

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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ALCHEMIST SPELLS

1st-Level Alchemist Spells

Liquid Courage: Gain a +4 morale bonus vs. fear but suffer -2 to Int- and Wis-based skills.

Savvy Adaptation: Subject may reassign 1 skill point.

Vicarious Brew: Creatures that watch you drink are affected by alcohol.

2nd-Level Alchemist Spells

Bloodlust: Creature's natural weapons deal +2 damage, must make one attack/round.

Vicarious Poison: Creatures that watch you drink are affected by poisons.

3rd-Level Alchemist Spells

Savvy Adaptation, Greater: Subject may reassign 1 skill point per 3 caster levels.

4th-Level Alchemist Spells

Bloodlust, Mass: One creature/level's natural weapons deal +2 damage, must make one attack/round.

5th-Level Alchemist Spells

Acidic Infusion: Extract's duration is doubled but deals 1d4 Int damage twice.

Vicarious Potion: Creatures that watch you drink are affected by potions.

6th-Level Alchemist Spells

Love Potion: Subject must make a Will save to avoid falling in love with the first creature it sees.

ANTIPALADIN SPELLS

1st-Level Antipaladin Spells

Reinforce Bond: Your companion, eidolon or familiar can reroll one failed save vs. an enchantment spell or effect.

2nd-Level Antipaladin Spells

Fascinating Confrontation: Attacks against smitten enemies fascinate nearby creatures.

3rd-Level Antipaladin Spells

Zealous Delusions: One creature/level gains a +2 bonus to attack rolls and damage rolls

against good or evil creatures.

4th-Level Antipaladin Spells

Fleeting Corruption: Subject becomes Evil.

BARD SPELLS

0-Level Bard Spells

Beguiler's Tongue: Gain +2 to Charisma checks and Cha-based skill checks vs. creatures that respond to your words.

Discreet Affection: Your hostile actions do not automatically break fascination.

Tangible Emotion: Specified emotion affects creatures that pass through target space.

1st-Level Bard Spells

Accursed Text: Text becomes too frightening for many to read, those who do are shaken.

Aura of Grace: Creatures within the aura see and are seen as if attitudes were 1 step higher.

Bequeth^M: Object can only be held by a creature you specify.

Ego Check: Personal force renders a subject flat-footed and possibly shaken.

Enchanting Shill: Creature you endorse gains a +4 bonus to influence subjects in range.

Irresistible Shuffle: Subject takes a 5-foot step into a space you choose, may provoke.

Manic Trade: Subject buys and sells mundane goods at 3d6% more favorable prices.

Nether Word: Subject forgets a single word.

Savvy Adaptation: Subject may reassign 1 skill point.

Surge of Enthusiasm: Surge of vigor cures fatigue, grants +2 Str and Dex, exhausts or fatigues subject afterward.

Vicarious Brew: Creatures that watch you drink are affected by alcohol.

2nd-Level Bard Spells

Bardic Proxy: Give bardic performances through the subject.

Compel Draft: Subject is compelled to write everything they have recently read.

Ghostface Shroud: Your face and the details of your person cannot be remembered.

Mortal Fixation: Subject attacks specified creature until it is dead.

Raucous Thoughts: Loud thoughts impose -5

penalty to concentration checks and prevent the use of Cha-, Dex and Int-based skills.

Volatile Affection: Loser of opposed Charisma check is charmed by winner.

3rd-Level Bard Spells

Ensorcelled Text^M: Text compels those that read it to obey.

Irresistible Shuffle, Greater: Subject takes a 5-foot step into a space you choose for 1d4+1 rounds, may provoke.

Overwhelming Presence: Creatures other than you gain total concealment against the subject.

Painful Empathy: Subject suffers half as much nonlethal damage when specified creature suffers damage.

Savvy Adaptation, Greater: Subject may reassign 1 skill point per 3 caster levels.

Violent Mist: Thin red mist forces creatures within to attack the nearest creature.

4th-Level Bard Spells

Debilitating Jealousy: Subject's actions must lead to the acquisition of object you specify.

Memory Void: Subject forgets everything back to 10 minutes ago, vaguely remembers it later.

Mesmerize: Your personal magnetism cures the subject of damage and conditions.

