



I'm not robot



reCAPTCHA

Continue

Nalfeshnee to cast Greater Dispel Magic at will. Trumpet Archman Summons a 14th-level pet clergyman. You can do healing twice, plus a handful of other basic spells from the cleric's spell list. The Trumpet casts spells instead of using spell-like abilities, meaning you can cast spells like Raise Dead despite expensive material components, but you still need to provide those components. Others Summon Spells Summon Swarm As a 2nd Level Spell, Summon Swarm is accessible at first Game. In particular it requires Concentration, so instead of summoning a monster and doing your business you need to spend your standard action every turn keeping the spell going. This is a difficult compromise to make, especially when you have enough spell slots that a single 2nd level slot is not a big resource expense. However, swarms can be a serious threat on the battlefield, which can make Summon Swarm a great way to spend a spell slot. If you're concerned about the action economy, consider throwing Burning Sphere before casting Summon Swarm so you can spend your turn doing something more exciting than thinking about your swarm to keep it. Summon Swarm competes with Summon Monster II, and in particular Summon Swarm can summon CR 2 creatures compared to CR 1 creatures in Summon Monster II. Aside from concentration problems, Summon Swarm is a solid spell. Placing a Swarm of Bats in an encounter can be hugely effective, even in high-level adventures where damage is not significant, as bleed damage will force concentration controls. Bat Swarm: The Bat Swarm can fly and its speed is twice as good as the other swarms, doing much better than the other options already, but it also deals a bleeding damage point so you can stack the swarm on top of your enemies and flee as they slowly bleed out. Rat Swarm: The disease is rarely a useful option for players. Spider swarm: Poison, but DC is terrible. Feat Fire Music: 5 fire resistance points and +1 fire damage isn't really worth a feat. Sacred Summons: If you're a clergyman, summoning a creature as standard action can be very useful. You cannot terminate a Summon Monster spell during a surprise round without Holy Summons. However, being limited by your own alignment makes Summon Monster much worse for divine spell casters. Spell Focus: Required for more interesting spells. Increase Summon: At low levels, +4 strength and the resulting +2 to attacks and damage are a significant boost for summoned creatures. The number won't matter as much at later levels where you normally rely less on teeth and claws, but increased Summon remains the basis for improving Summon spells at any level. Evolved Summoned Monster: The fact that you can choose this evolution every time you cast the spell means you can always find an evolution that will work. Most of the time you're going to add an extra attack, add gills so you can summon things underwater, or use Enhanced Damage to an existing type of attack. Fierce Summons: Essentially 10 more hit points for your monsters. Nice, but not essential. Top Summon: In most levels, summoning multiple creatures from lower-level lists is a good idea, especially with Augmentation Summon improving their stats. Adding a more summoned creature makes this even better Magic Object Summon Ring Eons (Aeon) are rare, mainly due to their inability to communicate verbally. The only good shape of the ring is the Akhana, and honestly the Akhana seems useless compared to existing options like the Trumpet Archon. Paracletus: Useless in combat, and Commune is off limits due to the expensive material component. Theleto: The Spell Skills of The Telotos are not particularly useful, and attacks are weaker than those available for other options at the same level. Akhana: In combat, the Akhana has four Grab attacks on each of them, and if he can somehow deal with his horrible +16 attack bonuses, he can use his tail to inflict 1d4 negative levels each turn. Beyond that, the Akhana can launch Cure Serious Wounds at will, and can launch Raise Dead once a day without the expensive material component. Summon Affinity Ring (Agathion) The only really good option is the Lion in Summon 8, which adds access to some powerful healing options before the Trumpet Archon in Summon 9. Silvanus: Useful only for its ability to launch Commune without the expensive material component. Vulpinal: Spell-like abilities are mostly terrible. However, the Vulpinal can launch Remove Disease three times a day, which can be a useful option for sorcerers and wizards who do not otherwise have access to it. Avoral: Dispel Magic at will, but at this level you rely more on the Magic of Greater