dash away from you until the end of the spell. They can repeat their Wisdom saving throw on subsequent turns so long as they can no longer see you and are at least 1 mile away. Any creature that starts their turn within 30 feet of them must also make a Wisdom saving throw or suffer the same effects, and so the contagion continues until all creatures within range are affected, the spell ends, or everyone has successfully saved against the spell. Once they succeed on their saving throw, they are immune to this casting of the spell.

SIEGE WALLS

Abjuration quest spell

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a masonry hammer covered in divine sigils granted to you by your god)

Duration: 24 hours

During the casting of this spell, you must be touching a structure and you begin tracing arcane sigils across its exterior walls. You ward the walls of this structure, and all external surfaces of the structure are hardened against attacks and sieges. The structure affected must be made up of contiguous parts, like the city walls or the outside walls of a fortress. You can affect a number of square miles equal to your level and the structure must be contiguous.

The structure gains a Damage Threshold equal to double your level and ignores the siege monster trait, like that from an earth elemental. Additionally all siege engines have disadvantage on attack rolls against the fortification and any hit from an adamantite weapon is treated as a regular hit, not a critical hit.

This spell ends after 24 hours or earlier if the structure is no longer contiguous or if a section of the structure, spanning at least 10 square feet, is destroyed.

UNDEAD PLAGUE

Necromancy quest spell

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a bone from a saint granted to you by your god)

Duration: Instantaneous

The caster pushes a wave of necromatic energy in the area around them, tendrils of energy animating the humanoid bones of the long dead within the area. The number of skeletons you can summon with this spell depends on where you cast this spell. At the site of an old battlefield or graveyard, up to 1,000 skeletons will be summoned from the ground. If you cast this spell while in a long-inhabited area, only up to 500 skeletons will be summoned, and if you cast this spell within the wilderness, only 100 skeletons will be summoned.

The summoned skeletons are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. You are able to communicate telepathically with the undead army and they obey any commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The skeletons created by this spell remain until they are destroyed or until you take an action to dispel them, in which case their bones simply fall to the ground, unburied.

QUEST SPELLS

In order for a cleric, or other individual divinely linked to the Powers of the Outer and Inner Planes, they must first prove themselves and go on a quest. Upon completing the quest, they are given a taste of the raw power of the gods and are able to cast a quest spell that a Power has given to them.

A Power might decide that the caster can use the Quest Spell as much as they would like, or limit their ability to do so to only a single casting. Regardless of how often a divine being will allow the caster to cast such powerful magic, there is always a toll on the caster's physical body and they suffer a Risk. This risk could be their body ages, their stamina drops, or their body changes in new ways.

Some of the quests ideas and risks have been reprinted here for your convenience.

RISKS

d6 Risk

- 1 The caster immediately becomes 5d10 years older when they cast the Quest Spell. This effect is permanent.
- 2 The caster's Hit Point Maximum is permanently decreased by 1d20. This decrease can not be reduced.
- 3 They are so overcome by the radiant energy that passed through their body, they are blind for 1 week as they recover from the strain.
- 4 The caster's body is so suffused with divine energy that they can no longer lie or tell the truth depending on the god they worship. If they follow a neutral god, they can only ever speak in half-truths.
- 5 The caster's Constitution score is reduced by 1d4. The target dies if this reduces its Constituion to 0. This reduction can be not removed.
- 6 The Quest Spell causes the caster to briefly unexist and their body dematerializes until the Quest Spell's duration ends.

QUEST IDEAS

Quest Spell Quest

Beast Horde **The Vile Hunt.** A group of poachers are hunting and destroying the local ecosystem, slaughtering animals for the glory of their evil god. Their destruction has caused serious issues for your own god, whose power is linked to the forests of the world and it is beginning to dwindle. The evil god is slowly getting stronger and attracting more and more followers to the cause.

Conformance **Rule of Mechanus.** To cast this spell, your god has commanded you to travel to their domain on Mechanus and to study the cogs that turn and power the whole multiverse. Doing so, you are given visions of a future of chaos and it is on you to ensure chaos does not upset the balance of power.

Fear Contagion **Learning to Fear.** For a cleric to learn this spell, they must first go on a quest to learn what it truly means to fear. They are taken to the Lower Planes where they must face their fears and be able to overcome those challenges, only then can they use this spell.

Siege Walls **Holding Off the Invaders.** Your god has chosen you to protect a narrow pass that an invading army is attempting to use to circle your home city. While the generals foolishly aren't listening to you, you know there is a small fort that might be able to hold off the enemy.

Undead Plague **Undeath March.** Undeath suits you, and your god wishes to reward you for your loyalty to spreading necrotic energies throughout the world. You are tasked with recovering an Unholy Symbol trapped and locked away in a temple of pure positive energy, only then will you be able to summon forth your undead army.