

# *Guardians of Utaemia*

## *Conjurer Abilities and Spells*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Conjurer

A dangerous path for any who travel it. By means of arcane inscriptions, and the symbolic placing of artifacts and relics of significant purpose, the conjurer can force a rift, or an opening within the very substance of the dimension he or she casts within. From this opening will come forth enchanted and magical creature to do the bidding of the conjurer. This is risky as those creatures conjured detest being forced to do a mere mortals bidding.

## Prerequisites:

1. Seeker Abilities: "Creature Studies" (all). One of each must be known in all the classes of creatures.
2. Seeker Abilities: Casters, "Magical Prowess".

# Barrier (Spell)

Barrier will protect the target from the elements of: Acid, Air, Earth, Fire, Gas, and Water

Modification Point cost: 15

**Area of Effect:** Target.

**Avoidance-roll:** If targeted resists having Barrier placed upon him or her, it will not take effect.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) x the level of the caster.

**Effect time:** Instant.

**Explanation:** When this spell is cast, the element of Acid, Air, Earth, Fire, Gas, or Water (the caster must choose the element targeted to be shielded against) will have less effect upon the target of the spell. The power of this spell can give almost complete protection against a certain element if the caster is powerful enough. See: "Maximum adjustment"

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** 90% This spell will initially protect the targeted from the effects of Acid, Air, Earth, Fire, Gas, or Water by 10%. For every 5 levels advanced Barrier will protect the targeted by +10%

**Notes:** None.

**Range:** 1 space (5') x the level of the caster.

**Resting time:** 1 turn (5 seconds)

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 5

**Susceptibilities:** None.

**Value:** Scroll: 60,000 white-gold; **Spell-rune:** 600 white-gold

# Circle of Denial (Spell)

Creates a protective circle about the caster when conjuring a creature.

Modification-point cost: 30

**Area of Effect:** 15' radius (the space the caster is standing upon and the next ring of spaces surrounding it).

**Avoidance-roll:** Yes: If a creature breaks free from the confines of the conjuration spell, and attacks, you must win a Mental-strength vs. the conjured creature's Mental-Strength check (single roll check), and win, in order to repel the creature from the "Area of Effect" of this spell. If this is successful the creature cannot attack the conjurer with any form of attack. See: "Special".

The caster will add +1 per 2 levels advanced to the mental-strength vs. the mental-strength check.

**Casting time:** 3 turns (15 seconds).

**Damage:** None.

**Duration:** 1-D12 x3 hours. There will be an additional +1 hour duration for every 20 levels the caster has advanced.

**Effect time:** Instant. See: "Spell Preparation".

**Explanation:** When a creature is conjured, the caster must deny the conjured creature passage into the Circle of Denial that has been placed, should the conjured break free.

This spell is a must for a conjurer that dares force the presence of creature . . . for conjuring a creature without a gift to pacify it hatches a terrible enmity within it . . . and, if intelligent, it will never forget what has been done.

Any offensive attack initiated at the creature being held at bay will break this spell's protective power.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Only conjured creatures are effected by the power of this spell.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As the "Area of Effect"

**Resting time:** 3 turns (15 seconds).

**Special:** Any which enter into this protective circle must make a successful avoidance-roll vs. "Faith". If this avoidance-roll is successful, the protection granted the caster will also be granted.

**Spell Preparation:** The conjurer must create a visible circle around him or herself and then cast this spell, or the protection will not be conjured. See: "Area of Effect".

**Spell-points to cast:** 15

**Susceptibilities:** None.

**Value:** Scroll: 125,000 white-gold **Spell-rune:** 1,250 white-gold.

# Conjuration Protection (Spell)

Has a chance to turn a conjured creature's attack, and lessens the damages received.

Modification-point cost: 30

Prerequisites: Must have at least one conjuration spell in order to learn this spell.

**Area of Effect:** One Target. A target can be any creature, or an object.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 12 turns (60 seconds) per 5 levels of the caster.

**Effect time:** Instant.

**Explanation:** This spell will create a mental, physical and spiritual protection vs. any conjured creature attack.

The protection will be 40% +1% per 5 levels of the caster.

Even if the attack of a conjured creature is not turned, the targeted will have a mental, physical and spiritual

Damage-Reduction of 1 per 5 levels of the caster per attack that effects him or her.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Only targets attacked by conjured creatures are protected by the power of this spell.

