

Conjuration

Conjuration is the art of creating new things, whether that means making swords appear out of thin air or bringing lightning crashing down on an opponent's rooftop. Weather and generation are both subschools of conjuration, and conjurers may draw spells from both of these classes. There are also spells that span both classes; these spells (listed below) may only be used by conjurers, and not by members of the subschools. Note that a conjurer may get points for casting the same spell from both subschools (i.e., *detect magic* in both weather and generation). The spells are not actually identical; they are different approaches that accomplish the same result, and each spell requires separate knowledge to cast (and the spell point costs may be different if the approach is more difficult in one class than in another).

Conjuration is not available to witches (although the subclass of generation is).

Total Spells:	525 (combines weather, generation, and mixed conjuration spells)
Spell Breakdown:	
1–5 points:	251
6–10 points:	78
11–15 points:	32
16–24 points:	41
25–34 points:	32
35–44 points:	17
45+ points:	75

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.

Spells marked with are available to minstrel mages.

The following spells may be used by full conjurers only, since these spells span both subschools of conjuration. Conjurers may also use weather and generation spells.



delay *variable* delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc. This *delay* can be used on spells within both of the subschools of conjuration.

delay 11/year

extended delay 33/10 years

conditional delay 55 will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. This spell can be used on spells within both of the subschools of conjuration.

conditional ensorcel 55 enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use conditional ensorcel. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. This *conditional ensorcel* can be used with spells from both of the subschools of conjuration; in other words, an item enchanted this way could combine weather and generation spells.

ensorcel *variable* the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate. This *ensorcel* can be used with spells from both of the subschools of conjuration; in other words, an item enchanted this way could combine weather and generation spells.

ensorcel 55

extended ensorcel 83 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.)

extension ½ *original spell cost* + 1 point extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant (i.e. a one hour spell will be extended an additional hour for each extension cast). This *extension* can be used on spells within both of the subschools of conjuration.

infinity 11 x *original spell cost* causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with *ensorcel* and *permanency* spells. For instance a sword could be made to give off light whenever it was held (*light*

+ *infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-throw*. This *infinity* can be used on spells within both of the subschools of conjuration.

permanency 55 ◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. This *permanency* can be used with spells from both of the subschools of conjuration; in other words, an item enchanted this way could combine weather and generation spells. 🗡️

recharge 6 x original spell cost ◇◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a 3-point spell could be used to perform that effect once every 3 days. This spell is only effective in conjunction with *ensorcel* and *permanency* spells. This *recharge* can be used on spells within both of the subschools of conjuration.