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Pathfinder shadow evocation

Pathfinder: Kingmaker General DiscussionS I think Shadow Evocation uses to not affect allies, but in the run I'm now doing it. So my question is: in terms of mechanics, is Shadow Evokcation supposed to affect allies, or is it a mistake? Edit: Not sure if relevant, but Phantasmal Web still does not affect allies. Not a bug. It should affect allies. Shadow Evocation acts as a regular evocation, except that it can be incredulous with the will except for minor effects. Thank you so much for clearing that for me! I must have misunderstood. View full version: [PF] Is Shadow Evocation Blasting Worth It? Raven7772013-04-01, 11:56 PM I am fully aware that blasting should not be the first solution to most problems. Enchantment, necromancy or magic offer stronger possibilities. Sometimes, however, finishing a meeting with a blast or two saves you more time and resources than laying buffs and debuffs. Sometimes you just want to kill things dead. Not to mention frying things is just a good feeling. As a wizard, to fulfill these killing things dead situations in spells known in an effective way, I'm considering outsourcing all the blasting on the Shadow Evocation (line, which is both tasty and versatile. In particular, it would allow me to better adapt the blasting to different situations, such as these pesky fireproof monsters that thwart my regular fireballs. I could just shadow evocate dragon breath or some ball lightning instead, without the need for these real spells to fill my limited slots. It would also give me access to all the usefulness of Evocation (walls, darkness, daylight, other things) without having to learn these spells either. Obviously, Shadow Evokation has a compromise tack will save on top of its outbursts. Which means I'm going to want to strengthen their DC as much as possible. To that end... Like a human mysterious wizard... Bloodline Arcana (: +1 DC when using Metamagic School Power (Illusion) (: +2 DC Spell Focus (Http://www.d20pfsrd.com/feats/general-feats/spell-focus--final) : +1 DC Spell Perfection (: Doubles numeric performance bonuses, 1 Free Metamagic Effect Persistent Spell (: Opponents roll all saves twice and take the worst rolls it adds up to +5 to Illusion DC, with controls always rolled twice for the worst results. On my Wizard as currently equipped in terms of charisma score and equipment, it would mean 10 (base) + 6 (charisma) + 5 (spell level) + 5 (DC bonuses) = 26 shadow control How will it fare in the real game? Can it be further improved or dedicating these feats to the magic of waste or resources? Every thing people have accounts are trying shadow evocation/spelling in Pathfinder and how did it turn out for them? I am aware of this guide (which I have read thoroughly, but I would still like more input, especially from people who have played with magic in the Pathfinder Content Only campaign. Corlindale2013-04-02, 04:26 AM I not sure it's worth going so far as to make shadow evocation viable. If playing 3.5 warmage from level 1-20 taught me something, it's that you don't really need that many different ways to throw D6s at enemies. Just make sure that you have 2-3 different elements available, in 1-2 different shapes depending on the situation. It does not require many familiar spells, especially not if you have elemental charm or selective charm. You can also swap low level blasting spells as they become obsolete, for more enthusiasts and utilities. I don't mean to say that the Shadow Evocation line of magic is not useful and universal, but I think I'd rather use it with a primary illusionist for some backup emergy blasting instead as a real foundation for blasting to build. VonDoom2013-04-02, 05:51 AM Take larger spell focus for the next +2 (if spell perfection are affected). You may also consider Spell Specialization for such things, although it's probably a bad choice in most cases. However, with many different shadow evokation options (and Spell Perfection), it treats your wheel level as 4 levels higher. This is better and more versatile than penetrating the magic, because you just need to add one performance to your lineup. As a sorcerer you don't care, but if you do it with a guide, you can even take a larger spell specialization to cast it spontaneously (rather than go Raise Spell->Preferred Spell to do the same). If you can convince your DM to gnome racial traits, there's trickster: +1 to CL in determining the duration, scope, and area of all illusion spells. Also, since you already have Spell Focus under the illusion, you might want to use Shadow Conjunction when you're at it. Need_A_Life2013-04-02, 06:04 AM Will Your GM Will Allow Shadowcraft Wizard? Because i'm sure it'll help. How about some Complete Mage material? Reserve performances especially shadow evokations are flexible but less damage-intense on average than the basic evocative charm, so it takes some extra investment to make them as dangerous. On the other hand, they are much harder to make for nothing than the usual evocation once you do. :smallsmile: Evard2013-04-02, 06:09 AM Will your GM allow Shadowcraft Mage? Because i'm sure it'll help. How about some complete mage material? Shadow evocations are flexible but less damage-intensive on average than evocative charm so it takes some extra investment to make them as dangerous. On the other hand, they are much harder to make for nothing than the usual evocation once you do. :smallsmile: The campaign is Pathfinder only. Blyte2013-04-02, 05:35 PM I as a concept, but I think a lot of the time you might find yourself wanting to use 5th and 8th level magic slots to cast real 5th and 8th level spells that don't mimic (and does a damn good job of being awarded) a lower level spell. I think I'd rather play a guide using a 'wand like a wand' to generate a cheap effective burn. Dissonance2013-04-02, 07:58 PM with aside for more magic specialization, I think it works well. Being able to take two/four spells completely to cover 2 different schools is absolutely stunning for a sorc. However, you should at least wear a few lower level blasts so you can have the option available. Waste of magic at level 5: smalltongue: Powered by vBulletin® Copyright © 2021 vBulletin Solutions, Inc. All rights reserved. Despite the illusions, spells with the [shadow] subtype can create real effects, as described in Magic: Shadow: A shadow spell, creating something that is partly real from extradimensional energy. Such illusions can have real effects. The damage caused by the shadow illusion is real. So for all purposes, regardless of whether it's a 100% or 20% chance of affecting the target, if the target fails to save them throw and also can't withstand the shadow effect (d% percentile roll), the target is affected as if affected by a real copy of this spell. So, for the shadow illusion of Create a Pit, it would fall into a real extradimensional pit and take the damage out of it, and unlike fabrication and fantasies, there is no translucent outline, the effect is real and the means to save the target, climbing out, or even flying out of it work as if they were suffering from real magic. Note that if the targets resist the effect, they are considered infidels and then you roll d% percentile cubes to see if they are still affected by the spell (because the effect is partially real). Those who fail to save initially are automatically affected. So, if magic creates a 100% copy of the spell, then there is no chance, in order for some creature to become immune to the illusion and its effects, resist the illusion, but then the real effect appears, kind of making it useless to even will have control, as the creature still do save against the copied effect. Regardless of the result save not believe, the affected creature is also allowed none except that the spell is simulated allows, but save dc is set according to the level of the shadow magician (4th) rather than the spell is normal level. So, 100% Shadow Magic Create Pit creates 100% real extradimensional pits, forcing all creatures in the area to make reflex saving throw as a 4th-level version of the spell, either falling into the pit if they fail their Reflex check, or moving out of it if they pass their Reflex check. Note: This is for reporting spam, advertising, and problematic (harassment, fighting, or abusive) posts. School Illusion (shadow) [shadow]: Level bard 3, nightblade 3, wizard/guide 3 DESCRIPTION This spell acts as a shadow of evocation, in addition to allowing you to create a partially real, illusorily version of the wizard or guide to evocation spells of the second level or lower. If it is recognized as a minor shadow of evocation, the harmful spell deals with only one fifth (20%) Damage. Section 15: Copyright Notice Path of Shadows, © 2015, Ascension Games, LLC; Author Christopher Moore Page 2 </ > Home > Magic > Spells (3rd Party) > Party) >

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