**Maximum adjustment:** 70%.

**Notes:** None.

**Range:** 20 spaces (100').

**Resting time:** 1 turn (5 seconds).

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 15

**Susceptibilities:** None.

**Value:** Scroll: 118,000 white-gold, **Spell-rune:** 1,180 white-gold.

# Conjure Animal (Spell)

This spell will conjure an "Animal" class creature to aid the caster.

Modification-point cost: 10

Prerequisites: Seeker Ability: "Animal Creature Studies" (specific breed of animal being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure an animal class creature to serve the caster for the "Duration" of the spell. The animal type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer. If the caster is damaged, the spell will fail.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of hair, bone, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 5 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 10,000 white-gold, Spell-rune: 100 white-gold.

# Conjure Animation (Spell)

This spell will conjure an "Animated" class creature to aid the caster.

Modification-point cost: 28

Prerequisites: Seeker Ability: "Animated Creature Studies" (specific type of animated creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure an animated class creature to serve the caster for the "Duration" of the spell.

The animated creature type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Only a naturally animated creature can be conjured. Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of the same animated creature) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 14 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 80,000 white-gold, **Spell-rune:** 800 white-gold.

# Conjure Dead (Spell)

This spell will conjure a "Dead" class creature to aid the caster.

Modification-point cost: 100

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic", "Conjure Fiend", "Conjure Enchanted", "Conjure Vahkrin", "Conjure Undead", "Conjure Gaseous", "Conjure Mind".

Seeker Ability: "Dead Creature Studies" (specific type of dead creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure a dead class creature to serve the caster for the "Duration" of the spell. This dead class creature type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of skin, hair, a tooth, etc.) upon the ground to conjure it. If the creature is not tangible, a "Spirit Gem" must be used (see: "Special Gems" in the Treasure Book). This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 50 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 1,500,000 white-gold, **Spell-rune:** 15,000 white-gold.

# Conjure Enchanted (Spell)

This spell will conjure an "Enchanted" class creature to aid the caster.

Modification-point cost: 34

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic", "Conjure Fiend".

Seeker Ability: "Enchanted Creature Studies" (specific type of enchanted creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure an enchanted class creature to serve the caster for the "Duration" of the spell. The enchanted creature type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of scale, a feather, a tooth, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 17 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 100,000 white-gold, **Spell-rune:** 1,000 white-gold.

# Conjure Fiend (Spell)

This spell will conjure a "Fiend" class creature to aid the caster.

Modification-point cost: 28

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic".

Seeker Ability: "Fiend Creature Studies" (specific type of fiend being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure a fiend class creature to serve the caster for the "Duration" of the spell. The fiend type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of the element, ash, a talon, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 14 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 80,000 white-gold, **Spell-rune:** 800 white-gold.

# Conjure Gaseous (Spell)

This spell will conjure a "Gaseous" class creature to aid the caster.

Modification-point cost: 58

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic", "Conjure Fiend", "Conjure Enchanted", "Conjure Vahkrin", "Conjure Undead".

Seeker Ability: "Gaseous Creature Studies" (specific type of gaseous creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure a gaseous class creature to serve the caster for the "Duration" of the spell.

The gaseous creature type conjured will be wholly dependant upon the spell component used during the conjuration.

See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a small sealed container of the gaseous creature upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 29 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 200,000 white-gold, **Spell-rune:** 2,000 white-gold.

# Conjure Mind (Spell)

This spell will conjure a "Mind" class creature to aid the caster.

Modification-point cost: 64

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic", "Conjure Fiend", "Conjure Enchanted", "Conjure Vahkrin", "Conjure Undead", "Conjure Gaseous".

Seeker Ability: "Mind Creature Studies" (specific type of mind creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure a mind class creature to serve the caster for the "Duration" of the spell. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a "MindWeaver's Gem" upon the ground to conjure it (see: "Special Gems" in the Treasure Book). This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 32 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 250,000 white-gold, **Spell-rune:** 2,500 white-gold.

# Conjure Monster (Spell)

This spell will conjure a "Monster" class creature to aid the caster.

Modification-point cost: 16

Prerequisites: "Conjure Animal".

