

Conjuration Studies

Taps into the powers of the Conjuror. Once Conjuration Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Conjuror.

Modification Point cost: 2

Prerequisites:

1. Seeker Ability: “[Magical Prowess](#)”.

Conjuration Circle

The Conjure will make a circle of gems 15' in diameter and cast Circle of Protection upon it for protection during a conjuration.

Modification Point cost: 2

Area of Effect: 1 space (5') and the next ring of spaces directly connected to that space (15' diameter).

Avoidance-roll: None.

Casting time: 1 turn (5 seconds).

Damage: None.

Duration: Permanent until a conjuration is preformed within this circle.

Explanation: This spell is the key to conjuring any creature or object. Without a prepared "Conjuration Circle", a conjuration simply will not be successful.

See: "Spell Preparation".

Effect time: Instant.

Hand movement: 10 gems must be placed in a circle. The casting of the spell will require two hands.

Healing: Not applicable.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: 5 spaces (25')

Resting time: None.

Special: None.

Spell Preparation: 10 gems must be placed in a circle which measures 15' in diameter before the spell is cast. This is known as the "Conjuration Circle".

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 400 white-gold / **Spell-rune:** 4 white-gold

Conjure Minor Elemental

Conjure one Minor Elemental of Air, Earth, Fire, or Water to serve the caster (the Conjurer must state which Minor Elemental he or she will conjure).

Modification Point cost: 2

Prerequisites: Seeker Spell, "Conjuration Circle".

Area of Effect: One elemental.

Avoidance-roll: After an Elemental has been conjured, it will attempt to break free of the conjuration circle. A successful avoidance-roll vs. "Faith" must be rolled, or the Elemental will break free and attack the conjurer.
No luck can be used for this avoidance-roll.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 moon (30 days). After the "Duration" has expired, the conjured Elemental will fade away.

Explanation: This spell will conjure one single Minor Elemental forth from the dimension it resides within to aid the caster (i.e., fire elemental from the fire dimension, water elemental from the water dimension, etc.).

If the avoidance-roll vs. "Faith" was successful, the Elemental can be released from the conjuration circle safely. If the avoidance-roll vs. "Faith" is not successful, it will break free of the circle's power to restrain it. It will then attack the conjurer, and if victorious, remain to roam free at its own will and pleasure.

See: "Elemental, Air, Minor", "Elemental, Earth, Minor", "Elemental, Fire, Minor", "Elemental, Water, Minor" in the E Section of the Creatures Book.

Effect time: 1-D4 -1 turns.

Hand movement: Two hands.

Healing: Not applicable.

Immunities: Conjurer cannot summon an elemental already summoned, or under the servitude of another.

Maximum adjustment: See: "Duration".

Notes: None.

Range: 5 spaces (25')

Resting time: None.

Special: None.

Spell Preparation: 10 gems must be placed in a circle which measures 15' in diameter before the spell is cast. This is known as the "Conjuration Circle". After this spell has been cast, the gems will fade away into thin wisps of smoke.

Spell-points to cast: 2 More than one elemental can be conjured, but spell-points will not begin to regenerate until this creature is destroyed, or is dismissed.

Susceptibilities: None.

Value: Scroll: 200 white-gold / **Spell-rune:** 2 white-gold

Conjure Minor Imp

Conjures one Minor Imp to serve the Conjurer

Modification Point cost: 2

Prerequisites: Seeker Spell, "Conjuration Circle".

Area of Effect: One Minor Imp.

Avoidance-roll: After an Imp has been conjured, it will attempt to break free of the conjuration circle. A successful avoidance-roll vs. "Faith" must be rolled, or the Imp will break free and attack the conjurer.

No luck can be used for this avoidance-roll.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 moon (30 days). After the "Duration" has expired, the conjured Imp will fade away, returning to its place it was taken from.

Explanation: This spell will conjure one single Minor Imp forth from the plane it resides within to aid the caster.

If the avoidance-roll vs. "Faith" was successful, the Imp can be released from the conjuration circle safely. If the avoidance-roll vs. "Faith" is not successful, it will break free of the circle's power to restrain it. It will then attack the conjurer, and if victorious, remain to roam free at its own will and pleasure.

See: "Imp, Minor" in the V Section of the Creatures Book.

Effect time: 1-D4 -1 turns.

Hand movement: Two hands.

Healing: Not applicable.

Immunities: Conjurer cannot summon an imp already summoned, or under the servitude of another.

Maximum adjustment: See: "Duration".

Notes: None.

Range: 5 spaces (25')

Resting time: None.

Special: None.

Spell Preparation: 10 gems must be placed in a circle which measures 15' in diameter before the spell is cast. This is known as the "Conjuration Circle". After this spell has been cast, the gems will fade away into thin wisps of smoke.

Spell-points to cast: 2 More than one creature can be conjured, but spell-points will not begin to regenerate until this creature is destroyed, or is dismissed.

Susceptibilities: None.

Value: Scroll: 200 white-gold / **Spell-rune:** 2 white-gold

Conjure NetherFiend

Conjures one NetherFiend to serve the Conjurer

Modification Point cost: 2

Prerequisites: Seeker Spell, "Conjuration Circle".

Area of Effect: One NetherFiend.

Avoidance-roll: None. Unlike other conjurations, the NetherFiend willingly submits itself to the will of the conjurer.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 moon (30 days).

Explanation: This spell conjures one single NetherFiend to aid the caster. The NetherFiend will work fervently to accomplish the conjurer's every command. When this creature is summoned, it will faithfully serve the conjurer single mindedly.

If a NetherFiend faithfully and successfully completes a conjurer's bidding, it will be rewarded when it returns to the Nether Plane.

See: "NetherFiend" in the N Section of the Creatures Book.

Effect time: 1-D4 -1 turns.

Hand movement: Two hands.

Healing: Not applicable.

Immunities: None.

Maximum adjustment: See: "Duration".

Notes: None.

Range: 5 spaces (25')

Resting time: None.

Special: More than one NetherFiend can be conjured, but spell-points will not begin to regenerate for the caster until this creature is destroyed, or is dismissed.

Spell Preparation: 10 gems must be placed in a circle which measures 15' in diameter before the spell is cast. This is known as the "Conjuration Circle". After this spell has been cast, the gems will fade away into thin wisps of smoke.

Spell-points to cast: 2 More than one creature can be conjured, but spell-points will not begin to regenerate until this creature is destroyed, or is dismissed.

Susceptibilities: None.

Value: Scroll: 1,200 white-gold / Spell-rune: 12 white-gold

Protection

This spell will aid the Conjurer with protection against conjurations which may break free of the conjuration circle to threaten the safety of the caster.

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 10 turns (50 seconds) + 1 turn (5 seconds) x the caster's level.

Explanation: When this spell is caster, either before or after a conjuration, the caster will gain a bonus to all avoidance-rolls when dealing with a creature he or she has, or will, personally summon.

The bonus is as follows: +1 for level 0, and +1 for each level advanced.

See: "Maximum adjustment".

Effect time: Instant.

Hand movement: Two hands.

Healing: Not applicable.

Immunities: This spell will only aid the caster with avoidance-rolls while attempting to deal with his or her conjurations.

Maximum adjustment: +6 to all avoidance-rolls.

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 1,800 white-gold / Spell-rune: 18 white-gold