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Shadow conjuration guide

Author's topic: Shadow Conjuration doesn't seem to work that way (Read 2829 times) 2010-03-07, 01:24 AM (ISO 8601) Ok, so I'm thinking of picking up Shadow Conjuration as my 7th-level Beguiler/Mindbender 1 advanced learning choice (Beguilers don't really get many good choices at low levels as they know almost all the good spells of enchantment and illusion I feel). Can peeing give me some advice on how a Beguiler can use Shadow Conjuration with good effects? Can I use it to summon a Phantom Steed in a standard action instead of 10 minutes? Can I use it to summon the Major Wizard's armor to protect me? (Do enemies get a will to save so as not to believe the armor and ignore most of it?) What are some generally good uses for this? 2010-03-07, 01:31 (ISO 8601) Shadow evocation can mimic any evocation school spell up to a certain IIRC level. Find some summons you like and put them to work. As for your examples: yes, you could use shadow summoning this way, although in the case of wizard armor you would use the duration of the shadow summon instead of the wizard's armor. As for saving against disbelief, it would be up to your DM if the enemy got a save. If he did, it wouldn't have been done until he tried/managed to hit you at least once. 2010-03-07, 01:39 AM (ISO 8601) Shadow conj does not have its duration, it works from any imitation spell. I'm looking for good spells to imitate. 2010-03-07, 01:43 AM (ISO 8601) Warning word: using Shadow Conjuration not only adds SR: YES, but also adds a Will Save on it. This makes it sub-par for many uses. Greater Magic Armor is a good weapon to use it on, as you can always choose to fail your will to save. If you don't mind, you can always do a lot of good crowd control with it. Smelly cloud, fat, web... 2010-03-07, 01:52 AM (ISO 8601) I would just like to add that Shadow Conjuration has the following clause (though minor, but it is still something noteworthy): Originally published by The SRD, Shadow Conjuration Shadow evocation can imitate any sorcerer or wizard summon (summon) or evocation (creation) spell of 3rd level or lower. Wizard Armor is a spell (creation), so it still works, but just make sure you check which descriptors your spells have so you can cast them. Originally published as Falendir By RAW, you can make three gold coins from one, but that's probably not what you meant. Originally published Ravens_cry You can also get limb regeneration and even eventually lift the dead. makes random amputation and murder an ok thing? 2010-03-07, 01:57 (ISO 8601) I'm a big fan of Phantom Steed. Crea Magic Tatoo is also quite clean (when it's a cheap CL + 1, anyway). Sleet Storm can be a good time if your party doesn't believe. Last by Pluto; 2010-03-07 at 02:01. 2010-03-07, 02:24 (ISO 8601) Main creation, obv. Just make sure that the Shadow version you're using more real than it should be. 2010-03-07, 02:30 (ISO 8601) Originally published by Sinfire Titan Major Creation, obv. Just make sure the Shadow version you're using is more real than it should be. With what, Black Lotal Poison? Spoiler Show Originally published by Optimystik Your Tainted Scholar builds sounds fun, but I'm lactose intolerant Originally published by Optimystik You're just trying to convince more people in your mr, you're not originally published by ShneekeyTheLost Seeing TO from Magic9Mushroom is like seeing a movie with Joss Wheaton as director... you know it's worth watching, even if you want to strangle the bastard when you're done with it. 2010-03-07, 03:01 (ISO 8601) Summon shadow cakes! Wait, wrong wire. Anyway there is the alt gnome class function and anything else you use the deadly gnome construction that can pump a conj/shadow evoc greater than 120% real. Originally published as Alabenson Evil Intelligence knows the precise ritual that will allow you to destroy the peaceful kingdom that has banished you. Evil Wisdom is realizing that you probably shouldn't perform said ritual while standing within the estimated blast radius. 