

TABLE III.2—8: CONJURE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Summon: The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend ⚡ ⚡ to summon one additional item, weapon, or creature (and may trigger this multiple times, spending ⚡ ⚡ each time).	+ ♦
Medium Summon: The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.	+ ♦
Range: Increase the range of the spell (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)	+ ♦
Grand Summon: The character may summon a rival of up to silhouette 3.	+ ♦ ♦

CONJURE

Concentration: Yes
Skills: Arcana, Primal

This action represents the ability of a spellcaster to animate objects or create items (or even allies) out of thin air and the aether. The character makes an Arcana or Primal skill check. The default difficulty for the check is **Easy** (♦). If the check is successful, the character summons a simple tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, elemental spirit, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character’s next turn.

If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character.

COMMONLY USED SPELLS