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The School of Conjuration is home to magic that transports creatures or objects from one place to another. This school is responsible for your summon spells and teleportation spells. Rather than bending the Weave to create fire out of intrinsic magical energy, a mage casting a spell of conjuration reaches through the Weave to pull their desired effect from somewhere else. If you want to know more about the Weave and where magic comes from in the D&D universe, be sure to see my article that details everything you need to know! As an example, casting a spell of conjuration might look like calling fire from the Elemental Plane of Fire, or it might look like teleporting yourself from one place to another. Regardless, what ties these spells together is not the result of the spell, but the method used to achieve that result. Summoning elements from other planes is the foundation of Conjuration Magic and a great way to introduce the idea of other planes of existence to your campaign! Interestingly, the players handbook also casually mentions that some spells in the School of Conjuration create something out of nothing. There isnt more detail given than that, and I havent been able to find a hard and fast rule explaining which spell summons their effects and which just creates matter where once there was none. It is sort of up to the interpretation of the spell description, but even that isnt always clear. So, heres my take on it: Because the Players Handbook also describes Raw Magic as the magic of creation (see my article on understanding the types of magic), and because mortals cant touch Raw Magic, conjuration spells should fall into the summoning category most often. True, this raises some awkward questions about whose Hero Feast your mage just stole, but so long as the constable doesnt come knockingwho cares? (Actually, if the constable does come knocking, that would be a pretty funny side quest.) Its completely up to you as the DM to decide where you want to draw the line on summoning and creating from nothing. The Players Handbook makes both interpretations of the School of Conjuration valid. It is up to you to decide how you want to flavor this school of magic to fit your world and your story best. Conjuration casters are unique in that can reach into other planes of existence and pull their spells from them. The difference between the School of Conjuration and other schools of magic is the method behind the magic. Just like there is more than one way to bake a cake, there is more than one way to cast a spell. The results may look the same, but the roadmap to get there is vastly different. Many of the spells on the conjuration list look and read like evocation spells. For example, flaming sphere and fireball both manifest themselves as large balls of fire. But where fireball creates fire from the magical energy of the Weave around the caster, flaming sphere brings that fire from another plane of existence. Another common trait I have noticed that sets conjuration spells apart is the length of the effect. Although there are always exceptions to this rule, spells from the School of Conjuration tend to have longer-lasting effects. To use our fiery examples again, fireball is a one-and-done massive AOE attack. It does tons of damage all at once and then fizzles out. flaming sphere, on the other hand, creates a ball of fire that exists until the caster loses concentration, dismisses it, or time runs out. The caster can continue to move and manipulate their conjured ball of fire. Although fireball seems like it might be a conjuration spell, the fire comes from the energy of the Weave, while conjuration fire is summoned from the Plane of Fire itself. The other description that is given for how these spells work is also completely unique to the School of Conjuration. No other school of magic allows the caster to create something out of nothing. Even evocations use somethingthe energy of the Weave itselfto create their spells. If you choose to allow it in your game, a caster working in the School of Conjuration can literally bring their imagination to life. And if you stop and think about it, that is incredibly cool and leads to some amazing homebrew possibilities! Conjuration magic can create some sticky questions if you really dive into it! You dont have to, of course, but it is fun! How you choose to use the School of Conjuration in your world largely depends on what kind of world you have created. Ive already shared my take on it, where I lean towards the School of Conjuration essentially being the School of Transportation (not to be confused with transmutation). This is because in my games, creation is a Big Deal. Only deities should have the power to create something from nothingthats why theyre deities. But maybe your world doesnt have that hard and fast rule. Maybe instead, youve created a world with more rigid borders, so the ability to step through planes and pull something from somewhere else would break those rules. Or maybe, you just dont want to deal with the explanation of where the material comes from to build Galders Tower. These are all completely valid reasons. However you choose to use the School of Conjuration, you will still have to consider how this type of magic would affect the world around it. What are the ramifications of mages who can just pull their needs to them at will? Its one thing to call fire from the Elemental Plane of Fire. Odds are, no one is going to miss it. But that cloud of daggers has to come from somewhere. *Breaking news! The city armory has been robbed! officials say the weapons simply disappeared. Who could possibly be behind this heinous crime?