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5e conjuration guide

Page 2 Specializing in Conjuration Specialization: Shoot Peter to pay Paul Now, before we start talking about specialization, it must be said that you can play a very honorable Konjurer as a Witch generalist. You can take Focus Spelling: Conjure and play Controller/Disabler with walls and clouds, or you can take Augment Summoning and order legions of Fiendish Dire Badgers. However, it specializes in opening many doors. You get access to a Master Specialist for one, which is an excellent prestige class with many useful and unique benefits. You also get access to the Unearthed Arcana Conjurer variant, all of which are very useful. For the sake of this handbook, let's assume that you have chosen to specialize in Conjuration. That means banning access to two schools. Forbidden Schools What two schools should you give up in return for your Conjurer speciality? Well, let's see what's out there. Abjuration: Eliminate magic, stone skin, empty mind. Three good reasons not to give up Abjuration. Abjuration has a lot of good protection mantras, and you want someone in the party to have access to them. If there are other casters in the group who can take care of defensive magic, then you may be able to ban Abjuration. If you're the only arcane caster, you might want to hang on to this one. Editor's note: if you plan to specialize in Calling, you will need this school for magic circles and dimensional keys for planar binding spells divination: You cannot prohibit Divination. Skip Williams gets a Canadian Nickel every time someone casts a Forecast spell. Charm: Charm brings many save-or-suffer spells, such as holding people and dominating monsters. This is useful, but the save-or-suffer mantra exists in several different schools, making Charm largely redundant. Many charm spells affect the mind, which means that nonliving creatures (undead, construction, oozes, and plants) are immune to them completely. 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You lose the wall of strength... but seriously, you're a Conjurer, what You care? Illusion: The illusion is an excellent school, with a lot of potential for battlefield control through misapperation. There are some excellent protective spells here, such as bigger mirror and see-through images. Illusions also have shadow evocation, which allows you to imitate Evocation spells (including contingencies), even if you have banned Evocation. I think illusions are guardians. Necromancy: Necromancy has some great debuff, starting with light enfeeblement and moving up through enervation and energy drain. Necro is where many save-or-die spells are located, and there is a lot of damage to the ability to be given. If you align well (and want to keep it that way), the descriptor [Crime] can prevent you from casting some better Necromancy spells, and this becomes an interesting school to ban. If you've been nasty or harmony isn't a concern, I think there's a better option. Transmutation: No. Just, no. Transmutations have the most spells of any school so far, and many of them are pretty good. This is where your polymorphs, your decency, and your attribute fans. Transmutation also offers celery lines, which is one of the best spell series ever printed. And even if you don't take one spell of damage to another, Transmutation offers a crush, which is awesome in its own right. My choices are Charm and Eviction. No school was critical, and both schools were easily replaced by mantras from other schools. Never ban transmutation. Editor's note: Usually my banned schools are evocation, illusion, and necromancy if it will focus on Dude's Alternative Classroom Feature specialist, Where's My Familiar? As a Level 1 Konjurer, you have several options. There are many fantastic options available to you as an alternative class feature. Enhanced SummoningUA: Enhanced Summoning gives you variant capabilities on levels 1, 5, and 10. 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If you choose to be a Focused Konjurer, you will have the freedom to completely shed your spell. Reserve achievements become largely unnecessary, even at very low levels. Focused Specialists require you to ban a third magic school. If you don't ban Evocation or Enchantment, now's a good time to do that. If you do, you have to take stock of your party friends to make a decision. If you have someone who can eliminate and protect, Abjuration is an acceptable option. Otherwise, your choices are Illusion, Necromancy, and Transmutation. Of the three, Necromancy seems to be the best option. Transmutation is too good for surgery, and Illusion gives you access to as many Evocation spells as it does through Shadow Evocation. Immediate Magic (Abrupt Jaunt)PHB2: Several times per day equals your Int bonus, you can teleport 10' towards your choice as an immediate action. You don't need to have a line of sight to your intended purpose. 