

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE



# Grimoire Facilitas







LEAD DESIGN  
**Reid Stewart**

ART  
**Jeff Hill**

GRAPHIC DESIGN  
**Ivan Manolov**

DESIGN  
**Corrado Marcucci, Carl Bantleon, John Christian**

PLAYTESTING  
**Arthur C, Lisa R, Logan J, Owen H, Gavin S**

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## ALCHEMIST SPELLS

### 1st-Level Alchemist Spells

**Elemental Tonic, Water:** Elemental's possession grants darkvision 5 ft., tremorsense 30 ft. in water, reduces critical damage and can grant a CMD bonus.

### 2nd-Level Alchemist Spells

**Elemental Tonic, Air:** Elemental's possession grants darkvision 5 ft., reduces critical damage, reduces gravity and can grant flight.

**Resist Positive Energy:** Ignores first 5 (or more) points of damage per attack from positive energy.

### 3rd-Level Alchemist Spells

**Elemental Tonic, Earth:** Elemental's possession grants darkvision 5 ft., tremorsense 30 ft., DR 5/bludgeoning, reduces critical damage and can grant burrow speed.

### 4th-Level Alchemist Spells

**Elemental Tonic, Fire:** Elemental's possession grants darkvision 5 ft., resist fire 10, sets weapons ablaze and can grant fire breath.

**Positive Energy Attunement:** Positive energy damage cures subject instead of damaging them.

### 5th-Level Alchemist Spells

**Devil's Water:** Devil's possession grants see in darkness, resistances, DR, *fireball* and *Infernal*.

### 6th-Level Alchemist Spells

**Rakshasa's Spirits:** Rakshasa's possession grants SR, DR, *invisibility*, *minor image*, change shape and detect thoughts.

## ANTIPALADIN SPELLS

### 1st-Level Antipaladin Spells

**Channel Monster I:** As *summon monster I*, but direct control for duration concentration.

**Mendicant's Reward:** Conjured holy symbol staves off fatigue and environmental woes.

### 2nd-Level Antipaladin Spells

**Channel Monster II:** As *summon monster II*, but direct control for duration concentration.

**Summon Hellbat:** Summon a hellbat.

### 3rd-Level Antipaladin Spells

**Channel Monster III:** As *summon monster III*, but direct control for duration concentration.

**Tremors of Life:** Undead creature regains need to breathe, eat or sleep.

### 4th-Level Antipaladin Spells

**Channel Monster IV:** As *summon monster IV*, but direct control for duration concentration.

**Summon Nightmare:** Summon a nightmare mount that stays if you kill worthy foes.

## BARD SPELLS

### 0-Level Bard Spells

**Collector's Dweomer:** Conjure a small glass or leather container.

**Component Facsimile:** Sculpt arcane energy into a substitute for a material component.

**Conjurer's Cord:** Conjure a 25 ft. rope of arcane energy.

### 1st-Level Bard Spells

**Arcanist's Accoutrement:** Creates garments for personal impact, function or disguise.

**Arcanist's Armament:** Creates a masterwork weapon that extends enchantments.

**Arcanist's Instrument:** Creates a masterwork piece of performing equipment.

**Channel Monster I:** As *summon monster I*, but direct control for duration concentration.

**Charlatan's Purse:** Creates a fleeting gem worth 10 gp per level.

**Muck:** Muck fastens a weapon to whatever it strikes.

**Skyward Tablet:** Lights convey a message or pictograph across the horizon.

**Teleport, Minor:** Teleport 10 ft.

**Vanity's Attaché:** Animate grooming supplies bestow a +2 Charisma bonus until sullied.

### 2nd-Level Bard Spells

**Chain Cure, Light:** As *cure light wounds*, but arcs to a second target for half.

**Channel Monster II:** As *summon monster II*, but direct control for duration concentration.



**Target** you

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You prime yourself for a quick escape. Once before the end of this spell, when you are the target of an attack roll or a spell that requires a Reflex save, you can attempt a DC 15 Reflex save. You attempt this save after the attack roll has been made or the spell has been cast. If you succeed, you teleport up to 40 ft., and the triggering attack or spell targets the space you vacated. You cannot attempt this save while flat-footed.

### DIMENSIONAL NEXUS

**School** conjuration (teleportation); **Level** sorcerer/wizard 6

**Casting Time** 1 hour

**Components** V, S, M (blue diamond dust worth 5,000 gp)

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

**Area** 10 ft. radius spread

**Effect** nexus makes teleportation easier

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

This spell bends the intangible fibers of space toward the target area. A creature need not have seen this area to travel there via teleportation. Using *teleport* or any similar means of transportation to travel to this area always results in an On Target arrival. Additionally, when the nexus is used as the destination of a spell or ability that enables teleportation, the range of that teleportation is doubled.

### ELEMENTAL TONIC, AIR

**School** conjuration (summoning) [air]; **Level** alchemist 2, druid 2, sorcerer/wizard 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** bubbling beverage touched

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** no

You trace the arcane symbol of an air elemental

across the surface of a recently unsealed, yeast-and-sugar infused beverage. When you drink the beverage, a small air elemental is summoned into your person. The elemental remains inside of you for 10 minutes per level. During this time your voice becomes a whisper and you can only be heard by creatures within 10 feet of you. Gravity affects you at 1/2 the normal pull, so that you can jump 2 times higher or longer than normal and you only take 1/2 damage from falling. You also gain darkvision 5 ft. and you ignore up to 10 points of extra damage caused by critical hits scored against you. You may end the spell as a standard action to gain a fly speed of 50 ft. (good) for one turn.

If anyone drinks the beverage prior to you, they suffer 1d4 points of electricity damage and dispel the magic.

### ELEMENTAL TONIC, EARTH

**School** conjuration (summoning) [earth]; **Level** alchemist 3, druid 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** cider touched

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** no

You trace the arcane symbol of an earth elemental across the surface of cider. When you drink the beverage, a small earth elemental is summoned into your person. The elemental remains inside of you for 10 minutes per level. During this time you feel heavy and cumbersome; all of your speeds are reduced by half and you suffer a -4 penalty to Dexterity. You gain darkvision 5 ft., tremorsense 30 ft., DR 5/bludgeoning and you ignore up to 10 points of extra damage caused by critical hits scored against you. You may end the spell as a standard action to gain a burrow speed of 20 ft. for one turn.

If anyone drinks the beverage prior to you, they suffer 1d4 points of acid damage and dispel the magic.



### ELEMENTAL TONIC, FIRE

**School** conjuration (summoning) [fire]; **Level** alchemist 4, druid 4, sorcerer/wizard 4, summoner 3, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** grain alcohol touched

**Duration** 1 min./level

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

You trace the arcane symbol of a fire elemental across the surface of grain alcohol. When you drink the beverage, a small fire elemental is summoned into your person. The elemental remains inside of you for 10 minutes per level. During this time you feel agitated and destructive. You gain darkvision 5 ft., resist fire 10, any weapon you wield gains the flaming burst special ability and you ignore up to 10 points of extra damage caused by critical hits scored against you. You may end the spell as a standard action to gain the benefit of having cast *fire breath* (CL 5) [found in the Pathfinder® Roleplaying Game: Advanced Player's Guide™].

If you can see any wooden objects at the start of your turn, you must make a DC 14 Will save or attempt to burn the largest wooden object you can see to the exclusion of all other activities. Druids, sorcerers and wizards may supervise you as a standard action, granting a +4 competence bonus to such saves.

If anyone drinks the beverage prior to you, they suffer 1d4 points of fire damage and dispel the magic.

### ELEMENTAL TONIC, WATER

**School** conjuration (summoning) [water]; **Level** alchemist 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** water touched

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** no

You trace the arcane symbol of a water elemental across the surface of water. When you drink the water, a small water elemental is summoned into your person. The elemental remains inside of you for 10 minutes per level. You gain darkvision 5 ft., tremorsense 30 ft. (only functions through water), vulnerability to electricity and you ignore up to 10 points of extra damage caused by critical hits scored against you. You may end the spell as an immediate action to add +5 to your CMD against a single combat maneuver (you may do this even after the check has been rolled).

If anyone drinks the beverage prior to you, they suffer 1d4 points of cold damage and dispel the magic.

### FANTASTIC REPLETION

**School** conjuration (creation); **Level** bard 4, sorcerer/wizard 4

**Casting Time** 1 minute

**Components** V, S

**Range** touch

**Target** depleted vessel

**Duration** 24 hours

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

This spell replenishes a single non-magical beverage, potion or liquid poison. The fluid must have been depleted no more than 1 day ago per caster level.

### FLAME SPURT

**School** conjuration (creation) [fire]; **Level** druid 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** dormant spout of flame filling a 5 ft. space and spraying upward 10 ft.

**Duration** 1 round/level

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

You create a volatile well of hot gas below a natural surface. The well screams under the pressure of footsteps as creatures approach it, and creatures with an Intelligence score of 8 or



up to 40 feet. Also, it cannot teleport an object to the Ethereal Plane, though it can teleport an object directly into a creature's hand (provided that the hand is free).

### TREMORS OF LIFE

**School** conjuration (healing) [curse]; **Level** antipaladin 3, cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (the stomach, gullet or eyelid of a sow)

**Range** touch

**Target** undead creature touched

**Duration** permanent (D)

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

You touch an undead creature and imbue it with the need to breathe, eat or sleep as though it were living.

Like the effect of *bestow curse*, *tremors of life* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *tremors of life* caster level.

### THOUSAND WORD GLYPH

**School** conjuration (creation); **Level** bard 2, sorcerer/wizard 3

**Casting Time** 10 minutes

**Components** V, S, M (pearl dust worth 100 gp)

**Range** 5 ft.

**Effect** image expresses up to 1,000 words

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

A graze of your hand inscribes a phosphorescent glyph into a solid surface. The image conveys an implicit understanding of information that would take you up to 1,000 words to express. It takes 1 minute to glean 100 words worth of information from the image. The meaning conveyed by a *thousand word glyph* transcends language; it is capable of conveying its meaning to a creature that does not read any languages at all, so long as the creature has an Intelligence score higher than 2.

### VANITY'S ATTACHÉ

**School** conjuration (summoning); **Level** bard 1, cleric 1, paladin 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 minute

**Components** V, S

**Range** 0 ft.

**Effect** sentient grooming supplies

**Duration** 1 hour (D)

**Saving Throw** none; **Spell Resistance** no

This spell conjures a set of animate grooming supplies that speak Common. A character that allows these sentient instruments to groom him for at least 20 minutes gains a +2 circumstance bonus to Charisma. This bonus lasts until the character sleeps, gets hit in combat, carries a medium load or otherwise sullies himself.

### VICIOUS FLEA SWARM

**School** conjuration (summoning); **Level** druid 3, ranger 3, sorcerer/wizard 4, summoner 3, witch 4

**Casting Time** 1 round

**Components** V, S

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

**Target** living creature with skin

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You must succeed at a ranged touch attack. On a hit, fleas gnaw away at the subject, sharing their space for the duration of the spell or until the subject suffers fire damage. The fleas deal 1 point of nonlethal damage per round and possess the distraction ability (DC 17). As with other swarms, spellcasting or concentrating on spells while affected by a *vicious flea swarm* requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

### VORACIOUS HEALING

**School** conjuration (healing); **Level** cleric 3, druid 4, ranger 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a hydra scale coated with



troll fat)

**Range** touch

**Target** living creature touched

**Duration** 1 round/level

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

The target's wounds close with incredible speed. The target gains fast healing 2. The target may suppress this effect as a standard action to gain DR 10/- for one round.

### WALL OF GLASS

**School** conjuration (creation); **Level** sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** transparent wall up to one 5 ft. square/level, 10 ft. tall

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** no

You conjure a plane of sheer glass. A *wall of glass* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. The wall must be anchored to the floor; it is not strong enough to support its own weight without a sturdy horizontal foundation, nor is it strong enough to bear the weight of any creature larger than Tiny. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails.

The wall does not block line of sight, but it does block line of effect and bar movement. The wall offers little in the way of protection; each square of glass has 3 hit points, although it does have immunity to both fire and cold damage. However, if the same *wall of glass* is subjected to a spell with the [fire] descriptor and a spell with the [cold] descriptor, the wall shatters. Creatures within 10 feet of the wall when it shatters take 1d4 points of slashing damage +1 point per caster level (maximum +5), with a Reflex save for half damage. Creatures can hit the wall automatically. A section of the wall whose hit

points drop to 0 is breached. Creatures entering a breached or shattered space that do not have an armor bonus of at least +1 or a natural armor bonus of at least +3 take 1d4 piercing damage.

### YGGDRASIL STAFF

**School** conjuration (summoning); **Level** druid 7

**Casting Time** 1 minute

**Components** V, S, M (ashes of a fire giant's beard)

**Range** 0 ft.

**Effect** one quarterstaff

**Duration** 24 hours

**Saving Throw** none; **Spell Resistance** no

You summon one of the last remaining twigs of a legendary tree that used to connect the planes. The twig serves as a +3 outsider bane quarterstaff. Unlike ordinary bane weapons, a Yggdrasil Staff excels against every subtype of outsider.

A Yggdrasil Staff bypasses DR/epic. It has 80 hit points, a hardness of 19, a break DC of 30 and a +17 bonus to Fortitude, Reflex and Will saving throws. It is appropriate to your size at the time that you summon it. Its size cannot be changed even if it is subjected to spells that normally change a weapon's size, such as *enlarge person*. It is also immune to magic from the necromancy and transmutation spell schools.