

CONJURATION



CONJURE USEFUL ITEM

Area A cube of space, 1 yard on a side, originating from a point you can reach

Duration 1 minute

A Size 1 or smaller object that is neither magical nor worth more than 1 ss appears in the area.

SHADOW 121

UTILITY 0

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CONJURATION



DIRECT CONJURATION

Target One creature within short range created by your casting of a Conjunction spell

You move the target up to half its Speed.

SHADOW 121

UTILITY 0

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CONJURATION



CONJURE FEAST

Area A cube of space, 2 yards on a side, originating from a point you can reach

Duration 1 hour; see the effect

A sumptuous, wholesome feast appears on horizontal surfaces in the area, enough to sustain up to five creatures for one day. Anything not consumed vanishes when the effect ends.

SHADOW 121

UTILITY 1

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CONJURATION



CONJURE SMALL MONSTER

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface

Duration 1 minute

One compelled **small monster** appears in the area.

SHADOW 121

UTILITY 1

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CONJURATION



CONJURE WEAPON

Duration 1 hour

A weapon or bundle of ammunition appears in your hand or hands, or at your feet if you don't have a hand free.

SHADOW 121

UTILITY 1

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CONJURATION



CONJURE STEEDS

Target A cube, 10 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 2 hours

A group of 1d6 steeds (as **horse**) appear in the area. They can have any appearance you choose. The conjured steeds are friendly to you and become compelled by any creature that rides them.

Sacrifice You can expend a casting of this spell to cast *conjure small monster*.

CONJURATION



CONJURE MEDIUM MONSTER

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 1 minute

Either one compelled **medium monster** or two compelled **small monsters** appear in the area.

SHADOW 122

UTILITY 2

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CONJURATION



CONJURE LARGE MONSTER

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 1 minute

Either one compelled **large monster** or two compelled **medium monsters** appear in the area.

SHADOW 122

UTILITY 3

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CONJURATION



CONJURE WALL

Area A shapeable line, 10 yards long, 5 yards high, and 2 yards wide, originating from a point within long range with any orientation, provided at least two sides rest on solid surfaces

Duration 1 hour; see the effect

A wall made from stone fills the area and remains for the duration or until destroyed. The wall totally covers everything behind it. Each 1-yard cube of wall has Defense 5 and Health 50 and disappears when destroyed.

CONJURATION



CONJURE SHELTER

Area A cube of space, 20 yards on a side, originating from a point within long range and resting on a solid or liquid surface

Duration 12 hours; see the effect

You must concentrate for 1 minute, during which time you visualize a building or island. At the end of this time, the building or island you visualized appears in the area and remains for the duration.

If you conjure a building, you make all decisions about what it looks like, such as entrances, windows, and the number of rooms. It includes beds for up to ten people, chairs, tables, enough food and drink to sustain up to ten people, and a hearth complete with a burning fire.

If you conjure an island, you provide accommodations for up to ten people as if you had created a building, but in the form of bungalows or huts.

Sacrifice You can expend a casting of this spell to cast conjure large monster.

CONJURATION



CONJURE HUGE MONSTER

Area A cube of space, 4 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 1 minute

Either one compelled **huge monster** or two compelled **large monsters** appear in the area.

SHADOW 122

UTILITY 5

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