

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Grimoire Cognitas





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ALCHEMIST SPELLS

1st-Level Alchemist Spells

Tinkersight: Subject sees mechanical traps through solid objects; make Disable Device checks untrained and with a +4 bonus.

Wary Elusion: Subject gains a +4 dodge bonus to AC.

2nd-Level Alchemist Spells

Eye of Arcana: See spell resistance and identify creatures' lowest saving throw.

Momentary Discovery: Gain the benefits of 1 discovery for 3 rounds.

3rd-Level Alchemist Spells

Cerebral Attenuation: Gain blindsight against subjects with at least 10 Intelligence.

Felicitous Hunch: Subject gains a bonus equal to your casting modifier plus half your level to one Knowledge or Linguistics check.

4th-Level Alchemist Spells

Felicitous Hunch, Communal: As *felicitous hunch*, but you may divide the duration among creatures touched.

5th-Level Alchemist Spells

True Seeing, Fleeting: As *true seeing*, except it has no component and only lasts 1 round.

6th-Level Alchemist Spells

Mutable Discovery: Gain the benefits of 1 discovery for 1 hour/level; change it once per hour.

ANTIPALADIN SPELLS

1st-Level Antipaladin Spells

Erase Truths: Objective truths within the object touched are erased.

Insightful Sacrament: Sanctified liquid grants imbibers the effects of constant *detect good* and *detect evil* spells.

2nd-Level Antipaladin Spells

Hypothetical Vision: Receive a vision of one creature's reaction to a specified action.

3rd-Level Antipaladin Spells

Ascertain Fears: One creature is doubly affected by your aura of cowardice and must reroll successful saves each round.

4th-Level Antipaladin Spells

Transcendent Malice: Deal double damage with a single non-critical hit in the future.

BARD SPELLS

0-Level Bard Spells

Divinatory Simulation: Vision reveals how one creature would be affected by your spell.

Infiltrator's Touch: Your touch imparts the target's ability to perform structured physical gestures such as secret handshakes.

1st-Level Bard Spells

Descry Interest: Learn the most pressing concern of the last creature to hold an object.

Divinatory Inundation: Creatures entering the area hear words or receive a vision of your device.

Duelist's Intuition: Subject's critical threat range is increased by 1.

Flash of Insight: Subject gains bonus to one skill check equal to one-half your bonus.

Prophetic Call: Activate a *prophetic glyph*.

Scavenger's Charm: Learn whether or not there is an object of a certain type near you.

Tinkersight: Subject sees mechanical traps through solid objects; make Disable Device checks untrained and with a +4 bonus.

Touch of Perusal: Learn the information conveyed by up to 500 words per level.

2nd-Level Bard Spells

Detect Word: Hear one word and the 20 words that follow when it is spoken within range.

Hypothetical Vision: Receive a vision of one creature's reaction to a specified action.

Perceptive Deflection: Gain a deflection bonus to AC against one attack equal to your Perception modifier.

Perfect Recall: The subject recalls one piece of information with perfect clarity.

Scavenger's Dweomer: Learn whenever an object of a certain type worth a certain value comes within 100 ft.

3rd-Level Bard Spells

Collective Currents: A vision reveals the

Preternatural Evolution: Gain an insight bonus to one physical ability score equal to half your Wisdom modifier.

8th-Level Druid Spells

Gracious Insight: Gain one 6th- or 8th-level domain power.

9th-Level Druid Spells

Wind Tell: Talk to the wind.

INQUISITOR SPELLS

0-Level Inquisitor Spells

Infiltrator's Touch: Your touch imparts the target's ability to perform structured physical gestures such as secret handshakes.

Taste Palate: Taste and identify the last thing the subject ate.

1st-Level Inquisitor Spells

Descry Interest: Learn the most pressing concern of the last creature to hold an object.

Duelist's Intuition: Subject's critical threat range is increased by 1.

Scavenger's Charm: Learn whether or not there is an object of a certain type near you.

Trace Teleport: Learn where teleportation led.

2nd-Level Inquisitor Spells

Detect Word: Hear one word and the 20 words that follow when it is spoken within range.

Insightful Sacrament: Sanctified liquid grants imbibers the effects of constant *detect good* and *detect evil* spells.

Instant Inquisition: Learn information as if you had pursued it for 1 hour/level.