Naivety: Subject suffers -2 penalty to saving throws vs. illusions and charm, -5 to the DC of Bluff attempts against them.

Shazbakkar's Hagglng Dweomer: Subject buys and sells at 1% more favorable prices for every 6 seconds spent hagglng.

5th-Level Bard Spells

Aversion: Subject is panicked when faced with a stimulus specified by you.

Geas, Transcendental: As *lesser geas*, except the effects persist beyond death.

Mortal Fixation, Mass: One subject/level attacks specified creature until it is dead.

Painful Empathy, Mass: One subject/level suffers half as much nonlethal damage when specified creature suffers damage.

Vicarious Potion: Creatures that watch you drink are affected by potions.

6th-Level Bard Spells

Compulsive Riddle: Subject is staggered and suffers 2 points of Int and Wis drain until they solve your riddle.

Macabre Compulsion: Subject attempts to meet as glorious an end as possible.

CLERIC SPELLS

0-Level Cleric Spells

Compel Observation: Silence one creature in your deity's place of worship.

Tangible Emotion: Specified emotion affects creatures that pass through target space.

1st-Level Cleric Spells

Bequeth^M: Object can only be held by a creature you specify.

Reinforce Bond: Your companion, eidolon or familiar can reroll one failed save vs. an enchantment spell or effect.

Surge of Enthusiasm: Surge of vigor cures fatigue, grants +2 Str and Dex, exhausts or fatigues subject afterward.

Vicarious Brew: Creatures that watch you drink are affected by alcohol.

2nd-Level Cleric Spells

Maternal Compulsion: Subject believes it is the mother of one creature.

Painful Empathy: Subject suffers half as much nonlethal damage when specified creature suffers damage.

3rd-Level Cleric Spells

Divine Resolve: Creature touched may reroll a single failed saving throw.

Generosity: Subject is compelled to give you one object.

4th-Level Cleric Spells

Cone of Compassion: Creatures cannot attack other creatures within the cone.

Zealous Delusions: One creature/level gains a +2 bonus to attack rolls and damage rolls against good or evil creatures.

5th-Level Cleric Spells

Moral Encumbrance: Subject cannot harm creatures within 1 step of your deity's moral alignment.

Painful Empathy, Mass: One subject/level suffers half as much nonlethal damage when specified creature suffers damage.

the same action that retrieving the object would if it were on your person).

Requesting an object currently in use, such as a sword during combat, grants the subject a +4 bonus to their saving throw.

GHOSTFACE SHROUD

School enchantment [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 10 min./level

Your face leaves no impression in viewers' memories. Creatures that see you while this spell is active will not be able to recall your face, even if they see it again in the future. Additionally, creatures that see you while this spell is active must succeed at a Will save to recall any details about your person, such as your size, your voice and the clothes you were wearing. This save is rolled once and the result applies to all details pertaining to your person.

This spell does not change your appearance and cannot be detected via mundane means.

GRANT COMPREHENSION, ANIMAL

School enchantment [mind-affecting]; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target animal touched

Duration 1 hour/level

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

You grant an animal comprehension of one cause and effect relationship as if it had the Intelligence of an average human.

GRANT COMPREHENSION, CONJURATION

School enchantment [mind-affecting]; **Level** sorcerer/wizard 2, summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target summoned creature touched

Duration 1 hour/level; see text

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

You grant a summoned creature comprehension of one cause and effect relationship as if it had the Intelligence of an average human. The subject loses this comprehension upon returning to their native plane.

IRRESISTIBLE SHUFFLE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1

Casting Time 1 standard action

Components V

Range touch

Target creature touched

Duration instantaneous

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

The subject feels the urge to shuffle. The subject immediately takes a 5-foot step into a space of your choice. This step does not count against the subject's normal limit of one 5-foot step per round and the chosen space may not expose the subject to an environmental hazard. A subject that fails their Will save shuffles so vigorously that they provoke attacks of opportunity while shuffling as if they were moving normally.

IRRESISTIBLE SHUFFLE, GREATER

School enchantment (compulsion) [mind-affecting]; **Level** bard 3

Duration 1d4+1 rounds

This spell functions like *irresistible shuffle*, except the subject continues to shuffle at the beginning of your turn for 1d4 turns. The subject only attempts a Will save once and applies that result each turn.