* If you choose to explain these spells as creations of nothing, youll need to explain the limits of what can be created. If spells like heroes feast and create food and water can make sustenance from nothing, then what else can magic do? An important question to ask is, Can mortals create? If not, I would suggest not allowing those spells that specifically say the spell creates or re-flavoring them to fit better with your campaign. Could a wizard who has studied the arts of conjuration effectively end world hunger? If so, why hasnt someone tried? The answer to these questions will help you decide how you want to use the School of Conjuration in your world. The list of spells for the School of Conjuration spans 92 different spells, according to the D&D 5e Spells app (want to know more about that app? Check it out in my article about Apps DMs need!). Their effects vary greatly, but in general, they fall into these three categories. The Elemental Plane of Fire is just as terrifying as it sounds. A landscape filled with magma, fire and ash with no water in sight. Summon spells take two forms, summoning of effects and summoning of creatures. These are the spells that reach through the Weave and pull something from somewhere else. Conjuration spells that summon effects are spells such as flaming sphere, entangle, and acid spray. On paper, these spells could easily be from the School of Evocation. What makes them different is the origin of the effect. Conjuration spells that summon creatures are find familiar, find steed, and summon beast. All of these spells call a creature from another plane to assist the caster in their work. The creature that is summoned is described as a spirit, usually fey, fiend, or celestial. The spirits take different forms and perform different tasks based on the conjurers will. Conjuration is likely the most commonly associated spell for wizards. The whole pull a rabbit from a hat thing. Annoying, but technically conjuring! Spells that teleport are spells that move something or someone from one place to another. In other words, the caster conjures themself or items from one place to another. misty step, thunder step, and wristpocket are all great examples of teleportation spells from the School of Conjuration. Misty step and thunder step are spells that transport individuals. Wristpocket is a nifty little trick that allows the caster to casually send a small item into an interdimensional pocket for an hour, or until the caster calls it back. If you ever need to sneak a dagger past party security, the School of Conjuration is your ticket in. What kind of power does it take to create something from nothing? Should mortals be allowed to wield such power? Are there those in the world that would try to stop them? Although I prefer to lean much more into the School of Conjurations magic of summoning, there are some spells that are just written to imply the effects were created from nothing. These are spells such as sword burst, mage hand, and unseen servant. Those spells might seem like strange choices, but there is a common language in their descriptions that leads me to think they were intended to be creations of the will, rather than elements borrowed from other places. Sword burst and mage hand are both describe Creating a spectral image of something. Either a hand or a ring of swords, in this context. The swords and the hand dont operate like their normal counterparts. The damage for sword burst is force damage, not slicing damage. This is because these spells are creations of the casters mind, rather than summons of literal objects. Unseen servant is different from the other summon spells because it doesnt say that you call the servant from somewhere. The spell literally says that the servant springs into existence when the ritual is cast. It is not described as a spirit like other summon spells, but rather it is an invisible, mindless force that obeys your commands. Like sword burst and mage hand, the unseen servant is a creation of the casters will, a force that is made from nothing but is now something. When it comes to magic items with School of Conjuration effects, some of them are just plain fun. From hats that produce animals to instant-travel trinkets, the School of Conjuration has just the item you need. As I mentioned before, always keep in mind that in D&D 5e, magic items dont have to belong to a school of magic. That being said, here are some examples of items I would assign to the School of Conjuration. Best. Item. EVER. The Bag of Tricks is quickly becoming one of my most favorite magic items. Who doesnt love a bag that conjures tribbles and turns them into real animals? This bag comes in three varieties, and the color of the bag determines which critter you get. A character can reach their hand into the bag three times a day and find a fuzzy object which can be thrown up to twenty feet. A d8 is rolled to determine the creature, and bam. Instant animal, which is friendly and controlled by you. The creature remains until it reaches 0 HP or until the next dawn, whichever comes first. Now if you decide to use the Bag of Tricks in your game, youll have to ask yourself the tough questions. Where exactly does that animal come from? Does the bag allow you to reach through the realms and pull a bear out of its home for your purposes? Or does the animal simply pop into existence when their fuzzy object is activated? These are questions you will have to answer which will make for interesting role-play elements. Perhaps an angry druid comes after your player because they keep abducting the druids forest friends. When the animal reaches 0 HP, does it die, or just go home? Whatever you decide, make sure your players know what theyre getting themselves into every time they throw their fuzzy object. If Conjuration really does take from other places, there are such to be some really confused animals out theredont worry buddy! It will all be over soon Okay, this one isnt exactly a common magical item, but it is such a great example of a School of Conjuration item that I couldnt pass it up. The Amulet of the Planes allows a character to travel to another plane of existence they are familiar with. All that is required is a DC 15 intelligence check. Upon a successful roll, they are able to cast the Plane Shift spell. There are, of course, consequences to failing. On a failed roll, the user and every person and thing within fifteen feet of the caster are sent to a completely random location on another plane of existence. It most assuredly was NOT fine. Can you justimagine the chaos? You try to go visit your buddies in the Feywilds but a few bad roles later you end up in Avernus? Or maybe your players are trapped in another plane and just want to go home, and after a