3rd-Level Inquisitor Spells

Collective Currents: A vision reveals the most knowledgeable authority on a subject.

Felicitous Hunch: Subject gains a bonus equal to your casting modifier plus half your level to one Knowledge or Linguistics check.

Sparing Insight: Gain one 1st-level domain power.

4th-Level Inquisitor Spells

Felicitous Hunch, Communal: As *felicitous hunch*, but you may divide the duration among creatures touched.

Prophetic Encounter: Wispy outline of the subject appears and interacts with you.

True Seeing, Fleeting: As *true seeing*, except it has no component and only lasts 1 round.

5th-Level Inquisitor Spells

Gracious Insight: Gain one 6th- or 8th-level domain power.

Telltale Eyes: Read what creatures plan to do for the next hour by looking into their eyes.

6th-Level Inquisitor Spells

Stalker's Arrow: Arrow creates a connection between you and its target that informs you of the target's location and actions all times.

MAGUS SPELLS

0-Level Magus Spells

Divinitory Simulation: Vision reveals how one creature would be affected by your spell.

Infiltrator's Touch: Your touch imparts the target's ability to perform structured physical gestures such as secret handshakes.

1st-Level Magus Spells

Duelist's Intuition: Subject's critical threat range is increased by 1.

Scavenger's Charm: Learn whether or not there is an object of a certain type near you.

Tinkersight: Subject sees mechanical traps through solid objects; make Disable Device checks untrained and with a +4 bonus.

Wary Elusion: Subject gains a +4 dodge bonus to AC.

2nd-Level Magus Spells

Eye of Arcana: See spell resistance and identify creatures' lowest saving throw.

Perceptive Deflection: Gain a deflection bonus to AC against one attack equal to your Perception modifier.

Prescient Riposte: Gain an insight bonus to AC against one creature; their narrow misses provoke attacks of opportunity from you.

3rd-Level Magus Spells

Felicitous Hunch: Subject gains a bonus equal to your casting modifier plus half your level to one Knowledge or Linguistics check.

Extrasensory Cover: Cover causes attacks to automatically miss the subject.

3rd-Level Summoner Spells

Collective Currents: A vision reveals the most knowledgeable authority on a subject.

Prophetic Encounter: Wispy outline of the subject appears and interacts with you.

4th-Level Summoner Spells

Prophetic Trace: A glyph harbors a fraction of your consciousness to be awoken by *prophetic call*.

True Seeing, Fleeting: As *true seeing*, except it has no component and only lasts 1 round.

5th-Level Summoner Spells

Planar Sweep, Outsider: Gain the ability to summon one outsider that is not on the *summon monster list*.

6th-Level Summoner Spells

Planar Sweep, Abberation: Gain the ability to summon one abberation that is not on the *summon monster list*.

WITCH SPELLS

0-Level Witch Spells

Divine Empathy: Feel anxiety and receive a vision from your companion, eidolon or familiar when it is in danger.

Divinitory Simulation: Vision reveals how one creature would be affected by your spell.

Taste Palate: Taste and identify the last thing the subject ate.

1st-Level Witch Spells

Descry Interest: Learn the most pressing concern of the last creature to hold an object.

Divinitory Inundation: Creatures entering the area hear words or receive a vision of your device.

Prophetic Call: Activate a *prophetic glyph*.

Scavenger's Charm: Learn whether or not there is an object of a certain type near you.

Wary Elusion: Subject gains a +4 dodge bonus to AC.

2nd-Level Witch Spells

Eye of Arcana: See spell resistance and identify creatures' lowest saving throw.

Foretell Destiny: See the aura of an unborn

child.

Prescience: Gain a passive +1 bonus to initiative and cast to reroll your initiative.

Scavenger's Dweomer: Learn whenever an object of a certain type worth a certain value comes within 100 ft.

3rd-Level Witch Spells

Adaptive Senses: Your touch grants you the special senses of the creature touched.

Cerebral Attenuation: Gain blindsight against subjects with at least 10 Intelligence.

Siphon Fate: One creature suffers an escalating penalty to attack rolls and saving throws; another gains an equal bonus.

Waking Dreams: See through the subject's eyes while sleeping; the effect may be passed between creatures with a touch.

4th-Level Witch Spells

Collective Currents: A vision reveals the most knowledgeable authority on a subject.