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If you're thinking of playing Summoner, or you want to use monsters called as a regular part of your combat strategy, this is an amazing variant to take. Shortening the casting time of your calling spells to standard actions eliminates the risk of taking damage as you throw and lose spells. You can also Speed up your summoning spells, either through metamagical achievements or through class skills such as Master Specialist's Major Spell Esoterica. Speed Calling is equivalent to a +1 (Rapid Spell) level metamagic achievement for all your calling spells, for free. SpontanUA Summons: By losing the spell of your choice, you can cast any monster call spell from a lower level. So at the expense of level 4 spells, you can cast summoning J-III monsters. You submit a specialist Wizard bonus spell for this variant. This variant is terrible. If you play as a Caller, you may not want to drop your best spell for lower level calling. 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Much better than Combat Casting, because Combat Casting does nothing to help you if you get tagged during the rounds you spend to cast call spells. Spelling Focus: Conjuration: Good for disabling and with Conjuration spells, and pre-req required for some achievements and good prestige classes. Not all that useful if you're playing core, although you'll have to pick it up if you want Augment Summoning. Spelling Penetration: Much more important to Conjurers than most other Wizards. Many cloud spells ignore spelling endurance, as does your ball you Summoning monster spells. Spelling Penetration is for Evokers and Enchanters. Non-Core Feats of Arcane DiscipleCD: Choose a Calling domain, and this achievement adds a smaller planar ally to your spell list and allows you to qualify for Thaumaturgist. Choosing the Healing domain will open the Touch of Healing. Note that you need 10+ Wis spell levels to memorize or cast these domain spells, which may be prohibited. Arcane ThesisPHB2: I like my some Arcane Thesis, but that's not really Conjurer's achievement. However, if you take Arcane Thesis late in the game and choose to call the elemental monolith, then you can apply Extend, Imbue, and Rapid into it at no cost. Errata PHB2 corrects stupid FAQ rulings, but there really isn't just one mantra you'll focus on your career. Your rockstar mojo comes from your versatility, and Arcane Thesis is better for a one-trick pony mage (like Polymorpher). Cloudy ConjurationCM: Create a cloud that sickens your enemies as you cast a Conjuration spell. Since the effect ends as soon as the creature leaves the cloud, this is actually not very useful. This is a way to reduce monster rescue throws by 2, and may be functional if you can pin monsters inside the effect area. But in general, there are better achievements. Craft Contingent SpellCArc: Yep, still broken. For just 50gp and 2xp, next time I wrestle, benign transpositions target me and my closest allies. You can make contingent calls, and have them appear as permission as possible without requiring a full round to be thrown. Unlimited use. Extra SpellCArc: No. According to the FAQ, Extra Spell requires you to choose a spell that is already on your spell list, so there are no cheaper planar allies to qualify for Thaumaturgist or anything like that. Extra Spells are useless for Wizards, basically allowing you to insert additional Wizard spells into the spell book as if you had written them off a roll. Extraordinary ConcentrationCAAdv: Lets you concentrate as a moving action rather than a standard action. You can't cast other spells while concentrating, but you can enable spelling trigger items using your standard actions. Open a hole in one of your cloud areas or spells for the Fighter, allowing it to remain unaffected. For cloudkill and other moving clouds, you should talk to your DM about whether someone in the hole can stay in the hole as the cloud moves. RAW is tricky, because clouds move in your turn. Metamagic School FocusCM: Here's how to get your +1 metamagics for free three times a day without getting around with prestige classes. I love this achievement, it lets you Sculpt your highest level spells from the box. You can also use it to cast three monster spell calls a day with Rapid Spell or Imbued Summoning. Mobile SpellcastingCAAdv: Strangely worded, this achievement lets you move double and still