

Grimoire Tempestus Tips

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Grimoire Tips: Tempestus

Grimoire Tempestus brings many spells that can be difficult to measure against other spells. Here are a few tips to help you decide which ones are right for you.

Extraction: Fops Need Not Apply.

Arcane extraction yields less gold than selling an item. Unless you plan to maximize the spell, you're better of trading your old gear. It does, however, have 3 advantages. Once maximized, it is easier and lighter than trading gear. It can also help you refit your party if merchants are sparse in your realm. Finally, it provides a way to get something out of irregularly-sized magic items that might not interest merchants.

Beam Spells: Cheap Diversity

Beam spells are best used to add a condition or element to your repertoire that you don't otherwise have access to. They're generally inferior to spells of the same level that you have spent traits or feats enhancing, but for the cost, they're usually a great addition. For instance, a 6th-level ball lightning enhanced with magical lineage and dazing spell is vastly superior to beam of electricity (ball lightning requires up to 5 saves, imposes dazed for 4 rounds after 1 failure and its condition preys on Reflex which is most "boss" monsters' weakest save). But beam of electricity would save you a trait, a feat and does slightly better damage once you account for its advantage in overcoming electricity resistance. Beam spells also last a long time and do a substantial amount of damage across consecutive turns, making them good options for casters that frequently run low on spells.

Bioluminescence is Dangerous.

Bioluminescence is a double-edged sword. Make sure your subject doesn't mind being a pin cushion. AC and Fortitude are a luminescent heroes' best friends.

How Fares: Blazing Trail?

Smart casters prepare at least 1 escape spell every day. So how does blazing trail stack up to the likes of *expeditious retreat*, *fly* and *haste*? Its damaging component makes it ideal for casters with a limited number of spells known or evokers that can turn around and finish off someone that gets injured pursuing them. It also pairs nicely with *fly* if you plan to learn *fly* for its utility, anyway (it can burn airborne creatures). For universalists with expansive spellbooks, however, *expeditious retreat* is a cheaper option and *haste* is an overall stronger option.

Bolts and Screws.

Bolt of displacement is a great spell no matter how you cast it, but we highly recommend you look up the rules for squeezing before you use it.

Burning Caltrops Hit (Sometimes)!

Burning caltrops target touch AC. Their bonus to hit is very low given the level that the spell is acquired, but hitting touch AC is much easier than hitting other forms of AC. When cast preemptively, they also get to make several attacks.

Why and When to Catalyze Energy.

Catalyze energy has two functions that warrant its spell level: Aid a specialized ally (by deflecting empowered or maximized spells) or clear a caster's minions. Catalyze energy's level is generally too high to warrant using it to bolster an allies' spell, but that's not the case if your

ally is highly specialized. Turning a caster's elemental damage back at them is also generally a bad idea since many casters have resistance or immunity to the energy they wield. It can be a great way to isolate a caster that didn't think they would face you alone, though. Otherwise, protection from energy is probably a better spell.

Cold Snap Combos.

Ice storm, cone of cold and blizzard synergize very well with cold snap. You can also modify other spells that you think would synergize well by using magical lineage and elemental spell.

Combustion: A Fear Tactic.

Combust chambers is more effective as a deterrant than a recourse. Let gunslingers know you cast it - the fear of destroying their entire worth with a single pull of the trigger could buy your party the time they need to gain favorable position and possibly circumvent the battle.

Devour Spirits Unarmed.

Before you cast *devour spirit*, it may be wise to cast your weapons aside. That way, if the spirit takes control of you, its options are limited.

Nova Later.

You'll catch more enemies with the greater half of *eidoloic nova* if you delay so that an ally can cast an area control spell like *sleet storm* first.

Elemental Primers and Clerics.

The elemental primers are good spells. They become great spells if you have a cleric that channels positive energy. The damage you take from these spells often prevents allies in your party's vanguard from taking damage. In other words, it distributes damage more evenly. This

makes cleanup via channel energy very tidy.

Explosive Lightning's Strength.

The 1d20 involved in *explosive lightning's* Strength check is included in the spell as a numeric variable. This means that it can be empowered or maximized. If only Grimoire Mortalitas had offered some way to apply metamagic without increasing a spell's level...

Elemental Beasts and Safety.

Fire steed, frost fox and thunder hawk can provide a lot of damage throughout the day. The beasts these spells create can also be killed fairly easily, and anything that breaks your concentration will destroy them. Keep yourself out of harm's way while they're around and make sure they antagonize monsters that waste their attack of opportunity on other creatures.

Be Generous Before Furious Blow.

If you plan on learning *furious blow*, consider providing an ally with an off-weapon to wield when you want to cast it. A +1 scythe costs less than most focuses or components at this level and will transform the party bruiser into a killer.

How Fares: Ice Cascade?

Ice cascade falls somewhere between burning hands / shocking grasp and magic missile. It starts out weaker but scales better than burning hands / shocking grasp, and it lets you stand further away from your targets than these spells. It's stronger than magic missile at low levels but doesn't scale as well into mid-late levels (in single-target damage; it does in total damage). Overall, we recommend ice cascade if you're not in an undead-heavy campaign and magic missile if you are (force + incorporeal = win).

Get Colorful With Igniscript!

Igniscript's biggest advantage is its ability to deal damage of multiple elements. We highly recommend you include at least one ring of each color in your focus so that you can exploit vulnerabilities and circumvent immunities.

How Fares: Jarl Spear?

Jarl spear' is vastly inferior to cone of cold, fire snake and lightning arc in terms of single-turn damage, inferior to all of those spells and call lightning storm in terms of range, and is even with call lightning storm (and better than the other spells listed) in terms of sustained damage. However, it offers an element of control that none of these spells offer, it starts dealing damage one turn sooner than call lightning storm and it targets touch AC instead of Reflex, making it a competitive spell that gets a slight advantage when facing low-Fortitude, high-Reflex targets.

Lend Might is Overpowered!

No, it's underpowered! We hear these a lot. So who's right? We're in the underpowered camp. It's very expensive in terms of opportunity cost. By learning lend might, you have to forego one of the essential orisons (create water, detect magic, guidance, light, mending and read magic). At low levels, subjects only get one attack, meaning that a miss is likely going to waste your spell and your readied action, dragging you down in the initiative order for no gain. At higher levels, you're better off having a utility orison because slightly less than 1 damage a round is negligible. We developed this orison under the premise that clerics need options to make gameplay more active. Be aware that this orison is probably weaker than others, but it can also be more fun.

How Fares: Meteor?

Meteor is preferable to other 7th-level spells against flying creatures. Against non-flying creatures, delayed blast fireball or any number of empowered or maximized spells will serve you better. Most creatures worthy of influencing your spells can fly by 13th level, though, so it's definitely a solid choice.

How Fares: Returning Flames?

The value of *returning flames* depends on the duration of your average encounter and your ability to make the flames hit the same target on their return. If your encounters only last 1-2 rounds, *fireball* is a better spell. In a single round, 10d6 damage in a 20-ft. radius overshadows 4d6 damage from a single pass of the flames. However, 8d6 damage to multiple creatures each round is huge for a 3rd-level spell. If you can prevent a target from moving and your encounters typically last 2+ rounds, *returning flames* is the best spell for its level. The preventa-target-from-moving part is a big if, though.

Keep Your Flavor.

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