

ISSUE

8

FILES FOR EVERYBODY

CONJURATION SPELLS



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PATHFINDER
COMPATIBLE



FILES FOR EVERYBODY CONJURATION SPELLS

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ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and

has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

Want to check out a full listing of Everybody Games' products and stay up-to-date with Everybody Games' announcements? Visit <http://www.everybodygames.net>!

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GET EVERYONE GAMING!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In *Files for Everybody*, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each *File*, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our *Files for Everybody* series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas

Publisher & Crunchmaster of Everybody Games



SPELLS FOR WHO?

This product includes 8 all-new conjuration spells that allow spellcasters to conjure up new and exciting effects. Each of the spells in this product are Uncommon, so they're only available with GM approval. This isn't because the spells are particularly powerful or game-breaking; we simply want GMs to be able to choose whether or not they want these spells in their campaign.

BACKGROUND

Conjuration spells are utilized by a wide variety of spellcasters, especially summoners. The following background is appropriate for any character specializing in conjuration magic.

CONJURER	BACKGROUND
You are skilled at calling forth all manner of oddities into this world, and your first spells were likely summoning magic. As a result, you have a flair for conjuration magic.	
Choose two ability boosts. One must be Intelligence, Wisdom, or Charisma and the other is a free ability boost.	
You're trained in Occultism and one Planar Lore skill of your choice that corresponds to a plane that you've summoned creatures from. You gain the Recognize Spell skill feat.	

CONJURATION

Conjuration spells allow spellcasters to call forth creatures, objects, energy, and more to their side. Conjuration is among the most well-rounded school of magic because translocating creatures and objects is a generally useful skill; conjuration spells can be used for transportation, offense, or simply to satisfy personal wants and desires. The following new conjuration spells are Uncommon by default, so in order to learn these spells you must have GM approval, often in the form of treasure or unique tutelage.

DIMENSION POUCH

CANTRIP 1

UNCOMMON CONJURATION EXTRADIMENSIONAL TELEPORTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 Tiny or smaller willing creature

Duration 24 hours

You conjure canvas-like material that swallows up the target before reforming into a small pouch with negligible bulk. Despite its size, inside the pouch is an extradimensional space sized to comfortably hold the target. While stored within the pouch, the target is in stasis; they cannot act, do not age, and cannot be affected by any effect outside of the extradimensional space. As long as the pouch is on your person, both the pouch and the target stored within it count as an item you're wearing for the purpose of all effects, including teleportation spells like *dimension door*. You can Dismiss the spell. When the spell ends for any reason, the target is stunned 2 and stupefied 2 for 1 hour.

Heightened (2nd) You can target 1 Medium or Small creature or 4 Tiny or smaller creatures. All targets must be willing.

Heightened (4th) You can target 1 Large creature, 4 Medium or Small creatures, or 16 Tiny or smaller creatures. All targets must be willing.

Heightened (6th) You can target 1 Huge creature, 4 Large creatures, 16 Medium or Small creatures, or 64 Tiny or smaller creatures. All targets must be willing.

Heightened (8th) You can target 1 Gargantuan creature, 4 Huge creatures, 16 Large creatures, 64 Medium or Small creatures, or 256 Tiny or smaller creatures. All targets must be willing.

Heightened (10th) You can target 1 Colossal creature, 4 Gargantuan creatures, 16 Huge creatures, 64 Large creatures, 256 Medium or Small creatures, or 1,024 Tiny or smaller creatures. All targets must be willing.

GROSS GLOBULE

SPELL 2

UNCOMMON CONJURATION

Traditions arcane, occult, primal

Cast ◆ to ◆◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

You conjure a sphere of disgusting material and lob it toward a creature you can see. Attempt a spell attack roll against the target's Reflex DC. For each additional action you use when Casting the Spell, increase the number of globules you lob by one, to a maximum of three globules for 3 actions. You chose the target for each globule independently. If you shoot more than one globule at the same target, stack the condition values from all successes and critical successes together, up to a maximum of sickened 4.

» **Critical Success** As a success, but the target becomes sickened 2.

» **Success** The target is sickened 1 and can't reduce its sickened condition below 1 for 1d4+1 rounds.

» **Failure** The target is sickened 1.

» **Critical Failure** The target is unaffected.

Heightened (+2) The number of globules lobbed with the spell and the maximum value of the sickened condition that you can inflict onto a target when lobbing multiple globules at them increases by 1.

Heightened (3rd) Your globules explode on impact, showering nearby creatures with disgusting materials. Every globule lobbed using this spell splashes onto all creatures within 5 feet of the target. Compare the result of your spell attack roll against the initial target to the Reflex DC of each creature within range as if you had attempted your spell attack roll against them, applying the spell's effects normally based on your degree of success.