make spells. There's a Concentration check, and you may have a sudden Jaunt, so you can move-cast-jaunt as needed anyway. Vatic GazePHB2: No No You can use magic detection as if, and you can determine if the enemy has spelling abilities (and how many). Can help you put the right save or lost spell on a worthy target. SplattererCM Acidic Feats Message: One of two damaging backup achievements is good for Conjurers, as you get many useful acid spells. Good for a little extra damage at a low level, especially if you prohibit Evocation. Outshadowned then when you have enough spells per day to throw something useful each round. Skippable achievements. JauntCM Dimensions: Allows you to teleport in short distances, and gives you +1 CL on teleportation spells. It's like Abrupt Jaunt (which is good), but as a standard action (which is bad). Keeps you out of grapple, so it's situationally useful if you don't take Abrupt Jaunt. ReachCM Dimensions: Lets you pull small unattended objects into your hands and give you +1 CL on summoning spells. Skip this, unless you can think of some fantastic out-of-combat uses for it. Caster bonus levels are useless for summoning spells. Fiery BurstCM: Another good damage backup feat. Fiery Burst is good because it affects the 10x10' area, although it allows for saving reflexes. Orb of fire is the best fourth-level Orb spell for you to memorize, which synchronizes well with these achievements during the intermediate level. Summon ElementalCM: Summons small elements for multiple rounds and gives you +1 CL on the summoning spell. Short duration and small size limit elemental combat ability, but he is great as a scout, trap spring, or flanker. Take it if you can squeeze it, but it doesn't have to have. HealingCC Touch: If you can get a Conjuration (Healing) spell at least the 2nd level to your spell list (via Arcane Disciple, Recaster abilities, or any other means), you can use touch of healing. This is a sneaky trick if your party lacks healing, but it is not worth the trouble in a round party. It's going to be a fantastic gimmick in a solo campaign. Metamagic Feats Metamagic works a little differently for Conjurers than for many other spellings. Many classic metamagics are worthless to us... You won't get much mileage from Empower, Maximize, Chain, or Twin Spell Likewise, you barely have anything to Persist. But don't be too moody, there are a lot of useful metamagic achievements for Conjurers, you just have to find it. Extend Spell is a good start, and Widen Spell is great for making large clouds bigger. And then there's Sculpt Spell, which gives you unparalleled control over how you place your bursts, deployments, and cloud spells. And zoom in on the spell... I Enlarge! It's actually not bad. Remember, however, there are no many battlefield controls, disables, and summoning spells available that it is often better to simply cast higher level spells than to use low-level spells with metamagics. You also never want to use metamagic on monster spell calls if that means increasing the spell level, because you want the beefiest monster you can get. Core Core Achievements Mantra: What? Who brought Enlarge? Well, you've got a lot of teleportation spells with relatively short ranges, like random dimensional spell lines. Enlarging them can put more battlefields under your control. Expand Spelling: Applicable to most of your mantras, Extend is probably the best core metamagic achievement for Conjurers. If you take it, I guarantee you'll find use for it. Maximize Spells: It's good to use high-level summoning monster spells to summon a lot of little creatures. However, level adjustments make Maximize unplayable, unless you have a way to apply it for free. Silent Spell: Silent dimensional doors are a great escape option in D&D Core. In the non-core, you have Abrupt Jaunt, which requires no verbal or somatic components, so Silent becomes less necessary. Widen Spelling: Situationally useful for cloud spells. You can fill a very large room with a widening dense fog. +3 level adjustment is a big hurdle, but again, there is a way in the non-core to apply it for free. Imbued SummoningPHB2 Non-Core Achievement: +1 level adjustment kills him. Calling a big creature is better than calling a little creature with a buff. Get through this. Persistent SpellCArc: Persistent Spell has no specific uses for Conjurers, as very few Conjuration spells qualify for it. Even so, Persistent Spell is completely broken if you can apply it to Transmutation fans for free. Quick SpellCD: Allows you to cast one round spells as standard action, at a cost of +1 spelling level. For spell calling especially, this is not worth the level