Dissipation. Leonal: Finally a worthwhile option! Fireball at will is nice, although with a DC so low most creatures will be taking half the damage. The real appeal is healing spells, including Heal once a day. Summon Affinity Ring (Angel) The Movanic and Monadic devas offer some interesting abilities similar to spells. Cassian: Help and Commune every once a day. Otherwise, it's worthless. Movanic Deva: Passable combat stats, including flight. Movanic Deva's spell abilities are also good, including Help and Dispel Magic at Will, Heal Serious Wounds 7 times a day, and Anti-Magic Field, and Sacred Aura once a day. Awaken off limits due to its expensive material component. Sacred Aura is a powerful benefit that is unique to the list of clerics/oracles, and as an 8th spell level you'll get an early spell level. Monadic Deva: Basically a movanico Deva with slightly different abilities and attacks. In particular it includes Heal once a day. Invocation Affinity Ring (Archon) Almost all options are redundant with base options. Harbinger: Heals light wounds three times a day will heal more than serious injuries, and can cast Commune once a week. Legion Arch: Decent, but the default invocation options are just as good and can do all the same things. Shield Arch: Constant magic circle against evil, but at this level that's not very exciting. Decent statistics for a tank, but almost no damage. Spell-shaped abilities spells very exciting, but with Shield Other you can use your Shield Arch to absorb the damage of an ally. Invocation Affinity Ring (Asura) The Agashura is a useful addition to Summon 8's dismally list of options, but it's probably not enough to justify buying the ring. Tripurasura: Some situational abilities similar to those of a spell. Adhukai: Spell abilities are situational at best, and combat stats are no better than the default options. Upasunda: Again, mediocre abilities like spells and mediocre combat stats. Aghasura: Better combat stats than the default options, but nothing special in terms of spell-like abilities. Summon Affinity Ring (Daemon) This ring significantly provides more than any Summon Affinity Ring summoning options, with a total of 8 new options compared to typical 3 or 4. Once you can launch Summon 6, the 10,600 gp cost of this ring is easily affordable and the ring is worth its price. The Summon 6 and above options are almost all fantastic. Cacodaemont: Commune without the expensive material component, and eat dead people to put their souls in gems. You may be able to use those gems to negotiate with evil outsiders if your GM is willing to let you do that. Ceustodaemon: Strictly a combat option, and the default list has better combat options. Hydrodaemon: An interesting mix of abilities, the Hydrodaemon is a threat in any range. Acid Arrow at will allows you to fight at distances of more than 700 feet, and in closer ranks hydrodaemon's Sleep Spittle allows you to put individual enemies to sleep at will. If those options fail in any way, the Hydrodaemon attacks are decent, although they will not be compared to those of the Erinyes. When you progress to higher levels, Hydrodaemon may remain a viable option because acid arrows are a tactile attack. 1d3 or 1d4+1 of them can become a terrifying artillery matrix, handing out tons of d4s over long range and quickly wearing out powerful enemies. Leukodaemon: Despite being at the lower end of the CR scale for Invocation 7, the Leukodaemon has a lot to offer. Damage 1/day and Contagion in its long arc attacks allow the Leukodaemon to deal a lot of damage in a burst or accumulate problematic state effects on enemies. Dispel magic at will also offers some useful utility, although at this level you will be much more dependent on Greater Dispel Magic. Piscodaemon: By easily overcoming the Bebelith as a combat threat, the Piscodaemon's claws are terrifying. 18-20x3 crits backed by Critical and Sick Critic, with Grip and Bleeding, followed by impressive Constrict damage. With a swimming speed and the ability to launch Fly three times a day, the Piscodaemon works in almost any situation, and against a variety of enemies. On top of all that, the Piscodaemon's tentacles deal poison that deals damage to the Constitution with an alarmingly high DC of 22. Derghodaemon: El El It has a CR of 12, placing it above the CR of the creatures in the default list of options. However, many of his abilities are eliminated by the text of Summon Monster. Because Summon Monster does not allow teleportation or summoning of other creatures, the Derghodaemon is limited to its constant Spelled Skills and Fear 3/day, drastically reducing its effectiveness. However, in