Heightened (5th) As the 3rd-level version, but when you hit a target with a globule, they're either clumsy or stupefied (your choice). The value of these conditions is 1 if your spell attack is a success or 2 if your spell attack is a critical success. Multiple hits don't increase the value of these conditions, but if you hit a target twice you can apply both conditions to them (one with each).

Heightened (7th) As the 3rd-level and 5th-level versions, but your globules splash onto all creatures within 10 feet of the initial target.

Heightened (9th) As the 3rd-level version, but you stack the condition values from all successes and critical successes together, up to the maximum value that you can stack the sickened condition to.

PHANTOM MEDIC**SPELL 3****UNCOMMON** CONJURATION**Traditions** arcane, occult, primal**Cast** ♦♦ somatic, verbal**Range** 30 feet**Duration** sustained, up to 1 minute

You conjure a Medium, magical, humanoid creature that can tend to the wounded. The medic is clearly phantasmal in nature, has 20 AC and 10 Hit Points, and automatically fails all saves. If it's reduced to 0 Hit Points, it disappears and the spell ends. The medic has a Speed of 25 feet and the minion trait. Each round after you Sustain the spell, the medic moves towards one injured creature of your choice and attempts to use Battle Medicine on them. Instead of rolling its own Medicine check, you roll a spell attack roll and the medic uses your result as the result of its Medicine check. The medic can adjust the DC of its Medicine check as if it had a proficiency rank equal to your proficiency rank with spells of *phantom medic's* tradition.

PLAGUE OF FLEAS**SPELL 3****UNCOMMON** CONJURATION INCAPACITATION**Traditions** arcane, divine, primal**Cast** somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Fortitude

You conjure a vicious cloud of fleas that ravages the target. The effect is determined by the target's Fortitude save.

- » **Critical Success** The target is unaffected.
- » **Success** The target is clumsy 1 and stupefied 1 until the end of its next turn.
- » **Failure** The target is clumsy 1 and stupefied 1 for 1 minute. These effects last until the target and all its carried and worn equipment undergo a thorough delousing, a downtime activity that takes 8 hours.
- » **Critical Failure** The target is clumsy 2 and stupefied 2 for 1 minute. While clumsy, the target takes a -10-foot penalty to its Speeds. While stupefied, the target can't use concentrate actions or activities. These effects last until the target and all its carried and worn equipment undergo a thorough delousing, a downtime activity that takes 8 hours.

RUNE OF RECORDING**SPELL 5****UNCOMMON** CONJURATION MENTAL LINGUISTIC**Traditions** arcane, divine, occult, primal**Cast** 1 minute (material, somatic, verbal), Requirements

pearl dust worth up to 1 gp per word transcribed

With a wave of your hand, you reform the pearl dust into a runic symbol and place a message of no more than 100 words within it. This rune is approximately 6 inches long and 3 inches wide and has negligible Bulk. When a creature Interacts with the rune, the rune telepathically transmits the message into their mind in your voice in every language that you knew when you Cast the Spell. This Interact action has the concentrate trait, as they must envision the rune's power for it to function properly.

Heightened (+1) The maximum number of words you can transcribe into the runic symbol increases by 100.

Heightened (7th) Any creature that understands at least 1 language understands your message, even if they don't share a language with you.

Heightened (10th) Your message is conveyed to any creature that Interacts with your runic symbol in a method they understand, even if they can't ordinarily speak or understand language.

WALL OF GLASS**SPELL 5****UNCOMMON** CONJURATION EARTH**Traditions** arcane, divine**Cast** ♦♦ somatic, verbal**Range** 120 feet

You shape a wall of sheer, transparent glass. You create a 1-inch thick wall of glass up to 120 feet long and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or a set of stairs, for example. The glass is extremely slippery; creatures using an action to move onto the glass must attempt either a Reflex save or an Acrobatics check to Balance against your spell DC or fall prone. A creature that Steps or Crawls doesn't have to attempt a check or save. You must conjure the wall in an unbroken space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 5-foot-by-5-foot section of the wall has AC 10, hardness 5, and 25 Hit Points, and it's immune to cold, critical hits, fire, and precision damage and has weakness 10 to sonic damage. Additionally, if any one section of the wall is targeted by a cold effect and a fire effect in the same turn, it is instantly destroyed. A destroyed section of the wall can be moved through, but the rubble created from it is difficult terrain. Any creature attempting to Crawl or move through this difficult terrain takes 4d6 piercing damage and 4d6 slashing damage (basic Reflex half). A creature that falls prone in this rubble takes an 2d6 damage of each type (no save).

Heightened (+2) The Hit Points of each section of the wall increase by 15. The amount of damage dealt by any rubble created by the wall increases by 2d6 (1d6 piercing and 1d6 slashing)



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NEXT TIME!

In Issue 9 of Everybody Games's *Files for Everybody*, author Alexander Augunas offers a battlefield of new options for the fighter class, including new fighter feats and class archetypes for the fighter that allow your character to have precisely the fighter class you've always wanted!

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