adjustment. SpellCArc Sculpt: Probably the BEST metamagic achievement for Conjurers, because of the control it places on you over your area spells. You can sculpt your incendiary clouds into 10' cubes to avoid your allies, or you can fill long, narrow passageways with 120' worth of acid fog. There are many amazing things you can do with Sculpt Spell, because so many of your spells are bursts and spreads. Sudden XCArc: Once/day is a bit lame, but here's one way to apply those expensive metamagics without level adjustment. Sudden Maximize can help your horde spell out more useless creatures than usual, and Sudden Silent turns one of your teleportation spells into an emergency zero component escape spell. Sudden Widen turns one of your cloud spells into a monster, and Sudden Widen has no prerequisites, which makes it an excellent gateway achievement to Sculpt or Sudden Maximize. Page 2 Specializing in Conjuration Specialization: Shoot Peter to pay Paul Now, before we start talking about specialization, it is said that you can play a very honorable Konjurer as the Generalist Witch. You can take Focus Spelling: Conjure and play Controller/Disabler with walls and clouds, or you can take Augment Summoning and order legions of Fiendish Dire Badgers. However, it specializes in opening many doors. You get access to a Master Specialist for one, which is an excellent prestige class with many useful and unique benefits. You also get to get for the Unearthed Arcana Conjurer variant, all of which are very useful. 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Errata PHB2 corrects stupid FAQ rulings, but there really isn't just one mantra you'll focus on your career. Your rockstar mojo comes from your versatility, and Arcane Thesis is better for a one-trick pony mage (like Polymorpher). Cloudy ConjunctionCM: Create a cloud that sickens your enemies as you cast a Conjunction spell. Since the effect ends as soon as the creature leaves the cloud, this is actually not very useful. This is a way to reduce monster rescue throws by 2, and may be functional if you can pin monsters inside the effect area. But in general, there are better achievements. Craft Contingent SpellCArc: Yep, still broken. For just 50gp and 2xp, next time I wrestle, benign transpositions target me and my closest allies. You can make contingent calls, and have them appear as permission as possible without requiring a full round to be thrown. Unlimited use. Extra SpellCArc: No. According to the FAQ, Extra Spell requires you to choose a spell that is already on your spell list, so there are no cheaper planar allies to qualify for Thaumaturgist or anything like that. Extra Spells are useless for Wizards, basically allowing you to insert additional Wizard spells into the spell book as if you had written them off a roll. Extraordinary ConcentrationCAdv: Lets you concentrate as a moving action rather than a standard action. You can't cast other spells while concentrating, but you can enable spelling trigger items using your standard actions. Open a hole in one of your cloud areas or spells for the Fighter, allowing it to remain unaffected. For cloudkill and other moving clouds, you should talk to your DM about whether someone in the hole can stay in the hole as the cloud moves. RAW is tricky, because clouds move in your turn. Metamagic School FocusCM: Here's how to get your +1 metamagics for free three times a day without getting around with prestige classes. I love this achievement, it lets you Sculpt your highest level spell right out of the box. You can also use it to cast three monster spell calls a day with Rapid Spell or Imbued Summoning. Mobile SpellcastingCAdv: Strangely worded, this achievement lets you move double and still make spells. There's a Concentration check, and you may have a sudden Jaunt, so you can move-cast-jaunt as needed anyway. VaticanGazePHB2: Not terrible. You can use magic detection as if, and you can determine if the enemy has spelling abilities (and how many). Can help you put the right save or lost spell on a worthy target. Message Feats Acidic SplatterCM: One of the two damaging reserve achievements are good for Conjurers, as you get a lot of useful acid spells. Good for a little extra damage at a low level, especially if you prohibit Evocation. Outshadowed then when you have enough spells per day to throw something useful each round. Skippable achievements. JauntCM Dimensions: Allows you to teleport in short distances, and You +1 CL on teleportation spell. It's like Abrupt Jaunt (which is good), but as a standard action (which is bad). Keeps you out of grapple, so it's situationally useful if you don't take Abrupt Jaunt. ReachCM Dimensions: Lets you pull small unattended objects into your hands and give you +1 CL on summoning spells. Skip this, unless you can think of some fantastic out-of-combat uses for it. Caster bonus levels are useless for summoning spells. Fiery BurstCM: Another good damage backup feat. Fiery Burst is good because it affects the 10x10' area, although it allows for saving reflexes. Orb of fire is the best fourth-level Orb spell for you to memorize, which synchronizes well with these achievements during the intermediate level. Summon ElementalCM: Summons small elements for multiple rounds and gives you +1 CL on the summoning spell. Short duration and small size limit elemental combat ability, but he is great as a scout, trap spring, or flanker. Take it if you can squeeze it, but it doesn't have to have. HealingCC Touch: If you can get a Conjunction (Healing) spell at least the 2nd level to your spell list (via Arcane Disciple, Recaster abilities, or any other means), you can use touch of healing. This is a sneaky trick if your party lacks healing, but it is not worth the trouble in a round party. It's going to be a fantastic gimmick in a solo campaign. Metamagic Feats Metamagic works a little differently for Conjurers than for many other spellings. Many classic metamagics are worthless to us... You won't get much mileage from Empower, Maximize, Chain, or Twin Spell Likewise, you barely have anything to Persist. But don't be too moody, there are a lot of useful metamagic achievements for Conjurers, you just have to find it. Extend Spell is a good start, and Widen Spell is great for making large clouds bigger. And then there's Sculpt Spell, which gives you unparalleled control over how you place your bursts, deployments, and cloud spells. And zoom in on the spell... I know, I know! Enlarge! It's actually not bad. Remember, however, there are so many battlefield controls, disables, and summoning spells available that it is often better to simply cast higher level spells than to use low-level spells with metamagics. You also never want to use metamagic on monster spell calls if that means increasing the spell level, because you want the beefiest monster you can get. Core Feats Enlarge Spelling: What? Who brought Enlarge? Well, you've got a lot of teleportation spells with relatively short ranges, like random dimensional spell lines. Zooming in on them can put more terrain under your control. Expand Spelling: Applicable to most of your mantras, Extend is probably the best core metamagic achievement for Conjurers. If you take it, I guarantee you'll find use for it. Maximize Spells: It's good to use high-level summoning monster spells to summon a lot of little creatures. However, level adjustments make Maximizing unplayable, unless you have a way to Free. Silent Spell: Silent dimensional doors are a great escape option in D&D Core. In the non-core, you have Abrupt Jaunt, which requires no verbal or somatic components, so Silent becomes less necessary. Widen Spelling: Situationally useful for cloud spells. You can fill a very large room with a widening dense fog. +3 level adjustment is a big hurdle, but again, there is a way in the non-core to apply it for free. Imbued SummoningPHB2 Non-Core Achievement: +1 level adjustment kills him. Calling a big creature is better than calling a little creature with a buff. Get through this. Persistent SpellCArc: Persistent Spell has no specific uses for Conjurers, as very few Conjunction spells qualify for it. Even so, Persistent Spell is completely broken if you can apply it to Transmutation fans for free. Quick SpellCD: Allows you to cast one round spells as standard action, at a cost of +1 spelling level. For spell calling especially, this is not worth the level adjustment. SpellCArc Sculpt: Probably the BEST metamagic achievement for Conjurers, because of the control it places on you over your area spells. You can sculpt your incendiary clouds into 10' cubes to avoid your allies, or you can fill long, narrow passageways with 120' worth of acid fog.' There are many amazing things you can do with Sculpt Spell, because so many of your spells are bursts and spreads. Sudden XCArc: Once/day is a bit lame, but here's one way to apply those expensive metamagics without level adjustment. Sudden Maximize can help your horde spell out more useless creatures than usual, and Sudden Silent turns one of your teleportation spells into an emergency zero component escape spell. Sudden Widen turns one of your cloud spells into a monster, and Sudden Widen has no prerequisites, which makes it an excellent gateway achievement to Sculpt or Sudden Maximize. Maximize.

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