Seeker Ability: "Monster Creature Studies" (specific breed of monster being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure a monster class creature to serve the caster for the "Duration" of the spell. The monster type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of hair, bone, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 8 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 20,000 white-gold, **Spell-rune:** 200 white-gold.

# Conjure Organic (Spell)

This spell will conjure an "Organic" class creature to aid the caster.

Modification-point cost: 22

Prerequisites: "Conjure Animal", "Conjure Monster".

Seeker Ability: "Organic Creature Studies" (specific type of organic creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure an organic class creature to serve the caster for the "Duration" of the spell. The organic type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of root, bark, leaf, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 11 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 40,000 white-gold, **Spell-rune:** 400 white-gold.

# Conjure Undead (Spell)

This spell will conjure an "Undead" class creature to aid the caster.

Modification-point cost: 52

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic", "Conjure Fiend", "Conjure Enchanted", "Conjure Vahkrin".

Seeker Ability: "Undead Creature Studies" (specific type of undead creature being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure an Undead to serve the caster for the "Duration" of the spell. This undead creature type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of skin, hair, a tooth, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 26 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 140,000 white-gold, **Spell-rune:** 1,400 white-gold.

# Conjure Vahkrin (Spell)

This spell will conjure a "Vahkrin" class creature to aid the caster.

Modification-point cost: 46

Prerequisites: "Conjure Animal", "Conjure Monster", "Conjure Organic", "Conjure Fiend", "Conjure Enchanted".

Seeker Ability: "Enchanted Creature Studies" (specific type of vahkrin being conjured).

**Area of Effect:** The place in which the piece of the creature has been placed. See: "Spell Preparation".

**Avoidance-roll:** Yes: 2 avoidance-rolls must be successful in order to fully benefit from a conjuration as follows:

**Fist Avoidance-Roll:** The caster must make a successful avoidance-roll vs. "Mental-Attack" (x2 mental-strength = % roll or lower needed to succeed) in order to force the presence of the desired creature to the "Area of Effect".

No luck can be used to succeed at this avoidance-roll.

If the avoidance-roll is failed, the spell will fail and must be cast again.

**Second Avoidance-Roll:** If the "First Avoidance-Roll:" is successful, another avoidance-roll vs. "Charisma" (x2 charisma = % roll or lower needed to succeed) must be rolled in order to control the conjured creature for the "Duration" of the spell. No luck can be used to succeed at this avoidance-roll. If the avoidance-roll is failed, the conjured creature will be free to roam and wander at its own will and pleasure. It can also attack the caster if it so chooses.

**Casting time:** 10 turns (50 seconds).

**Damage:** None.

**Duration:** 1 hour + 1 per 2 levels of the caster.

**Effect time:** instant.

**Explanation:** This spell will conjure a Vahkrin to serve the caster for the "Duration" of the spell. This enchanted creature type conjured will be wholly dependant upon the spell component used during the conjuration. See: "Spell Preparation".

A creature can only be conjured within the region the caster is presently within. If that specific creature is not native to the region this spell is being cast within, the spell will fail. There are Divine Favors that will grant the ability to reach into other dimensions and planes to conjure a creature into the plane or dimension the caster is currently within, but initially, this spell does not allow that.

The caster can communicate fully with a creature if he or she has conjured it.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Familiars cannot be conjured. Enslaved and/or imprisoned creatures cannot be conjured. A conjured creature's loyalty will break if willingly attacked by the conjurer.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must conjure up a creature not more than 10 spaces (50') from his or her current location.

**Resting time:** 3 turns (15 seconds)

**Special:** This spell must be cast with no physical distractions. If anyone touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-Attack" or the spell must be recast. If the caster is damaged, the spell will fail.

**Spell Preparation:** The Conjurer must place a piece of the creature (piece of wing, hair, a fang, etc.) upon the ground to conjure it. This component will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** 23 When a creature is successfully conjured, the spell-points cast to conjure it will not begin to regenerate again until the "Duration" is ended, or the creature is destroyed.

**Susceptibilities:** None.

**Value:** Scroll: 120,000 white-gold, Spell-rune: 1,200 white-gold.

# Familiar (Spell)

Conjures an Imp from the UnderWorld to serve the Conjurer permanently.

