



Grimoire Illusionatus Tips

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Grimoire Tips: Illusionatus

Grimoire Illusionatus offers spells that are deceptively powerful, spells that are deceptively versatile, and spells that are just plain deceptive. Here are a few tips to help you get the most out of your grimoire.

Adele's Offense & Defense.

Adele's corridor is more versatile than it looks. It can be used offensively to force a creature to provoke attacks of opportunity, or defensively to deny full-round attacks and let your allies move away from the subject without provoking.

Adhere Ye, Adhere Ye!

Adherent flanker is best when cast on melee fighters so that creatures can't move out of flanking position between turns. Casting it on ranged characters close to you can save you time and actions, though. Just try not to cast it on subjects that tend to take full-round actions so that it can be moved around during combat.

Anima Rewards Ingenuity.

Anima's wake is an underwhelming spell for its level when used to add another combatant to your party. Its best uses tend to involve a little more finesse. Diverting guards, freeing your party from a locked room, making your enemies think you haven't moved... clever applications are typically much more potent than direct ones.

Pantomime in Pairs.

Use *arcane pantomime* in conjunction with a spellcasting partymate. Even though a given

spell can only be pantomimed once, mimicking each other's spells during the same round can provide a substantial burst of damage.

Black Market Fail?

Black market sleight is more reliable than *Sleight of Hand* in terms of hiding an item, but it's also much less reliable in terms of keeping that item hidden.

Cordial Invites Finesse.

With no saving throw and no spell resistance, the impetus of *cordial invitation* rests entirely on player skill. While it does let you save an ally in dire straits without requiring skill, that can be bad as it takes them out of play. It's much more effective when used on enemies.

Double Voice: The Manipulator.

Double voice allows you to convey information to allies discretely. More importantly, though, you can use it to facilitate miscommunication between two creatures that works in your favor.

False Hope is Just Charming.

False hope can be an effective charm spell when used with guile. Not only can it win an enemy to your side and cause them to do something wreckless, but it doesn't allow an initial save, putting the impetus on player skill.

Gambler's (Mis)Fortune.

Gambling was a very dangerous pastime in days of yore. Many a ne'er-do-well has met his end at an inability to moderate *gambler's fortune*.

Luminore - Bosses vs. Critters.

Luminore's glaring abyss provides cover no matter who your target is. Casting this spell on a boss you'd like to focus is a great strategy; so is casting it on something too weak to save.

Scatter Refractions.

Persona refraction is usually stronger if you can make the subjects start to flee before you cast it. Try yelling, "Fire!" or dropping a snake.

Glowing (Non)Detection?

Phantasmal glow can hide you on the basis of assumptions - a creature that sees a lit figment might assume that creatures in the area would be lit and not search around. It can also be used to detect foreign illusions.

Shade Strike: Crits & Full Attacks.

Shade strike's casting time is 1 round, meaning that casting it delays your damage output by 1 round. It's often worth it, though, as it lets you repeat a critical hit against a creature you critically hit last turn, repeat a full-attack against a creature that has since moved away from you or increase your odds of damaging a brute with a high AC and low Will save.

Shadow Image: Don't Panic.

Don't run away just because your *shadow image* was disbelieved. The window of cover its darkness provides is small (provided that the disbeliever can move), but acting as if you're searching for the responsible party makes you look like it wasn't your figment, and misdirection is sometimes more feasible than flight.

Shadow of Doubt: Friends or Foes?

Shadow of doubt is a dual-threat. It can save a blundering ally that falls for your illusion, or

it can prevent an enemy from making its save. Usually, it will be more effective to cast this spell on an enemy (allies heal but once your cover is blown, it's blown), but there are certainly occasions where you would want to cast this on an ally. Just be sure to weigh the impact of a creature's success or failure before you cast it.

Place Martyrs Strategically.

A shadow martyr never moves and it draws conditions from both allies and enemies. Try to place it so that it will remain within range of allies but not enemies for the entire battle.

Shadow Summons: Glass Cannons.

Shadow serpents and shadow hydras have incredible offensive capabilities but very few hit points. They are best used against enemies that can't harm incorporeal creatures. If you must summon them against enemies that can hurt them, try to disable those enemies first.

Storm of Double-Edged Shadows.

Storm of shadows has the potential to deny enemy vision while hardly impairing your own. Be aware of its long casting time and the fact that most enemies have high Perception bonuses, though. Also, consider the position of allies with pitiful Perception (fighters, etc.) before casting.

Testament of Subtlety.

Try to downplay *testament of faith's* bonuses and vary them as little as possible to reduce the chances of other players asking about them.

Keep Your Flavor.

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