Prophetic Trace: A glyph harbors a fraction of your consciousness to be awoken by *prophetic call*.

5th-Level Witch Spells

Prophetic Encounter: Wispy outline of the subject appears and interacts with you.

True Seeing, Fleeting: As *true seeing*, except it has no component and only lasts 1 round.

6th-Level Witch Spells

Totemic Sight: Gain the permanent ability to see through a wooden totem.

7th-Level Witch Spells

Transcendent Luck: A hit or critical hit becomes a miss but the attacker's next attack against the subject critically hits.

8th-Level Witch Spells

Map of Fetishes^M: Objects become animate and indicate a creature's location on a map.

9th-Level Witch Spells

Familiar Vessel: Transpose your conscious mind into and act through your familiar.

SPELL DESCRIPTIONS

ABSCONDING TALE

School divination; **Level** bard 6

Casting Time 1 minute

Components V, S, M (an adder stone worth 500 gp)

Range touch

Target a book containing at least 100 empty pages

Duration 1 hour/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

The tale of the next creature to touch the book is drawn into its pages. The entire life story of the creature is captured within, relayed through beautiful calligraphy and accompanied by resplendent illustrations. All of the information contained within is objective and factual - it makes for an altogether dry read without your embellishment.

A creature whose tale has been captured by this spell has no inclination that it has. They do, however, feel a tinge of either pride or relief (depending on the merits or demerits of their tale).

The pages appear to be empty to every creature except you. This is not an illusory effect - magic that reveals invisible material or permeates illusions, such as *see invisibility* or *true seeing*, does not enable other creatures to see the tale.

The tale is permanently held within the enchanted pages; however, you can erase the tale by casting this spell again on the same book.

ADAPTIVE SENSES

School divination; **Level** druid 3, ranger 2, summoner 2, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

Your melee touch attack grants you any special

senses the subject has. This includes blindsense, blindsight, darkvision, scent, tremorsense and constant effects such as *detect magic*.

A successful Will save reduces the duration of this effect to 1 round.

ASCERTAIN FEARS

School divination; **Level** antipaladin 3

Casting Time 1 swift action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

You ascertain the subject's deepest fears. Your aura of cowardice imposes an additional -4 penalty upon the subject. Anytime the subject starts their turn within your aura of cowardice, they must reroll any successful saving throws they made against your fear effects within the past 24 hours. A subject that fails is affected by the triggering fear effect as if it had been wrought on your previous turn.

A successful Will save reduces the duration of this effect to 1 round.

This spell has no effect on mindless creatures or creatures with a number of HD greater than your antipaladin level + your Charisma modifier.

CARTOGRAPH

School divination; **Level** bard 5, ranger 4, sorcerer/wizard 6

Casting Time 1 minute*

Components V, S, M (blank vellum worth 10 gp)

Range 0 ft.

Effect map of your surroundings for 50 ft./level in all directions

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A detailed map of your surroundings appears on a sheet of vellum over the course of 1 minute. The map is perfectly drawn to a 1/2000 scale. It depicts walls, doors and natural terrain

in mortal danger.

Casting this spell allows the imperiled creature to send you a quick impression of what they fear their fate to be. This glimpse is too hazy to convey specific details, such as the face of a creature eating your familiar, but it can convey relevant information, such as a lizard pie (which your lizard familiar might use to convey that the human trying to eat it is the town baker).

Once you have received an impression, subsequent castings of this spell will only reveal the same impression until you touch your companion, eidolon or familiar.

DIVINE ENDOWMENT

School divination; **Level** cleric 2, druid 3

Casting Time 1 hour

Components V, S, DF, M* (incense worth 500 gp)

Range personal

Target you

Duration 1 hour/level*

You gain the benefits of a single feat that requires the channel energy or wild shape class feature. You must meet any prerequisites of the feat as normal.

The component cost of this spell is reduced to 100 gp and the duration is increased to 1 day/level if you do not possess any feats that require the channel energy or wild shape class feature.

This spell does not stack with itself; you may not benefit from two *divine endowment* spells at the same time. If you cast this spell while still under the effects of a previously cast *divine endowment*, the first spell is dispelled and you gain the benefits of the second spell.

This spell cannot be dispelled by any means other than casting it a second time or perversely offending the deity invoked.