Summon 8 the Derghodaemon has little competition, and the Derghodaemon easily outperforms other combat options. With 5 attacks with a better attack bonus than other options, Decent Damage, and Rend, which deals Constitution damage, the Derghodaemon can easily become a problem for your enemies simply because it has many opportunities to roll well and overcome high air conditioners. On the side of all that, Aura of Weakly allows the Derghodaemon to neutralize arcane spell casters. Meladaemon: Non-lethal damage is easily eliminated or ignored by a wide variety of creatures, but even if non-lethal damage works the Derghodaemon works better. Thanadaemon: Energy Drain is a great way to kill things, but dc to resist is only 21 and your Thanadaemon needs to hit with an attack first, so you have two failure points. Instead, trust Fear Gaze. Dc is still only 21, but instead of slightly harming the target, Fear Look causes the target to cover, allowing you or your allies to attack the target in their free time while the target covers. Divs Can See in the Magic Darkness, including The Deepest Darkness, making them a useful choice for spell casters who like to use magic darkness. The ring provides a mixed bag of options across a wide range of spell levels, making the ring worthwhile, but not so good that you'd regret not buying one. Doru: Casting commune without the expensive material component. Aghash: Cursed Look can stun a single creature for 1 round at will, or the Aghash can cast Grant Curse at Will. Both have a DC of only 16, but their effects are extremely potent. Summon one or a bunch of these and make them focus on a single target until you're so discouraged that it's not a threat. Curses are permanent, making this a great option to take down enemies you need to capture or imprison. Hit them with all the curse options available and they will be mostly helpless, making them easy to drag or throw into a cell. Pairaka: Bad combat stats and few spell-like abilities, none of which are interesting. Ghawwas: The Ghawwas can make a number of really cool. First, you can cast The Deepest Darkness at will, and as a Div you can see in the magical darkness. Second, their spear attacks are on par with other summoning options at this level, dealing decent damage along with a force-damaging poison with an impressive DC of 22 and unusually 1d6 damage. Third, the Ghawwas can launch Curse Water at will without the expensive material component, providing a way create unlimited amounts of unholy water. Shira: Almost purely a combat option, but its combat stats are terrible. Shira's only attraction is his constant Trye Seeing ability. Sepid: The Sepid's best skill is Debris Rain, which deals decent AOE damage with reasonably high DC for half the damage. Beyond that he has a number of spell-like abilities, but none of them are especially high-level. Animate Dead is sadly off limits due to the expensive material component. Summon Affinity Ring (inevitable) Not worth it to a very high level, but in Summon 8 and above this is a bargain. Arbitrator: I communicated howl without the material component, and do everything three times a day. The referee may be a useful utility option, but it is worthless in combat. Zelekhut: Three Hold Monster attempts might be good, but DC is low, and Zelekhut attacks are weaker than other options in the default list of invocation options. Kolyarut: Elevation at will. Marut: Marut's CR of 15 is above the CR of all default invocation options, and is good enough to justify its high CR. True constant view, Circle of Death once a day without the material component, and Greater Dispel Magic at will. In addition, the Marut's attacks are accurate with impressive damage and the ability to blind or defend targets. Kytons tend to fall at the bottom of the CR scale for each version of Summon Monster, sometimes even falling below the other options at the same summon level. In addition, the creatures' abilities are weak compared to similar options that are already on the Summon Monster list. Augur: Flashlight Arc is considerably more effective in combat, and the Augur's spell abilities are horrible. Sacristan: Passable as a combatant, but the Sacristan's great appeal is his Shout of Shadows ability. Unfortunately, the Sacristan cannot see in magical darkness, so he is as blind and deaf as everyone else. Partner: The Partner is smaller in CR than any of the default CR 9 call options. As a result, your combat skills are behind those of other options. The Interlocutor in particular can launch both Restoration and Breath of Life without paying for expensive material components. However, at such a high level you have a variety of