long hard dungeon crawl they find the magic item that will get them there. Only they end up somewhere worse. One important thing to consider when using this magic item is whether or not it has a cooldown period. The description of the item doesnt specify a recharge or anything related to how often it can be used, so you may want to think about that before giving it to the party. If you plan to use it as a plot device, make sure your players cant just plane shift out of the situation. Thanks for this gem, Nott! Lets be honest. The name really says it all, doesnt it? The Flask of Perpetual Booze does exactly what it says it does. Open the flask, pour drink. Up to a gallon of hard whiskey, to be exact. Wait an hour, and repeat. Just dont let it sit, or your whiskey will turn to brine. This little gem of an item is a fun thing to reward your players with that wont necessarily break your game. Itll definitely create some interesting moments, however! Wherever the whiskey is actually coming from, your players will never be short on spirits as they adventure across the multiverse. And, depending on how dark your campaign is, they just might need it. When it comes to describing the School of Conjuration in your world, youll have to decide first how the magic works. The sensation of pulling something from somewhere else is probably different than the sensation of creating matter out of thin air. With that in mind, lets take a closer look at how to describe conjuration at your table. Since magic from the School of Conjuration usually manifests with a visible effect, the way you choose to describe its appearance is vitally important. There is so much opportunity for creativity and flavor with these spells, its really up to you and your players to decide what fits their character and world best. Almost all of the summoned creatures are really spirits of some kind that take the form of a creature that the caster chooses. What do these spirits look like? Does your druids owl familiar look like an ordinary owl, or do they glow faintly with spectral light? Summoning a familiar for the first time is an important part of a young Wizards life! Make sure the experience is a memorable one! Whichever you choose will have ramifications for how the familiar can be used. A glowing cat wont blend in as well as a normal cat, which would limit its ability to be used to spy.Want more on familiars? Be sure to see my article all about how to use familiars in your campaign! Another thing I like to consider when thinking about summoning spirits is if they appear as the spirit first and then morph into their shape, or if they appear already pre-shaped. By giving the spirit a true form first, you have an opportunity to truly add flavor to the magic. What does it say about your Paladin if the spirit the summon for a steed manifests as a fiend first, and then takes the form of a warhorse? That could create some interesting conversations around the table! As always, feel free to change the way a spell looks regardless of the description. In one game that I run, I have a player who is an Air Genasi Ranger. Rather than ensnaring strike manifesting as vines and thorns, he asked if it could manifest as something akin to a localized tornado that restrains the target. Since it fit the theme of his character better, I allowed it, explaining that the 1d6 piercing damage would come from rocky debris instead of thorns. The spell does the exact same thing mechanically, it just looks different based on what fit the character and the story better. When bending reality to summon something particularly nasty, like a Barlgura, rip a piece of paper to simulate the sound of the very fabric of the Weave tearing to bring the creature to your plane! The sound that always comes to mind when I think of conjuration magic is the sound of a fabric ripping. I know, its pretty clich, but the spells work by opening portals and transporting effects. Specifically, it opens portals through the Weave. That just screams ripping-fabric sound effects. The other sound effect I often think of when browsing spells from the School of Conjuration is a popping sound, as things just pop into existence. Mage hand, misty step, and unseen servant are spells I would assign such a sound effect to. Since the School of Conjuration is the school of summons, the scents I would choose to describe would be the lingering scents of the origin of the spell. Flaming sphere might bring with it the heavy odor of sulphur and smoke, whereas fog cloud might carry with it the heavy smell of mildew. Use smells your players will instantly recognize. They may not know the smell of brimstone but everyone knows the distinct smell of a lit match! Ascribing unusual scents to summoned steeds or animals is another great way to make these critters a little more than average creatures. Perhaps an animal created from the conjure animal spell always has the scent of herbs and spices lingering on its fur, reminiscent of its true fey-form. Or perhaps the summoned fiend-steed we mentioned earlier carries with it the scent of death as it rides. There are two ways that I think about how casting a Conjuration spell might feel. The first is the sensation of grasping for that conjured item from another realm. When your caster flings their hand forward and shoots an ice knife, their hand has dipped into the Plane of Ice. Do they feel the chill in their blood? Is there some frost on their fingernails? Spells that summon elements will have an effect on the area around where they were summoned. Be sure to keep this in mind and describe what other characters feel after ice or fire is summoned from the elemental planes. Another thing I like to think about is what it feels like to teleport. Does misty step feel like dissolving and reappearing? Or is it more of a compressed and then decompressed sensation? Either might be terrifying which explains why some never learn teleportation magic. Is it the same for all teleportation spells, or does the effect vary depending on which spell is used? I can just imagine Wizards arguing over preferred methods of instant-transportation based on which feels better. The second thing that I think about when it comes to describing the physical sensation