DIVINITORY INUNDATION

School divination; **Level** bard 1, cleric 1, druid 2, sorcerer/wizard 1, witch 1

Casting Time 1 hour

Components V, S, M/DF (a bower's bill)

Range long (400 ft. + 40 ft./level)

Area 500-ft.-radius spread

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

The first time creatures enter the area, they receive divinitory stimuli of your device. You may choose to make creatures hear up to 20 words spoken in their own internal voice. Alternatively, you may choose to grant creatures a momentary vision of a 10-cubic-foot region of the area in its current state at the time of the vision. You must have line of effect to an area when casting this spell in order to grant visitors a vision of that area. The stimulus to be issued must be chosen at the time *divinitory inundation* is cast and may never be changed. Creatures do not lose any of their normal faculties when experiencing stimuli induced by this spell.

If two instances of this spell would overlap, each instance attempts to dispel the portion of the other that overlaps by making opposed caster level checks.

DIVINITORY SIMULATION

School divination; **Level** bard 0, cleric 0, druid 0, magus 0, sorcerer/wizard 0, witch 0

Casting Time 1 swift action

Components V, S, DF

Range personal

Target you

Duration instantaneous

You visualize yourself casting a single spell or using a single ability that targets a creature within 60 feet of you. You receive a vision of that creature as if it had failed any saving throws allowed by the spell or ability and you had overcome its spell resistance. You are able to tell if that creature would be wholly, partially or not at all affected by the spell or ability, though the vision is too vague to glean any more explicit details.

If your GM acknowledges that you (as a player) are the least experienced member of your party, this spell does not count against your normal allotment of 0-level spells known

obvious to you, allowing you to deflect their attack with ease. You gain a deflection bonus to AC equal to your Perception skill modifier. You must cast this spell before an attack roll or combat maneuver roll is made, and the bonus ends immediately after that attack or combat maneuver has been resolved.

The bonus provided by this spell is reduced by half if you are not armed with a weapon capable of dealing lethal damage.

PERCEPTIVE SYNERGY

School divination; **Level** summoner 2

Casting Time 1 standard action

Components V, S

Range touch

Target eidolon touched

Duration 1 round/level +1 round

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell synergizes your perceptive abilities with your eidolon's, granting your eidolon supernatural senses while you are using bond senses or merge forms. The senses gained are determined by you and your eidolon's combined Perception bonus. Senses gained are not lost at higher bonuses (a summoner and eidolon with a combined Perception bonus of 38 still gain see in darkness and tremorsense 60 ft.).

Combined Perception Bonus	Senses Gained
0 - 10	see in darkness
11 - 15	tremorsense 20 ft.
16 - 20	tremorsense 40 ft.
21 - 25	tremorsense 60 ft.
26 - 30	blindsight 20 ft.
31 - 35	blindsight 40 ft.
36+	blindsight 60 ft.

PERFECT RECALL

School divination; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject recalls something they once knew, saw or heard with perfect clarity. The subject must specify what they are trying to recall, such as the name of a particular creature or the number of seats in a room they once entered.

If the subject does not remember enough of a forgotten memory to direct this spell, they may attempt a DC 16 Intelligence check to recall something relevant to their current situation. If the subject fails or has no memories relevant to their current situation, they recall the most recent experience they found pleasant.

The subject may apply their current faculties to the memory recalled in order to learn things that they were not able to learn at the time it was acquired (as by a current *tongues* spell, etc.).

PERFECT RECALL, COMMUNAL

School divination; **Level** bard 3, cleric 3, sorcerer/wizard 3

Target creatures touched

Duration instantaneous

This spell functions like *perfect recall*, except that each subject shares the same memory. This spell only recalls the memory of one subject, but every subject may attempt a DC 16 Intelligence check to help that subject recall something relevant to their current situation if they do not remember enough of a forgotten memory to direct this spell.

PLANAR SWEEP, ABBERATION

School divination; **Level** summoner 6

Casting Time 10 minutes

Components V, S

Range personal

Target you

Duration 10 min./level

This spell grants you a fleeting yet perfect understanding of the natural world, allowing you to adopt preternaturally perfect forms. The next time you use wild shape, you gain an insight bonus to a physical ability scores of your choice equal to half your Wisdom modifier. This bonus lasts until the end of the triggering wild shape.

PROPHETIC CALL

School divination; **Level** bard 1, cleric 1, druid 1, sorcerer/wizard 1, summoner 0, witch 1

Casting Time 1 minute

Components V, S

Range 5 ft.