KISS OF SLUMBER

the affected liquid must succeed at a Will save to avoid falling in love with the next creature it sees. This is an emotion and mind-affecting effect. This effect functions as a 5th-level enchantment spell with a permanent duration for the purposes of dispelling.

MACABRE COMPULSION

School enchantment (compulsion) [death, evil, language-dependent, mind-affecting]; **Level** bard 6

Casting Time 1 round

Components V

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

Target one living creature

Duration 1 round

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

The sudden desire to meet a glorious end consumes the subject, compelling them to do everything within their power to meet as glorious an end as possible.

In the absence of environmental hazards, the target will approach the most imposing warrior among your company and thrust themselves before the creature's weapon as a free action, provoking an attack of opportunity. If this attack hits, it is an automatic critical hit (no confirmation roll necessary).

MALINGER

School enchantment [mind-affecting, pain]; **Level** sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature suffering ability damage

Duration instantaneous; see text

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

The subject suffers 2 points of damage to any ability score that was below its normal value prior to this spell. If any of the subject's ability scores are left below half their normal value, the subject must also attempt a Will save to avoid becoming staggered until those ability

scores have been restored to at least half their normal value. *Maligner* cannot reduce the same creature's ability score more than once and it cannot reduce an ability score below 1.

MANIC TRADE

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V

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

Target one creature

Duration 1 minute/level

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

The subject becomes very eager to finalize trades. They will buy mundane goods and services for 3d6% more than they would normally pay and sell mundane goods and services for 3d6% less than they would normally charge. This spell has no effect on the subject's propensity to trade magic objects or goods and services worth more than 1,000 gp prior to this spell's effect.

This spell's effect does not stack with itself or any magical effect that renders prices more favorable.

MATERNAL COMPULSION

School enchantment (compulsion) [emotion, mind-affecting]; **Level** cleric 2, druid 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 day/level

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

The subject believes it is the mother of one creature that it can see designated by you. It loses the ability to understand that creature's verbal communication and treats them as a mother of its type would treat their infant (a drow might try to eat them, a troll might try to nurse them,

NAIVETY

School enchantment [mind-affecting]; **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 swift action

Components V, S

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

Target one creature

Duration 1 round

Saving Throw none; **Spell Resistance** yes

The subject momentarily loses the ability to consider what you stand to gain from their actions. The subject suffers a -2 penalty on saving throws against illusion spells and spells of the charm or compulsion subschool. Additionally, the DC to Bluff the subject is decreased by -5.

A given subject may only be affected by a single instance of this spell at any given time.

NETHER WORD

School enchantment [language-dependant, mind-affecting]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration permanent

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

The subject forgets a single word specified by you. This does not negate the subject's ability to think about or relay that which the word represents; it only prevents the subject from speaking, writing or otherwise using the word of their own volition. The subject retains the ability to recognize the word, though they forget it again just moments after exposure.

This spell cannot prevent a creature from using a word as a verbal component.

OVERWHELMING PRESENCE

School enchantment [mind-affecting]; **Level** bard 3, magus 3, sorcerer/wizard 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 all creatures other than you total concealment against the subject. This spell ends as soon as any creature other than you makes an attack against the subject or speaks the subject's name.

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

PAINFUL EMPATHY

School enchantment [emotion, mind-affecting, pain]; **Level** bard 3, cleric 2, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (two feathers from a pair of mated hornbills)

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

Target one creature

Duration 1 round/level

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

A subject that fails a Will save develops a strong empathic connection to a creature of your choice within range that they can see. Whenever the chosen creature suffers damage, the subject suffers half as much nonlethal damage (to a maximum of 2 points of nonlethal damage per caster level). The subject only suffers this damage if it can see the chosen creature while the chosen creature is being damaged. This effect ends if the subject or chosen creature move beyond the range of the spell.

The chosen creature does not receive a saving throw to negate this effect and may not apply spell resistance.

A subject cannot develop an empathic connection to themselves.

PAINFUL EMPATHY, MASS

School enchantment [emotion, mind-affecting, pain]; **Level** bard 5, cleric 5, magus 5, sorcerer/wizard 6

This point may not be assigned to Charisma-, Intelligence- or Wisdom-based skills that do not already have at least 1 rank of training.