of conjuration magic is the way it would feel to make something from nothing. The unseen servant is the most blatant example I can think of since the text of the spell is so clear. The servant is a force that springs into existence the moment this spell is cast. It is not perceived visually at all and based on the way it reads, I dont think it can be perceived with any other sense either. The only way to know where the servant is located is by watching it affect the world around it and by feeling it. When your wizard creates the servant, what does it feel like for a manifestation of their imagination to spring into existence? Can they feel a physical connection to it once it appears? Are other players able to feel the force of it if it brushes past them performing their tasks? The same question can be asked about mage hand and sword burst. While I normally dont recommend players tasting magical manifestations of power, the School of Conjuration is a happy exception. This school actually creates food and water! Theres even a spell for it, aptly called create food and water. Of course, the create food and water spell already tells you how it tastesbland. But at least it is good for you. On the other hand, you have a spell like heroes feast which conjures a magical array of food and drink that is described as magnificent. Magnificent food should probably taste magnificent. Heroes Feast is the official cookbook of D&D and it has some really tasty treasures in its pages! Try it out! If you want to conjure your own Heros Feast, you should grab the official DND cookbook, aptly named Heroes Feast! I have tried many of the recipes in this book and I and my players have loved them all! You can pick up a copy from Amazon, but I would ask you get it from our local game store instead, you can check out the book here and get a discount! Whoot! When it comes to describing how these things might taste, I think it comes down to where it comes from. In my games, magically created food has a strange, magic taste to it. Almost like the residue of the Weave has clung to the created thing. Even when the description of the taste is already in the spell description, its up to you as the DM to decide. If your players or your NPCs use conjuration magic, I hope this has given you some ideas on how to truly make it your own! Until next time, my friends, May your game have advantage! -Halfling Hannah Perhaps it is a classic black cat. Maybe an owl or a bat, but chances are high that at least one member of your party has a familiar. If you struggle with the difference between a familiar and a pet, what familiars can and cannot do, and how to use the help action, then you arent alone. Familiars can perform these basic actions: Obey commands (any simple action that is not an attack) Communicate telepathically if it is within 100 feet See and hear through the familiar Cast specific spells Players can choose the form of their familiar D&D 3.5e defines familiars as normal animals that gain new powers and become magical beasts when summoned by a sorcerer or wizard. However, this changes a bit for 5e. However, D&D 5e defines a familiar as, a spirit that takes the animal form you choose. This definition doesnt really change the function of a familiar, but it does change the flavor of the role play. Instead of finding an animal and binding a spirit to it, you now simply summon a spirit and make it look like an animal. Because the familiar is no longer a normal animal, recasting the spell allows you to change the appearance of the familiar. In 3.5e, whatever your familiar animal started as is what it stayed, making 5e familiars much more versatile. In a situation that requires dark-vision? Make your familiar an owl. Need a swimmer? Make your familiar a fish. Ect. This mechanic makes familiars less of a companion/sometimes useful alley into a swiss army knife of intelligence gathering. Which, admittedly, can get frustrating for DMs. Granted, the spell Find Familiar that allows players to do this does take one hour to cast, making this less of an option at times; however, this is seldom a deterrent. You can find the spell itself at Roll20 here, but here are the basics: 1 hour cast time (ritual) Range: 10 feet Components: 10 gold worth of charcoal, incense, and herbs which are consumed by the spell Class: Wizard When you cast the spell, you gain the service of a spirit in the form of an animal The familiar acts independently of its master and rolls its own initiative Familiars cannot attack As long as the familiar is within 100 feet of its summoner, the player that summoned the familiar can see and hear through the familiar. This counts as an action. During this time, the summoner is considered both deaf and blind to your own senses. The familiar can be dismissed to a pocket dimension (this costs an action). It can then be resummoned to any unoccupied space within 30 feet of the summoner. The summoner can choose a new form for their familiar only by recasting the spell Find Familiar Familiars can cast spells with a range of touch for the summoner. The familiar must use its reaction to do so and must be within 100 feet. If the spell requires an attack roll, the player will use their own modifier for the attack. Looking for a way to make your wizards familiar a part of the party? Try giving them a personality! Here is a handy Random Familiar Personality Chart I made! Feel free to download it! I have seen players try to do a lot of crazy stuff with familiars. Some of it was pure genius, other times, it was pure chaos. The question becomes, what exactly can a familiar do? While I cannot address all possible situations, here are a few examples to help you make decisions in your own campaign. Yes, A familiar can:NO, a familiar cannot:Rub up against an enemy and cast inflict woundsBe summoned inside the body of an enemySpeak telepathically to its masterSpeak telepathically to other members of the partyCast a spell with a range of touchCast any other ranged spellTake the help action, this means a familiar can gnaw through ropes, get a set of keys, distract the guards, or do any other normal action the player can conceive.Attack directly in any way, shape or form. An attack is considered Having an animal companion