



Grimoire Enamoris Tips

LEAD DESIGN
Reid Stewart

GRAPHIC DESIGN
Ivan Manolov

Visit us at www.dreadfox.com!
Be our friend on Facebook!
Follow us on Twitter!

Grimoire Tips: Enamoris

Grimoire Enamoris has spells that empower enchanters to turn almost any situation into a favorable one. Here are a few tips to help you get the most out of your grimoire.

Stratify Scaling.

Many low-level spells in this tome scale well because they stave off negative conditions or disregard enemy saving throws. However; spells that do rely on saving throws tend to be much stronger early on. A balance of both will yield the highest overall power as you gain levels.

Dark Horses and Blue Chips.

We try to maintain a balance between broadly applicable spells and highly circumstantial spells in each of our grimoires. As a general rule, the more specific a spell's use is, the more powerful it is. Some players enjoy the game more when they get to cast a few very powerful spells, and some players enjoy the game more when they have a little something for every occasion. It's worth considering your personal preference as you select spells from this grimoire, as it was designed to have a wider-than-average spread in this regard (as befits enchantment).

Objects Give Longevity.

Enchantment spells that target objects typically allow you to subject several creatures to the same spell over a generous period of time. Though less combat-friendly than spells that target creatures, their total contribution can be much higher.

Arcane Compulsion ASAP.

If you suspect that an enemy has several levels of spells available to them, a first-round *arcane compulsion* that forces them to cast a common low-level spell can buy your party precious time to reposition or buff themselves before facing spells that present a real threat.

Beastiatrope + _____ *Animal*.

Even if a subject saves against *beastiatrope*, it enables you to squeeze great value out of low level spells that target animals for 1 minute.

Your Cone, Your Comfort.

Cone of compassion is a static effect. This allows you to step into your own cone after casting it.

Fetishes Make Great Gifts.

Once you have dominated a creature with *dominate fetish*, possession of the fetish provides nearly infinite roleplaying possibilities. Make new friends, new enemies or just give someone the coolest present of all time.

Earthsoul Can Hurt. Badly.

It's easy to overlook *earthsoul's* ability to deal damage. Whether you're playing a druid of lesser conscience or it serves the greater good, sometimes a blazing forest fire is just what the old gods ordered.

Ego Check or *Mind Check*?

Both *ego check* and *mind check* scale very well, and both provide unique advantages. If your party is melee heavy, the numbers may favor *mind check* even if your Cha is higher than your Int. If your party is ranged attack or saving throw

heavy, the numbers may favor *ego check* even if your Int is higher than your Cha. In general, *mind check* is the stronger spell, but that is subject to change based on your party composition and the types of enemies you typically face.

Enchanting Skill: Lobby Yourself.

One of our playtesters did a fantastic job of endorsing someone with the components of *enchanting skill* - the GM gave a circumstance bonus on top of the spell's normal bonus for it. This could be worth trying in your game - even if the extra bonus gets vetoed, it's still a lot of fun.

Fleeting Hold Still for my Party!

Fleeting corruption and *fleeting purification* are only ended if you deal damage to the subject. That is not a plural you (unless you are royalty).

Ghostface Spy.

Ghostface shroud has a big advantage over mundane costumes and illusion spells in that it does nothing that would raise suspicion (auras of enchantment are much less conspicuous than auras of illusion).

Mothers' and Children's Places.

Puerile compulsion is much stronger than *maternal compulsion* as the power-dynamic of mother-child relationships usually favor the adult. That's not to say that these spells don't have a host of unique uses, though. Sometimes being cared for is preferable to having authority.

Overwhelming Graveyards.

Overwhelming presence is a double-edged sword. Don't be a novice - there are Draconic songs dedicated to this spell's minimum

duration.

Haggling: Start Small (or not).

The first few times you cast *shazbakkar's haggling dweomer*, make it short so that you can learn ways to keep transactions going gradually. Unless your GM is one to rain on totally awesome parades. Then start HUGE!

Fatigue a Friend?

Surge of enthusiasm gives great bonuses for its level. Are they good enough to warrant fatiguing a friendly creature? We vote yes, but only if you have access to uncostly cures for fatigue (mercies, domain powers, etc.).

Vicarious Spells - Try Them!

Vicarious brew seemed much stronger in play than it does on paper, and *vicarious poison* seemed much weaker in play than it does on paper. Try the vicarious spells for yourself - we'd love to read about your experience! Our website (dreadfox.com) even has a whole page dedicated to your feedback!

Keep Your Flavor.

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