



## **Grimoire Mortalitas Tips**

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## Grimoire Tips: Mortalitas

Grimoire Mortalitas is a powerful tome in the hands of a cunning necromancer. Here are a few tips to help you get the most out of your grimoire.

### Animated Shadows + Disarm.

Incorporeal creatures are immune to damage from non-magical sources. This makes *animate shadow* deadly against mundane creatures or in conjunction with disarming spells/abilities.

### Aura of Death + Trip.

*Aura of death* severely limits a creature's ability to cure damage. While this spell is active, you might want to make trip attempts as opportunity attacks when creatures try to move away from you. It's typically worth foregoing an attack of opportunity's damage to hold an adversary that can heal inside the aura.

### Beacon's Many Uses.

*Beacon to undeath* can help a skilled tracker locate the source of undead creatures, thin out a horde or let you bypass an encounter altogether.

### Black Fang's Distribution.

Extra attacks (e.g. *haste*), enemy healers (burst damage), secondary attacks, a large critical range and friendly creatures with negative energy affinity are all factors that encourage you to enchant a single weapon. Pounce and subjects with more attacks than one-fourth your caster level are factors that encourage you to enchant multiple weapons.

### Black Pustule of Lies.

*Black pustule* can target allies or enemies. On allies, it bestows penalties against whatever your GM thinks the most likely source of PC death is, and gives bonuses in other areas. It's almost always in your best interest to lie to the subject or take unconventional routes after casting this spell, so that you can grant bonuses against the biggest threat or avoid it altogether.

### Revenants are Friends.

If you budget some time to cast *breed revenant* prior to combat, you'll have a powerful psuedo-ally during battle. The revenant is a lot scarier to its target than it is to your party, and it's also liable to soak up some of the target's nastiest spells. Additionally, if you don't know where your target is, you can breed a revenant out of one of their victims and follow it.

### Channel Sorcerers.

Spells that let you call spirits into creatures' bodies offer more than out-of-combat utility, they let you convene with powerful spellcasters that might be cajoled into lending a spell or two.

### Convert Early.

*Conversion* deals nonlethal damage, which is restored at a rate of 1 point per level per hour. If you cast this spell or create this extract early enough, it's like gaining free temporary hit points with a Fortitude reroll on top.

### Dead Palate + Cull.

Maintaining balance with *cull* is invigorating, but resorting to negative energy is nauseating when the ends don't justify the means. *Dead palate* can help you resist this nausea.

## Infertility is Profitable.

*Curse of infertility* is permanent, which means that it can be dispelled. Wealthy men pay a lot of gold to have heirs, making this an easy racket when paired with *dispel magic*.

## Decrepitate: Bane of the Nimble.

*Decrepitate* may seem frivolous, but a heavy load caps a creature's Dexterity bonus to AC at +1. This allows you to reduce a dexterous creature's AC by several points, which makes subsequent touch attacks very easy to land.

## Feeble Body and Power Attack.

*Feeble body* is a control spell that keeps on controlling - it's an incredibly good choice if you have a fighter or ranger in your party that likes to use power attack. The target will probably fall prone several times because of a single spell.

## Grating Joints is Consistent.

*Grating joints* bestows up to -4 in penalties to several creatures, and a save only reduces that by half. There are very few times that it would not behoove a caster to have this spell prepared.

## Lifblood + Restoration.

*Lifblood transfusion* is arguably the best spell in this tome. The duration and bonus type easily warrant keeping it and a *lesser restoration* prepared to negate its penalty.

## Lifblood + Enhancements.

*Lifblood transfusion* stacks with enhancement bonuses and has great synergy with spells like *bull's strength*. +4 Strength is good, +9 Strength is great.

## Necrotic Trace: the Head-Saver.

A disproportionate number of necromancers above the age of 40 know *necrotic trace*. That's because necromancers that know *necrotic trace* are seldom held accountable for their magic.

## Resist Negative + Channel.

Is your party's whine meter stuck on stop channeling negative energy before we kill you? Cast *communal resist negative energy* on them - you'll enjoy the silence, and you'll have way less stuff to carry than if you had just killed them.

## Rot Remains.

*Rot* imposes a nasty condition for a level 1 spell - the catch is that you have to cast it on food. This is much easier and more combat-friendly if you cast it on food that has already been eaten. Look for remains in a monster's lair, or take some of an enemy's meal home with you.

## Shadow Tether and Light Spells.

By casting *light* or *darkness* prior to *shadow tether*, you can lock a subject down more effectively than you could with many wall spells. If you cast *darkness*, you can also dispel it toward the end of *shadow tether*'s duration to squeeze some Strength damage out of the spell.

## Wreckless + Reflexes.

*Wreckles vigor* makes short work of an enemy if your front line fighters have combat reflexes.

## Keep Your Flavor.

Remember that these are just tips. Above all else, play who you want to be and enjoy yourself!