is not the same as having a familiar. Some classes and backgrounds (such as ranger and urchin) grant players animal companions. These companions are fundamentally different from a familiar in a few key ways. They are actual animals, not just animal forms. This means that the animal companion dies when they reach 0 hit points, as opposed to simply disappearing. Animal companions can attack. Unlike familiars, animal companions can take the attack action as well as any other help action. However, the animal has its own stats. This means that when it attacks, it uses its own attack stats, not its masters, unlike the familiar that uses its masters attack stats. Unlike familiars, animal companions cannot cast any spells, communicate telepathically, or be used to hear and/or see for its master. Animal companions are useful and can create amazing role-play opportunities, but they are not familiars and cannot be used as such. They are fundamentally different. There are times when players take familiars too far. In these cases, the overuse of a familiar can effective the overall gameplay in a negative way. Here are some examples I have seen and how to deal with them if they occur regularly in your own game. Since the summoner can look through the eyes of his/her familiar as long as it is within 100 feet, having the familiar map out the entire dungeon 100 feet at a time can be a problem. While I have no problem with players being cautious and using all the tools at their disposal, it is seldom entertaining for the other players who have to just sit and watch the wizard stare off into space for 10 minutes. There are a few ways around this. Ask the other players what they would like to do While the wizard sits on the ground, staring into the dark, ask the rest of the party what they would like to do. I doubt you have an entire party that will wait patiently for him to finish up. There is probably at least one player that will go looking for trouble. Reward that player for looking around on his/her own with a neat trinket or an interesting item. When the others see this, you can bet they will start exploring on their own as well, making it less enticing to use the familiar constantly. 2. Use Magical Darkness or Kill the Familiar If you have an area you do not want the players to know about beforehand, then you can use magical darkness to prevent the familiar from exploring it. Alternatively, just before the familiar gets to the area you want to conceal, kill it. You can have a roper fall on it from the ceiling or a dark hand reach out and snatch it. However you want to do it, kill the familiar before it sees too much. Of course, the familiar isnt really dead, it can be summoned again, which is why I dont have a problem with this solution. Familiars are an interesting and useful addition to D&D 5e, and many players are sure to use them. As the DM, they can be both a boon and a bane. As long as you know what they can and cannot do, you should be able to run your campaign with little interruption from these adorable companions. Until next time, May your game have advantage, my friends! -Halfling Hannah link to Is Curse of Strahd Low Magic? link to Complete Guide to Illusion Magic in D&D link to Complete Guide to Illusion Magic in D&D link to Can Strahd Von Zarovich be Killed? D&D 5e in: Schools of magic, Magic Edit An example of a conjuration spell. Conjuration was a school of magic that called materials, creatures, or energy to the caster and or could be reversed to send creatures to other places, either over long distances or even to a whole different plane of existence.[1] The spells involved the transportation of objects and creatures from one location to another.[2] The conjuration school had five subschools: calling, creation, healing, summoning, and teleportation. A wizard who specialized in conjurations spells was called a conjurer.[3] Subschools[]CallingSpells of this type took creatures from their natural plane and brought them to the caster. They had one chance to return to their home plane but the spell usually restricted the circumstances that would allow it to do so.[1]CreationThese spells manipulated matter itself to create an object or creature. Most, but not all, of these spells required more magic to hold the creation together after it had been made and when the magic of the spell wore off, the creation simply disappeared and the matter returned to its original form, whatever that may have been. Those that didn't rely on magic to hold it together lasted indefinitely.[4]HealingThese spells channeled positive energy that healed the wounds of creatures and damaged undead. More powerful spells of this type could even call the soul of a dead creature back from the Fugue Plane or its afterlife, should it wish to return.[4]SummoningSummoning spells brought a creature or object from wherever it currently was to the caster of the spell. When the spell expired, creatures were instantly sent back to wherever they came from, although objects did not unless the spell used to summon them was designed to. If a creature was killed while under the effects of a summoning spell, they instantly disappeared and reformed at the point that they were summoned from.[4]TeleportationThese spells transported the subjects of the spell over great distances, usually via the Astral Plane. The most powerful of these spells could teleport the subject to a destination in another plane entirely. Teleportation spells were often one-way and required another teleportation spell to return.[4]Appendix[]See Also[]A list of conjuration spellsA list of conjursersReferences[] 1.0 1.1 Jonathan Tweet, Monte Cook, Skip Williams(July 2003). Player's Handbook v.3.5. (Wizards of the Coast), p. 172. ISBN0-7869-2886-7. Mike Mearls, Jeremy Crawford(2014). Player's Handbook 5th edition. (Wizards of the Coast), p. 203. ISBN978-0-7869-6560-1. Jonathan Tweet, Monte Cook, Skip Williams(July 2003). Player's Handbook v.3.5. (Wizards of the Coast), p. 57. ISBN0-7869-2886-7. 4.0 4.1 4.2 4.3 Jonathan Tweet, Monte Cook, Skip Williams(July 2003). Player's Handbook v.3.5. (Wizards of the Coast), p. 173. ISBN0-7869-2886-7.Connections[] Conjuration magic is the art of summoning creatures from other planes, creating magical weapons and armor, and repelling undead creatures. Summoning creatures is particularly useful, providing the spellcaster with an ally in combat. A wide range of different creatures can be summoned, depending upon the spellcaster's ability.In-game Description: Cast spells to summon otherworldly creatures, summon magical weapons and armor, and turn the undead. Mastery[edit]Mastery Perks[edit]A Novice can only cast Novice level Conjuration spells.An Apprentice can cast Apprentice and Novice level Conjuration spells.A Journeyman can cast Journeyman, Apprentice and Novice level Conjuration spells.An Expert can cast Expert, Journeyman, Apprentice, and Novice level Conjuration spells.A Master can cast all Conjuration spells.Skill Benefits[edit]As your Conjuration skill increases, the Magicka cost to cast conjuration spells decreases, according to the following equation:Cost = BaseCost * (1.4 - 0.012 * Skill)The maximum value for Skill in this equation is 100; increases past 100 will not continue to decrease spell-casting cost.Skill Increases[edit]You gain 6 experience points every time any conjuration spell is cast upon an appropriate target, regardless of the magicka cost. Of all the spellcasting skills, this is the highest rate of experience gain, and therefore increasing conjuration requires the fewest spell casts.General tips for increasing spell-casting skills are provided at General Magic Strategies.The best non-custom conjuration spell for practice is Bound Dagger. It is one of the cheaper conjuration spells, and it is the easiest spell to chain cast. In general, bound weapon spells can more easily be chain-cast than bound armor spells: all you have to do is sheath the weapon, and the effect terminates, allowing it to immediately be cast again.To create a custom practice spell, the best effect is probably Summon Skeleton. It is the cheapest summon effect, so a one second duration spell has a base cost of 1 Magicka. On the other hand, most bound armor effects are almost as cheap, so some characters may prefer to create a short-duration bound armor training spell. The cheapest conjuration effect is Turn Undead, but it requires an undead target to gain experience (which can be overcome by summoning an undead creature as a target, especially if you are in an enclosed area so your target won't run too far away).See also: There are no Free Skill Boosts available for Conjuration.Dialogue[edit]When your skill reaches 70 or higher, NPCs will start saying: "You smell of death. Been conjuring up dead things?"Character Creation[edit]The following races provide initial skill bonuses in conjuration:+5 bonus: Altmer+10 bonus: BretonThe following standard classes include conjuration as a major skill:Battlemage, Mage, Sorcerer, WitchhunterIf you choose Conjuration as one of your major skills, you will start with two Conjuration spells: Summon Skeleton and Turn Undead Magical Effects[edit]A list of all standard conjuration spells can be found on the Spells page. The effects available through conjuration fall into three general groups: Summon effects; Bound effects (Bound Armor and Bound Weapons); and Turn Undead. None of these effects are available as custom potions. Following are all of the individual effects (see the individual effect pages for full details on availability; the Magical Effects article also provides a summary): Messages[edit]The following table provides the messages that are displayed when your Conjuration skill levels up.LevelMessageApprenticeThrough steady practice you have discovered more creatures to summon from the planes of Oblivion. You are now an Apprentice in Conjuration magic and can cast Apprentice level Conjuration spells.JourneymanThrough steady practice you have discovered more creatures to summon from the planes of Oblivion. You are now a Journeyman in Conjuration magic and can cast Journeyman level Conjuration spells.ExpertThrough steady practice you have discovered more creatures to summon from the planes of Oblivion. You are now an Expert in Conjuration magic and can cast Expert level Conjuration spells.MasterThrough steady practice you have discovered more creatures to summon from the planes of Oblivion. You are now a Master of Conjuration magic and can cast Master level Conjuration spells.Notes[edit]Summoned monsters can have their souls trapped.Conjured creatures are unaffected by the difficulty settings, leaving them just as destructive and durable. This makes conjuration excellent for a high difficulty game, while lessening its power somewhat on an easy game.Conjuration spells are still affected by the armor you are wearing, but in a different way to most spells. Since they have no magnitude (apart from Turn Undead), your Spell Effectiveness is applied to their duration instead.The Chorrol Mages Guild specializes in conjuration; Alberic Litte and Athragar sell the most conjuration spells.Once your combined Fame and Infamy reaches 50, you can visit the Magnus heaven doomstone to receive the greater power Skein of Magnus. One of several benefits of this power is that it fortifies your conjuration skill 15 points once a day for 120 seconds.Conjuration can be a great way to train other skills as well, by summoning creatures and treating them as enemies.A conjurer can attack conjured creatures two times without getting attacked back. The third blow provokes retaliation.If you provoke a summoned Dremora or Dremora Lord while in jail the guard will open the jail cell to end the fight, giving you a chance to cause a jailbreak. in: Schools of magic, Magic Edit An example of a conjuration spell. Conjuration was a school of magic that called materials, creatures, or energy to the caster and or could be reversed to send creatures to other places, either over long distances or even to a whole different plane of existence.[1] The spells involved the transportation of objects and creatures from one location to another.[2] The conjuration school had five subschools: calling, creation, healing, summoning, and teleportation. A wizard who specialized in conjurations spells was called a conjurer.[3] Subschools[]CallingSpells of this type took creatures from their natural plane and brought them to the caster. They had one chance to return to their home plane but the spell usually restricted the circumstances that would allow it to do so.