Target one glyph

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell activates a *prophetic trace* spell's glyph.

PROPHETIC ENCOUNTER

School divination; **Level** bard 4, cleric 3, inquisitor 4, sorcerer/wizard 5, summoner 3, witch 5

Casting Time 1 minute

Components V, S, F (a lock of the subject's hair)

Range 1 mile

Target one creature

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes

A wispy outline of the subject appears before you. You can verbally interact with the outline as if it were the subject, and the subject can verbally interact with you as if it were the outline. The outline has no physical properties - it is scarcely anything more than a figment. The subject cannot cast spells through the outline and sees nothing but you through the outline's eyes. The subject remains fully aware of its surroundings during this exchange.

This spell fails if the subject is unwilling. The subject may dispel this spell at any time.

PROPHETIC TRACE

School divination; **Level** cleric 4, druid 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time 1 hour

Components V, S, M (a jar of fireflies)

Range 5 ft.

Area one 5-ft. square

Duration permanent

Saving Throw none; **Spell Resistance** no

You inscribe a permanent glyph on the ground and instill a slumbering fraction of your consciousness into it. No two glyphs look alike and a glyph typically bears some mark to indicate the caster that created it.

Anytime a creature casts *prophetic call* on a glyph that you have created via this spell, your likeness is beckoned as if the creature had cast *prophetic encounter*.

A creature can simulate the effects of a *prophetic call* spell by making a successful Spellcraft check. You determine the DC of this check, (minimum 25; maximum 25 + caster level). This check takes 10 minutes to perform.

READ INTENTIONS

School divination; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

When you cast this spell, imagine a single consequence. Then make a Sense Motive check opposed by the subject's Bluff check. If you win, you learn whether or not the subject intends to take actions that they believe will lead to that consequence. This does not reveal the details of any actions that the subject intends to take.

The somatic component of this spell is so subtle that it does not belie the fact that you are casting a spell.

Range personal

Target you

Duration 10 min./level

You gain a single 1st-level power belonging to one of your deity's domains. You must specify which power this spell corresponds to when you prepare this spell if you are a cleric or druid, or at the beginning of your day if you are an inquisitor or oracle. The corresponding power cannot be changed, and this spell cannot grant you additional uses of a power that you already have.

Only druids that have access to a domain may prepare this spell.

You may only have one instance of *sparing insight* and *gracious insight* in effect at any given time. If you cast this spell while a prior instance of either spell is still in effect, the prior instance is dispelled.

SPELLSIGHT

School divination; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature that has access to limited-use spells or spell-like abilities

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

Make a Spellcraft check as you cast this spell. You learn the name of every limited-use spell and spell-like ability that the subject has at its disposal with a DC equal to or less than the result of your Spellcraft check.

If the subject succeeds at a Will save, you suffer a -10 penalty to your Spellcraft check and they may exclude or fabricate 3 limited-use spells or spell-like abilities.

STALKER'S ARROW

School divination; **Level** inquisitor 6

Casting Time 1 swift action

Components V, S

Range 0 ft.

Target one arrow or bolt

Duration 1 round

Saving Throw see text; **Spell Resistance** yes

A projectile enchanted with *stalker's arrow* establishes an empathic connection between you and the first target it hits. You can feel the target's distance from you at all times. This does not reveal the target's exact distance, but it does reveal distance in one the following broad categories: 50 feet, 500 feet, 5 miles or more than 50 miles. If the target is more than 500 feet away, you can also discern the direction toward them. In addition, you can feel when the target is perpetrating violence, as well as when it has stopped moving. Whenever you see a creature that has interacted with or been acted upon by the target, you can immediately tell that the creatures crossed paths. If the target leaves your current plane, you can discern the target's planar destination; however, this spell's magic is suppressed until you and the target once again occupy the same plane.

The connection established by a projectile enchanted with *stalker's arrow* lasts for 1 day per caster level. However, the target receives a Will save to dispel *stalker's arrow* every night at midnight.

STORMSIGHT

School divination; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You gain the ability to see through 5 feet of magical or non-magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment they might grant. If you possessed the ability to see through inclement weather conditions prior to this spell, the distance that you can see is increased by 5 feet.

This spell does not stack with itself or any other spell with the word *stormsight* in its name.