This spell has no effect if the subject has reassigned at least 5 skill points as a result of magic.

SAVVY ADAPTATION, GREATER

School enchantment [mind-affecting]; **Level** alchemist 3, bard 3, druid 3, ranger 3, sorcerer/wizard 3, summoner 3

Casting Time 10 minutes

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

The subject may reassign 1 skill point per 3 caster levels. This point may not be assigned to Charisma-, Intelligence- or Wisdom-based skills that do not already have at least 1 rank of training.

This spell has no effect if the subject has reassigned at least 15 skill points as a result of magic.

SHAZBAKKAR'S HAGGLING DWEOMER

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

Casting Time 1 standard action

Components S

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

Target one creature

Duration up to 1 round/level (to a maximum of 15 rounds)*

Saving Throw none; **Spell Resistance** yes

You must determine how many rounds this spell will last prior to casting it.

If you manage to haggle with the subject in terms that include a given item throughout the entire duration of this spell (see below), the subject is compelled to buy or sell that item at a price that is 1% more favorable to you than their final offer for each round that you spent haggling. The subject believes that the enchanted offer is

favorable toward them until this effect ends. This effect lasts for 1 minute.

This spell fails if the subject is unwilling to change their offer for at least 18 consecutive seconds or otherwise demonstrates that they are finished negotiating with you before the spell ends.

The somatic component of this spell can be disguised as vehement haggling gestures by increasing the duration of this spell by 1 round (this extra round does not contribute to the spell's effect and may cause the spell's duration to exceed 15 rounds and your caster level by 1 round).

This spell's effect does not stack with itself or any magical effect that renders prices more favorable.

STEEL MIND

School enchantment [mind-affecting]; **Level** magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

This spell renders you impervious to disruption. You gain a +5 bonus to concentration checks, and you do not need to make concentration checks while grappled or subjected to vigorous or violent motion.

SURGE OF ENTHUSIASM

School enchantment [emotion, mind-affecting]; **Level** bard 1, cleric 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute

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

A bolt of vigor suppresses the fatigued condition and grants the subject a +2 morale

that start their turns inside of or move into the mist must attempt a Will save. Subjects that fail are filled with intense fury that compels them to attack the nearest creature they can see. This fury lasts for 1 round.

A moderate wind (11+ mph) disperses the mist in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

The mist is thin and does not significantly hamper vision.

VOLATILE AFFECTION

School enchantment (charm) [emotion, mind-affecting]; **Level** bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 10 min./level

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

You and the subject make opposed Charisma checks. The winner charms the loser, as if by *charm person*, except that the effect is not restricted by creature type or size.

WILD CONFEDERATION

School enchantment (charm); **Level** druid 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

As a free action, you may attempt to charm any animals that see you. This effect functions like *charm animal*, except as noted below.

While under the affects of *wild confederation*, an animal gains the ability to understand Druidic and an Intelligence score of 8, allowing it to reason as if it were a dull-witted human. Animals affected by *wild confederation* become friendly toward each other, even if they are natural enemies.

At any given time, you can affect a number of

animals whose combined HD does not exceed twice your caster level.

You may release an animal from this effect as a standard action. You must touch the animal in order to do so. An animal released from this spell does not retain any of the knowledge it gained during the spell's duration; however, it does remain friendly toward any animal that was simultaneously affected by this spell.

This is a mind-affecting effect.

WITCHLIGHT

School enchantment (charm); **Level** witch 9

Casting Time 1 minute

Components V, S

Range touch

Target one light source/four levels touched

Duration 1 hour/level

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

Creatures that see you by way of the enchanted light become enamored with you until they see you without the aid of the enchanted light. Creatures that are enamored with you cannot be hostile or unfriendly toward you and those that fail a Will save become friendly toward you. Creatures that could see you without the aid of the enchanted light are unaffected (this spell has no effect while you are also illuminated by an unenchanted light source). This is an emotion and mind-affecting effect.

This effect ends if you attack an enamored creature or if the enchanted light is extinguished before this spell ends.

ZEALOUS DELUSIONS

School enchantment [mind-affecting]; **Level** antipaladin 3, cleric 4, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, S

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

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell**