Conjuration Spell List (EverQuest Magician-Themed for Decennium Descent)

Theme: Elemental summoning, energy blasts, summoned utility, damage shields, and battlefield control via magical constructs.

---

🎓 Cantrips (Level 0) – 8 Spells Known

1. Flare Spark – 1d6 fire damage.

2. Dust Gust – Push small object or scatter 5 ft of sand/dust.

3. Crackle Jolt – 1d4 lightning; arcs to second target for 1 damage.

4. Lodestone Pull – Draws metal object 5 ft toward caster.

5. Minor Elemental Ward – +1 to next saving throw vs elemental damage.

6. Flicker Flame – Create dim dancing light source for 10 minutes.

7. Stone Skin Sliver – +1 AC for 1 round (concentration).

8. Mana Kindle – Recover 1 expended cantrip slot (once per long rest).

📕 Level 1 Spells – 8 Known

1. Summon Fire Pet – Small elemental: HP 10, AC 13, 1d8 fire melee.

2. Burning Sands – 2d6 fire + target must save or have movement halved.

3. Shockwave – 1d10 lightning in a 15-ft line; DEX save for half.

4. Earthen Grip – Target restrained, STR save or immobilized 1 round.

5. Summon Mod Rod – Creates a rod that restores 1 spell slot (max level 1), 1/day.

6. Summon Minor Weapon – Create a spectral melee weapon: 1d6 damage.

7. Flame Armor – +2 AC; melee attackers take 1 fire damage.

8. Heat Metal (Conjured) – Target's armor or weapon deals 1d6 fire to user each round.

📕 Level 2 Spells – 4 Known

1. Summon Air Pet – Elemental pet: HP 20, AC 15, 2 attacks at 1d6 slashing.

2. Elemental Barrage – 2d8 damage (choose fire, cold, lightning).

3. Conjure Shield of Sparks – +3 AC and reflects 1d4 lightning to attacker.

4. Summon Weaponry Satchel – Conjures magical ammo or tools usable for 1 hour.

📕 Level 3 Spells – 4 Known

1. Summon Earth Pet – HP 30, AC 17, 1d10 bludgeon, + knockdown.

2. Conjure Elemental Lance – Line 30 ft: 4d6 elemental damage, save for half.

3. Burst of Flamewind – All enemies in 15 ft cone take 3d8 fire and are pushed back 5 ft.

4. Elemental Displacement – Teleport self or ally 30 ft.

📕 Level 4 Spells – 4 Known

1. Summon Water Pet – HP 35, AC 14, can heal allies for 2d6 or attack for 1d10 cold.

2. Crystalline Barrier – Wall of elemental glass (AC 18, HP 40), blocks line of sight.

3. Elemental Drain – Target loses 2 spell slots and takes 3d6 damage (random element).

4. Bind Element – Trap one elemental creature in place (WIS save or paralyzed 2 rounds).

📕 Level 5 Spells – 4 Known

1. Summon Greater Fire Pet – HP 60, AC 17, 2d10 fire, aura burns adjacent foes.

2. Massive Elemental Blast – All enemies in 20 ft radius: 5d8 elemental damage.

3. Living Magma – Target must CON save or suffer 1d10/round for 3 rounds.

4. Elemental Banishment – Remove 1 summoned enemy from battlefield (CHA save).

📕 Level 6 Spells – 4 Known

1. Summon Greater Air Pet – HP 65, AC 18, 2d8 wind slash, 50% miss chance vs projectiles.

2. Elemental Warp Field – Allies within 10 ft gain resistance to elemental damage.

3. Chain Arc – Jumping lightning: 6 targets, 3d8 damage, arcs randomly.

4. Conjure Skybrand Weapon – Floating weapon makes 2 attacks/round for 1d12 lightning.

📕 Level 7 Spells – 4 Known

1. Summon Greater Earth Pet – HP 80, AC 20, Tremor Slam (2d10, knocks prone).

2. Volcanic Cage – Traps 1–3 creatures in molten rock: 6d6 fire, CON save or immobilized.

3. Summon Living Armor – Conjure suit of magical armor (grants +4 AC to self or ally).

4. Prismatic Conflux – Each enemy takes 2d8 random elemental type (roll separately).

📕 Level 8 Spells – 4 Known

1. Summon Greater Water Pet – HP 90, AC 16, healing wave (3d6 AoE heal) or 2d10 cold blast.

2. Frozen Time Prism – Freeze 1 creature in place for 1 round, WIS save ends.

3. Conjure Sky Fortress – Floating platform appears, grants high ground or ranged cover.

4. Mana Furnace – Converts all elemental damage taken into spell slot regeneration.

📕 Level 9 Spells – 8 Known

1. Summon Elemental Avatar – HP 180, attacks 3x/round, elemental resistances, aura damage.

2. Cataclysmic Conjuration – 60 ft radius: 10d10 of chosen element.

3. Elemental Fusion – Merge with summoned pet: share stats, cast 2 spells/round.

4. Storm Cage – Traps creature in electrical field: 8d6/round, cannot escape.

5. Elemental Convergence – All four base pets summoned at once for 1 minute.

6. Conjure Magmatic Wyrm – Massive fire serpent: HP 250, breathes 6d12 fire in cone.

7. Eternal Forge – Create magical weapon or item permanently (DM discretion).

8. Planar Overload – Tear open rift; all enemies in 100 ft take 12d8 elemental.