Minor Imp [Modification Point cost: 25]

Drungle Imp [Modification Point cost: 30] Prerequisite: Must have Minor Imp.

Gargan Imp [Modification Point cost: 35] Prerequisite: Must have Minor Imp and Drungle Imp.

Satiris Imp [Modification Point cost: 40] Prerequisite: Must have Minor Imp, Drungle Imp and Gargan Imp.

**Area of Effect:** Not applicable. This is a conjured creature

**Avoidance-roll:** Yes: Vs. "Charisma" (x2 charisma = % roll or lower needed to succeed)

**Casting time:** 1 hour (720 turns).

**Damage:** None.

**Duration:** Permanent

**Effect time:** 3 turns (15 seconds) to come forth from the UnderWorld

**Explanation:** This spell will conjure an Imp from the UnderWorld to permanently serve the caster. The type of Imp that can be conjured will be up to the Conjurer if he or she has the spell to conjure it. If the Conjurer has a piece of the Imp that he or she wishes to conjure, it will conjure that specific Imp.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** An Imp that is already bound to the service of another conjurer, or an Imp that is bound by magic, an ability, or power, cannot be conjured.

**Maximum adjustment:** Not applicable.

**Notes:** Only one Imp of each breed can be used as a Familiar at one time. A Conjurer can have four Imp Familiars if they are different breeds (i.e., Minor, Drungle, Gargan and Satirist Imps).

**Range:** There is no range set to this spell as the power of Familiar will reach into another plane.

**Resting time:** 24 hours.

**Special:** This spell must be cast with no distractions. If anyone talks or touches the Conjurer he or she must successfully make a successful avoidance-roll vs. "Mental-attack" or the spell must be recast. If a conjuring is interrupted there will be a 10% chance (Ability) % roll of 91-00 that a random UnderWorld dweller will force its way out of the UnderWorld and into the presence of the Conjurer.

**Spell Preparation:** The Conjurer must make a 15' radius circle upon a horizontal surface with finely powdered volcanic ash. Within this circle there must be placed a ruby, no less that 10 scale in size. The ruby will be destroyed upon completion of the spell, whether it succeeds or fails.

**Spell-points to cast:** When a familiar is successfully gotten, the spell-points cast to conjure it will never regenerate again until the Imp has been verbally dismissed by the Conjurer, or it is killed. Minor Imp: 13; Drungle Imp: 15; Gargan Imp: 25; Satirist Imp: 50

**Susceptibilities:** None.

**Value:** Scroll: Minor Imp: 25,000 white-gold; Drungle Imp: 30,000 white-gold; Gargan Imp: 50,000 white-gold;

Satirist Imp: 100,000 white-gold; Spell-rune: Minor Imp: 250 white-gold; Drungle Imp: 300 white-gold; Gargan

Imp: 500 white-gold; Satirist Imp: 1,000 white-gold

# Shadow Stalker (Spell)

Creates a creature of shadow

Modification Point cost: 20

**Area of Effect:** Shadow Stalker. The “Area of Effect” is stated as such do to this spell being an actual creature.

**Avoidance-roll:** None.

**Casting time:** 2 turns (10 seconds)

**Damage:** Shadow Stalker has the same attacks and damage as a Forest Cat.

**Duration:** 1 hour x the level of the caster, or until it is dispersed by light or slain.

**Effect time:** 1 turn (5 seconds)

**Explanation:** This spell will conjure a cat-like creature from present shadows, forming it into a creature that will protect and watch over the Conjurer and his or her abode. Treat the Shadow Stalker as a Forest Cat (it needs a Rank-3 weapon to harm it).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Enchanted, Gaseous and Spirit creatures are not effected by this spell. Mental-attacks have no effect upon this spell-creature.

**Maximum adjustment:** Not applicable.

**Notes:** When the sun comes up, at its zenith, the Shadow Stalker will be banished (whether it remains within shadow or not).

**Range:** 4 spaces (20')

**Resting time:** 5 turns (25 seconds)

**Special:** None.

**Spell Preparation:** This spell cannot be cast in total light, there must be shadows present.

**Spell-points to cast:** 10

**Susceptibilities:** Light-based spells that shed actual sunlight will destroy this creature in 3 turns (15 seconds)

**Value:** Scroll: 18,000 white-gold; Spell-rune: 180 white-gold