

Conjuration Studies

Taps into the powers of the Conjurer

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: "Magical Prowess"

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

Area of Effect: Not applicable.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 10 turns +1 turn per level after learning this spell. Upon reaching level #25 the duration will be permanent until the elemental is dismissed. Until dismissed, no other conjurations can be successfully attempted.

Explanation: Conjures a Minor Elemental to aid the caster. See: "Elemental Conjurer Spell" 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: See: "Elemental, Minor" in the E section of the Basic Rules Book for rulings on Elementals.

Range: 10 spaces (50')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 200 / Spell-rune: 20

Conjure Minor Imp

Conjures one Minor Imp to serve the Conjurer

Modification Point cost: 2

Area of Effect: Not applicable.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 10 turns +1 turn per level after learning this spell. Upon reaching level #25 the duration will be permanent until the Imp is dismissed. Until dismissed, no other conjurations can be successfully attempted.

Explanation: Conjures a Minor Imp to aid the caster.

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: See: "Vahkrin, Imp, Minor" V section of the Basic Rules Book for rulings on Imps.

Range: 10 spaces (50')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 200 white-gold / Spell-rune: 20 white-gold