2010-03-07, 03:09 (ISO 8601) Phantom Steed is always a nice thing to use with Shadow Conjuration. Let's hope your DM isn't bad enough to rule out a shadow steed having an 80% chance of objects falling through it. Be aware, however, that a shaded larger wizard armor will allow enemies who attack you not to believe, as with the attack process they interact with the darkened spell. In that case, they get a willingness to save to ignore practically 80% of the air conditioning of your wizard armor, not to mention spell resistance. Sleet Storm, Grease, and all other summon spells work in a similar way; now they are all SR:YES and allow a save. Therefore, if your enemy succeeds in his willingness to save against fat, he now has only a 20% chance of slipping on it if they fail their balancing checks. I can't. The OP is asking for Shadow Conjuration (4th level spell), which can only duplicate an evocation of 3rd level or lower, what an important creation it is not. 2010-03-07, 03:17 AM (ISO 8601) Originally Published by Felyndiira Be aware, though - a larger shaded sorceress armor will allow attacking enemies not to believe you, since from the attack process they are interacting with the darkened spell. In that case, they get a willingness to save to ignore practically 80% of the air conditioning of your wizard armor, not to mention spell resistance. That's not true. It is a Shadow, not a Glamour effect, so people interacting with it don't get a save. Only the target gets one, which you can choose to fail. Sleet Storm, Grease, and all other summon spells work in a similar way; now they are all SR:YES and allow a save. Therefore, if your enemy succeeds in his willingness to save against fat, he now has only a 20% chance of slipping on it if he fails their Controls. This is partly true. If they save their will, the effect is completely denied, as a partial effect on the above spells = no effect. So yes, it gives them a further save. However, if their will saves it is crap ... go for it. 2010-03-07, 03:24 (ISO 8601) Well, if their Will Save is crap to begin with... then hello... Beguiler here! So far I've created a Magic tattoo (not sure what book) and Stinking Cloud and Sleet Storm. Anything else? I'm trying to support my lack of non-will-targeting options really. I have solid fog for BC when I still have

level 8. 2010-03-07, 03:26 (ISO 8601) Originally published by Frosty Well if their Will Save is shit to begin with... then hello... Beguiler here! So far I've created a Magic tattoo (not sure what book) and Stinking Cloud and Sleet Storm. Anything else? I'm trying to support my lack of non-will-targeting options really. I have solid fog for BC when I still have level 8. Everything that is done with Shadow Summon, by default, targets, as well as anything else. So this won't help you much. A better idea would be to look for something like sandshaper or Rainbow Servant cheese to increase your known list of spells. Maybe the feat of adding a domain to your list of known spells... Last modified ShneekeyTheLost; 2010-03-07 at 03:27. 2010-03-07, 05:06 AM (ISO 8601) Basically, you want spells that don't offer a save. Those that target your allies, or that work indirectly (Wall of Stone is too high a level for Shadow Summon, but it's a good example). If you're not targeting an enemy, you're going to be fine. Also, summon the monster. Not great for fighting, but still good for getting SLA, traps or anything to summon the monster for is useful. 2010-03-07, 05:41 (ISO 8601) Originally published by ShneekeyTheLost Not true. It's a Shadow effect, not a Glamour effect, so people interacting with it don't get a save. Only the target gets one, which you can choose to fail. Originally published as SRD Any creature interacting with the object, strength or summoned creature can make a Will save to recognize its true nature. People interacting with it get a save along with the target, so a shadow wizard armor (major) would save you 20% real. This extends to all spells that do not allow a save; as long as the spell requires interaction of any kind, the 20% rule applies. Now, if their will to save is horrible... 2010-03-07, 13:23 (ISO 8601) Originally published by People interacting with it get a save next to the target, so a (larger) shadow armor would save you 20% real. This extends to all spells that do not allow a save; as long as the spell requires interaction of any kind, the 20% rule applies. Now, if their will to save is horrible... The problem is, they're not interested. Let's try to read from the actual description of of Spell: Spells that deal damage have normal effects unless the affected creature succeeds in a Will save. Each incredulous creature takes only a fifth (20%) damage caused by the attack. If the non-believing attack has a special effect other than damage, only 20% is likely to occur. Regardless of the result of the save for not believing, a affected creature is also allowed any save that the simulated spell allows, but the save DC is set based on the level of the shadow summon (4th) rather than the normal level of the spell. In addition, any effect created by shadow summoning allows resistance to spells, even if the spell he is simulating does not. Objects or shadow substances have normal effects except against those who do not believe them. The affected