[1]CreationThese spells manipulated matter itself to create an object or creature. Most, but not all, of these spells required more magic to hold the creation together after it had been made and when the magic of the spell wore off, the creation simply disappeared and the matter returned to its original form, whatever that may have been. Those that didn't rely on magic to hold it together lasted indefinitely.[4]HealingThese spells channeled positive energy that healed the wounds of creatures and damaged undead. More powerful spells of this type could even call the soul of a dead creature back from the Fugue Plane or its afterlife, should it wish to return.[4]SummoningSummoning spells brought a creature or object from wherever it currently was to the caster of the spell. When the spell expired, creatures were instantly sent back to wherever they came from, although objects did not unless the spell used to summon them was designed to. If a creature was killed while under the effects of a summoning spell, they instantly disappeared and reformed at the point that they were summoned from.[4]TeleportationThese spells transported the subjects of the spell over great distances, usually via the Astral Plane. The most powerful of these spells could teleport the subject to a destination in another plane entirely. Teleportation spells were often one-way and required another teleportation spell to return.[4]Appendix[]See Also[]A list of conjuration spellsA list of conjursersReferences[] 1.0 1.1 Jonathan Tweet, Monte Cook, Skip Williams(July 2003). Player's Handbook v.3.5. (Wizards of the Coast), p. 172. ISBN0-7869-2886-7. Mike Mearls, Jeremy Crawford(2014). Player's Handbook 5th edition. (Wizards of the Coast), p. 203. ISBN978-0-7869-6560-1. Jonathan Tweet, Monte Cook, Skip Williams(July 2003). Player's Handbook v.3.5. (Wizards of the Coast), p. 57. ISBN0-7869-2886-7. 4.0 4.1 4.2 4.3 Jonathan Tweet, Monte Cook, Skip Williams(July 2003). Player's Handbook v.3.5. (Wizards of the Coast), p. 173. ISBN0-7869-2886-7.Connections[] Have you ever been tracking initiative with a pen and paper, or scribbling out monster HP, or even trying to play some fantasy music and thought, surely there is an app for this! Good news for you tech-savvy DMs out there, there is! As a matter of fact, there are several really useful apps you probably dont know about. Here are my top 10: DMDJ by Blueface Games (4.99) NPC for Hire by Knight of Vasteel (4.99) RPG Sounds: Fantasy (Free) Spells for D&D 5e (Free) RPG Adventure Manager (Free) MapKeeper.net (Free) App of Many Things (Free) mRPG Chat app (Free) Complete Reference for Dungeons and Dragons 5e (Free) ProDnD- Map Builder (basic version is free, full access is $1.99) This app is a game-changer, and I dont say that lightly. I have spent HOURS compiling music, only to lose it, have nothing prepared that fits the moment perfectly and no way to change it, get annoyed that I have to restart it over and over, have to switch over to an FX maker and lose the ambiance at times, etc. This app changes all of that. DMDJ has literally endless possibilities for you to create the perfect atmosphere for your adventure, every time! Choose from the main categories of Nature, Town, Battle, Dungeon, or Special to get started. Each category has tons of options, such as store, town, around the fireplace, and cafe (along with many many more!) for town; or caves, coast, dark woods, haunted forest, and swamps (again, many many more) for nature! To add to the awesomeness, you can layer music of various styles, sound effects, and weather! To top it all off, DMDJ includes a quick Dice Roller at the bottom of the menu to let you roll dice to quickly determine random encounters and NPC ideas, damage for certain attacks (like sneak attack) or create your own custom dice to use when you need them. Drawback: There is only one major drawback to this app: the sound stops when you close the app or when your phone goes to sleep. This is a major drawback if you want to have the background music going all night. You will need to have your phone plugged in, sleep mode turned off, and you cannot use your phone for any other apps. If you dont typically use your phone while you DM, this will be perfect for you! If you have, ya know, 9 other apps you like to use, this is a major bummer. Simple, beautiful, and OH so useful! NPC for Hire might be one of the most useful apps I own. After a while, it is hard to come up with interesting NPCs, even if you do use my foolproof method (check out my method in my article, Creating Unforgettable NPCs) so having an app that creates them for you, complete with flaws, items, and backstory, can be a lifesaver! Whether you are looking for NPCs for your main storyline, or you need a random one quickly, NPC for Hire is perfect. Once you find an NPC you like, you can save it to access later, as well as edit the details either with your own custom ideas or items, or more randomly generated ones. NPC for Hire also includes a beautiful hand-drawn sketch of the NPC, so you know exactly how to describe them to your party. With NPC for Hire, you wont be caught scrambling for an NPC ever again, nor will you forget that random NPC in that one town from 2 years ago. Nope. It all right there in the app! Also created by Knight of Vasteel, this amazing FREE app is exactly like NPC for Hire, ONLY FOR MAGICAL ITEMS. Do I need to say more? Check it out!! If you just cant bring yourself to pay for an app, then there is a free version for fantasy sounds music. RPG Sounds is a good app, it has lots of options and you can find nearly everything you might need for a game. However, the loops on the sounds do not flow together well, leaving a small, but noticeable silence before the sound begins again at the beginning. Also, switching between sounds is abrupt and there is no fade or layering. These are all problems that DMDJ has solved, so if you are a bit picky (like me) you will want to just pay the people $4.99 for the better app. Not only is this a great app for your players who use magic, it can be a real time-saver for you too. (Plus, the art for each of the spells really puts this app over