

The Illusion of Thin Air

A book containing Beginner-level Conjunction spells

Conjure Flowers

Beginner-level Transfiguration (Conjunction)

Spell Type: Instant
Incantation: *orchideous*
Duration 3 days
Range Wandtip

Conjures a bouquet of flowers from thin air. You may choose the species of flower from any of the common species. The flowers remain perfectly preserved for the duration of the spell, but wilt and die in an instant at the end of the spell's effect.

Launch Spike

Beginner-level Transfiguration (Conjunction)

Spell Type: Instant
Incantation: *voco dens*
Range Close
Negation: Blockable and Dodgeable

Conjure an enormous spike to transfigure itself from the surrounding walls or floor, impaling the target. A spike which lands true does 2d4 piercing damage.

Spikes can only reach up to 2m in length, and so cannot effect enemies which are more than 2m from a solid surface.

An extra spike is generated for every additional spell level used to cast this spell.

Prank

Beginner-level Transfiguration (Conjunction)

Spell Type: Instant
Incantation: *riddikulus*
Duration 2 minutes
Range Close
Negation: Blockable and Dodgeable

Summon a funny hat onto an individual, or conjure a note with a funny message and stick it to their back. You conjure something to change the appearance of your target with the express intention of making them look as stupid as possible.

Shimmering Confetti

Beginner-level Transfiguration (Conjunction)

Spell Type: Instant
Incantation: *chamak*
Duration 3 seconds
Range Close
Resist: Intelligence

Conjures a shower of golden, shimmering particles to cover every person and surface in a 4m radius. Beings which fail to resist become *Distraacted* and if they take damage this turn, the first attack to land is considered a *Critical Strike*.

Silver Shield

Beginner-level Transfiguration (Conjunction)

Spell Type: Instant
Incantation: *argentipus*
Duration 1 hour
Range Wandtip

Conjures a floating silver shield from thin air, to defend you.

The shield actively intercepts incoming attacks, providing you with a +2 bonus to Block statistic.

When the shield blocks an attack, it takes the damage. The shield has 3d8HP and shatters into dust when it reaches 0HP.

The HP of the shield increased by 1d8 for every additional spell level dedicated to the spell.