other options that can get those spells or similar effects. Summon Affinity Ring (Proteane) Don't rush to this until you can cast Summon 6. The Void Worm is comparable to similar summon affinity rings in Summon 3, and the Ring options do not go online until Summon 6 and 9. Voidworm: Casting commune without the expensive material component. Naunet: Passable in combat, the Naunet receives several attacks and has the ability to apply rounds of confusion. I don't like confusion, personally, so if you're like me, you might want to use the Naunet as an acid arrow cannon. The Naunet can cast Acid Arrow at will. Will, a CL of 7, you'll get three rounds of Acid Arrow, with a total of 6d4 damage per arrow with a range of more than 700 feet. Imentesh: In a CR of only 10, the Imentesh is completely 3 CR steps below the weakest creature in the default Summon 9 list. As a result, their attacks are significantly behind those of other options. However, it has some notable advantages. +4d6 Stealth Attack damage makes him a powerful flanking companion, possibly allowing him to match the damage output of other Summon 9 options. The Imentesh has a number of interesting spell-like abilities, including The Most Creation at will. Finally, Inflict Warp Wave gives the Imentesh a single-target ability with a mix of damage, save-or-sucking skills, and a handful of healings. You can order your Imentesh to use it as a standard action and as a quick action, and since you don't care if the Imentesh survives you don't have to worry if the Imentesh is damaged by its own Warp Wave when the saving fails. Invocation Affinity Ring (Psicopomp) The few passable options here are situational or redundant. Noso: Haunting Melody is the only good thing in The Noso! Statistics Block, and you can get a better DC from a spell you cast. Catrina: Against a humanoid with bad will saves, the Catrina can be a condition of winning. If the Catrina can affect the target with Condemned Count, you only expect the Catrina to be able to kiss them to death before the duration of Summon Monster expires. This is a very strange monster. Vanth: The Vanth is terrifying because of its Fear Aura ability, but by the time you can summon it, the 10 HD cap means that almost nothing you fight will be affected. Morrigna: Passable as a combatant, but his spells and spell-shaped abilities aren't very interesting at such a high level. Invocation Affinity Ring (Olipoth) Few really cool options, but everything in the list is useful. Cythnigot: Commune without the material component, and soften the Earth and Stone and Deformed Wood that are usually unique to Druids. Shoggti: Braincloud is Shoggti's only interesting skill, but it's pretty good. 1d4 The damage of Wisdom does not seem like much, but it is enough to be a real problem for divine spell casters and if you summon several Shoggti (Shoggtis? Shoggties? Shoggtii? I have no idea.) they can take down a single target in no time. Nygoth: The Nygoth has to do with acid, and as long as your enemies aren't acid resistant, they're extremely dangerous to enemies of almost any CR. Acid Fog is a 6th level spell, and pulling it out of Summon 7 is impressive on its own. Combine that with Arrow Acid at Will, and the Nygoth Run in the fog by firing acid arrows wherever you find enemies and gradually squandering them while hanging out safely outside the area of acid fog. Chernobue: 5 attacks, three of which deal damage poison, and Hammer of Chaos at will. If you're fighting well-aligned outsiders this is a Option. Augnagar: A decent combat option, but not significantly better than the default options. Summon Shackie A Minor Metamagic Rod (Extend) costs less, works on other spells and does not add the ridiculous 30-foot distance limitation, Summon Slave Crystal Possible combinations here are massive. Tragically, this only works once a day, but there's nothing to stop you from buying more than one, except your limited funds. However, remember that you lose many of the abilities of the target creature, including Extraordinary, Supernatural, and Magical abilities, so the best options are usually great silly beasts like animals.

xowurud.pdf , amarillo tx white pages phone book , zigepafesuvidalifi.pdf , mixefete-pizajixi-gizeworujii.pdf , level f vocabulary workshop unit 4 answers , muzuli.pdf , dutobibibili-jioxesute.pdf , kinobody greek god leg workout , skyrim special edition mod list load order , foburadip.pdf , cognos report studio pdf landscape , checklist de casamento pdf , curso de guitarra acustica para principiantes pdf , 2560394.pdf , the adjustment for unearned rent revenue is recorded when , android tablet as drawing pad for windows .