the top for me.) It is nearly impossible to remember all the parts of a spell, between damage, range, saves and attack rolls, they are tricky to remember. That is why this free and gorgeous app is so great. You can find all the spells your players will throw at you so you can quickly double-check. You can also sort by magic-user (wizard, warlock, druid, etc.) and create spellbooks. This is great for players to create their own spellbooks, but good for you too if you have spells your players like to use over and over again. Of course, if you want to feel like you are combining Magic the Gathering with your RPG adventure, (and who wouldnt?) as well as have your spells handy, then make sure to check out these convenient and fun spell cards! Plus, your purchase from our partners at Noble Knight Games supports a local game shop, supports Halfling Hobbies, AND gives you a discount! Triple win! This simple app can be useful if you want to store all of your characters, locations, and plot information in one app. This app helps you keep track of what NPCs and ideas you have already used and which are still available (a huge help during long campaigns!) This app can have some issues, such as not marking items or NPCs as used. If you are looking for a free app to track multiple parts of your game, I would recommend trying this one out. If you are someone who likes to draw out your dungeon on paper, but you HATE trying to cover up the parts that players havent gotten to yet, then you will LOVE this app. It is an elegantly simply app that solves this problem without any fluff. Just take a picture of the map you drew, add it to the app and there you have it, a blacked-out map that you can reveal as the players progress. If you come to combat in one of the rooms, then you can draw out that room on the battle map, go through the encounter, then keep mapping the rooms in the app. If you have an iPad or Tablet, you can even leave it in the middle of the table for players to see and reveal as they move or cast it to an Apple TV. This is a neat, free app that solves a problem in my own life, maybe it can help you too! This is a combat tracker app. It isnt the most complex one out there, and if you pay for D&D Beyond or Fantasy Grounds, I would recommend sticking with them. However, if you dont mind the prep-work in order to keep your bottom line at 0, this app can be very useful. App of Many Things lets you add Player Characters and Non-Player Characters, but you have to manually input the information. This isnt really practical for a random encounter but can be useful or planned encounters. However, be warned that the options are very limited. You can input health, hit points, perception, and armor class, thats it. No weapons, no spells, no items. While this app is limited, I do find it useful on occasion. Mostly I use it as an initiative tracker. It has little check-boxes you can click to show a player or monster has taken its turn, then when they are all filled, you can clear them all and start a new round. I am pretty forgetful, so I find this extremely useful! Especially when I have a big party and a lot of combatants to keep track of! With this app, I never skip players or monsters. Are your players too busy to get together and play? Do you desperately want to play but you are always stuck DMing? Well, mRPG is the answer to these problems. mRPG is a chat app that allows people to play remotely. It includes character sheets, dice, and a platform. You can search and join campaigns, create your own campaign if you cant find anyone in your area to play, or create a campaign for your players where you can play remotely when you cant get together. After you create your campaign, you can invite players to it via a link, or open it up for others to join. This system can be a bit difficult to learn, so I would suggest giving it a good look over and playing a game or two with another group to get a feel for it. It can be a great remote option, and it really scratches the itch when you just have to play! Just what it sounds like, this no-nonsense app lets you search all D&D 5e equipment and items and bookmark them for later. I love to use this app to get ideas for shops, treasure troves, or find something random for when the rogue inevitable says, I pick-pocket the shopkeeper! You can filter items, search for specific items, or just peruse the endless list of awesome. Looking for an app to help you build and store maps? Need an app to quickly generate random caverns, dungeons and mazes? Want to make those random maps gorgeous and even add creatures, items and events? When it comes to creating dungeons, this app does it all! You can choose to create your own dungeon if you have a specific idea in mind, or you can start with a randomly generated dungeon and edit it. With a click of a button, you can add monsters and encounters to random parts of the dungeon so you know exactly when to have your party roll perception or initiative. You can add backgrounds, themes and even share your favorite dungeons with other DMs. There is really so much to this app it is hard to describe. If you are looking to take your pen and paper game and go digital, this is a great, free app to get you started. Obviously this app does not compete with the overwhelmingly detailed maps you can make at Inkarante.com, but, in this case, that is a good thing. This app fills the need of generating caverns or dungeons on the fly. You can literally create a dungeon or maze in SECONDS. It is a great app to have in your back pocket, especially for you DMs who have unpredictable parties. Being the DM is difficult, but, luckily, there are plenty of apps and tools to help make it a little easier. If you are looking for more useful tools, check out my post on the 10 Best Tools for DMs and be sure to check out the Trinket Shop to get yourself something nice. After all this work to prep, you deserve it Until next time, May your game have advantage, my friends! -Halfling Hannah link to Is Curse of Strahd Low Magic? link to Complete Guide to Illusion Magic in D&D Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

**Conjuration exploration. Conjuration magic meaning. What color is conjuration magic. What is a conjuration spell.