creature is... the caster, who voluntarily fails his rescue. No one else is interested, so they don't get a save. 2010-03-07, 13:52 (ISO 8601) Emulate a Phantom Steed! I throw it out of the shadows but keep telling myself it's REAL until I stop falling on another topic, if I only have 13,000 golds to spend on a Beguiler, what are some good investments? Int band of course. What else? 2010-03-07, 13:57 (ISO 8601) Originally published by Pluto I'm a big fan of Phantom Steed. Choose utility spells like this. Any offensive spell will have both an extra save and SR which can be a real stamina. Utility spells are often weaker than others due to the situation, but now you can figure out a nice long list of them so that the huge number of options solves this problem. 2010-03-07, 14:05 (ISO 8601) Is there any need to get Shadow Illusions anyway? Like Silent Image etc. but add the Shadow subtype? That would be fun. Real illusions at 20%. Walking along a bridge, when you suddenly hear, This bridge is a shadow illusion you know. Then you fall like Wile E. Coyote. 2010-03-07, 15:18 (ISO 8601) Originally published by ericgrau Pick spells utility like this. Any offensive spell will have both an extra save and SR which can be a real stamina. Utility spells are often weaker than others due to the situation, but now you can figure out a nice long list of them so that the huge number of options solves this problem. Can you suggest such a list? This is the real purpose of this thread. What good spells of ugliness summon there are that do not mess with the enemy? Hmm... I'm going to make a shadowy passage door! I come across it, but then I tell you it's an illusion just when you're about to come in! Road Runner laughs. *meep meep* 2010-03-07, 3:50 pm (ISO 8601) Wizard Armor and Wizard Armor they're invisible, right? Do shadow summons look shady? Would that this person has semi-visible armor push the saving throw not to believe? 2010-03-07, 16:18 (ISO 8601) Grease Deep Breath Unseen Servant and Servant Horde Mount and Regal Procession Phantom Steed Stinking Cloud Sleet Storm Storm by Smoke Mage Armor and Mass Mage Armor Lesser Orb of X 2010-03-07, 5:11 PM (ISO 8601) Originally published by Frosty Can you suggest such a list? This is the real purpose of this thread. What good spells of ugliness summon there are that do not mess with the enemy? Hmm... I'm going to make a shadowy passage door! I come across it, but then I tell you it's an illusion just when you're about to come in! Road Runner laughs. *meep meep* d20 spell filter to the rescue. Settings: Evocation (creation). I found the following utility items: the faithful hound of the phantom steed wizard (the alarm function is only a reliable part) safe shelter phase door invisible servant 2nd search set to summon (summon): secret chest evokes instant edit montage: summon monster I also use utility; perhaps even other higher-level summons with special IMO abilities, the wizard's armor would only be partially effective after someone attacked you and made their save. You don't need to see an illusion to interact with it. But beyond that, it doesn't make sense. Just throw magician armor in the morning with a much lower level spell slot. It's not like you need versatility for something like that. Last by ericgrau; 2010-03-07 at 18:25. So you never have to interrupt a game to look for a rule again: My rules 3.5e cheat sheets: Normal, With 3.5e Spell/etc cards of Consolidated Skill System TOGC: rpgnow / drivethru rpg Utilities: Magic Item Shop Generator (Req. MS Excel), Balanced Low Magic Item System Printable Cardstock Dungeon Tiles and other ground things (100 MB) 2010-03-07, 17:45 (ISO 8601) The horde of minions prevents people from reloading ... Ghost casters of shadow summon give you the ability to move the party hundreds of miles in just a few hours instead of weeks. Shadow summons monster 3, 1d4+1 crows so they can help another party fighter for an additional +10 to hit (+2 side, +8 help another when 4 of them hit AC 10) Spoiler Show A Fighter/Paladin will hack you to pieces A Wizard/Sorcerer will blow you up with a spell A Thief/ Ranger / Monaco will kill you in your sleep A cleric / druid crushes you only after empowering a Bard will slowly twist your ethos, corrupt your morale and make you do vile acts just for the chance to face it. When you fight him, he will have your family and friends fighting for him. Because he wields the deadliest weapon against you, which is his word against yours. 2010-03-07, 7:29pm (ISO 8601) Originally published by ShneekeyTheLost The problem is they're not interested. Let's try reading from the actual description of the spell: The affected creature is... the caster, who voluntarily his rescue. No one else is interested, so they don't get a save. When a creature attacks the wizard's armor, their attacks are influenced by the fact that their attacks are stopped by the wizard's armor (hence the AC thrust). To say that only one affected creature struck a shadow summon at the time of its launch leads to unfortunate complications that contradict the spell text. One example is the evocation of the shadow. Now, a creature can never be hit by an summon unless the summoned creature has been targeted in any way to deal damage at the time of summoning (remember: summons do not list targets); instead, they are influenced by the attacks and defense of the summoned creature as they enter battle against it. However, shadow conjuration rules are specifically set rules for summoning incredulous shadows, implying that despite not being influenced by a shadow summon at the time of summoning, a target is hit by the summon as soon as it attacks it, or as soon as it attacks it. Now, the magician's armor is not the force of the bull; doesn't give a flat bonus to an attribute via a transmutive effect on your body. Instead, it actually summons a hand of magical armor that blocks attacks. Therefore, when someone attacks a magician, their blocks may be blocked by the wizard's armor; Thus, they are influenced by mage armor. The phrase I mentioned from the spell, in fact, specifically states that any interaction with the summon spell counts on how to give the target a will to save. So, unless your definition of interested is such that somehow, interacting with something that doesn't affect the target at launch gives a no-effect save, I don't see how, exactly, an attacker won't dare a willingness to save to attack the wizard's armor. secret instant chest summons I'm trying to figure out how the secret chest would work in this case. Since items are automatically successful in their will saves (unattended), would they have a 40% chance of falling from the real chest by 60%? If so, would they fall to the ground, or to the ethereal floor? The same applies to instant summonses. Last by Felyndiira; 2010-03-07 at 19:35 2010-03-07, 22:53 (ISO 8601) Unattended non-magical items automatically fail their saves. Another reason to use the spell for utility. Magic items have a save bonus of 2 + 1/2 of the item's caster level. They get a save, or if attended the owner can use his save throw bonus if higher. Normally, that would be true. In the case of Shadow Conjuration, however, they have a specific exception and are always treated as if they had beaten the save. Of course, when I finish this post, it will already be outdated. C'est la vie. 2010-03-07, 23:06 (ISO 8601) Originally published by Zaq Basically, you want spells that don't offer a save. Those that target your allies, or that work indirectly (Wall of Stone is too high a level for Shadow Summon, but it's a good example). If you're not targeting an enemy, you're going to be fine. If you think too much about a Great Summon of the Shadow (Stone Wall), you'll have a headache. It's Instant, so there's no magic there after casting. It looks perfectly normal from afar. But if someone touches him (and makes his save), it is a vague shadow within a transparent outline. And someone who recognizes it for what it is has a 40% chance of just being able to ignore it (blocking you is a non-harmful effect in most cases, isn't it?). Oh yes, and a golem can cross it directly, continuously, since the non-magical wall allows resistance to spells. Originally published as Zaq Also summons monster Not great for fighting, but still good for getting SLA, traps or anything to summon the monster for is useful. What is useful is the standard action that flanks for the thief. This does a lot of damage, and it doesn't matter if the target beats the rescue, as the real 20% shadow beast still threatens. Of course, when I finish this post, it will already be outdated. C'est la vie. 2010-03-08, 01:20 AM (ISO 8601) Originally published by Jack_Simth Normally, that would be true. In the case of Shadow Conjuration, however, they have a specific exception and are always treated as if they had beaten the save. In that case... Originally published as Felyndiira I'm trying to figure out how the secret chest would work in this case. Since items are automatically successful in their will saves (unattended), would they have a 40% chance of falling from the real chest by 60%? If so, would they fall to the ground, or to the ethereal floor? The same applies to instant summonses. The spell says the effects are 60% likely to occur. So 40% chance that the summon will fail. Fails.

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