

Acid Splash

0

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one missile of acid
Duration - instantaneous
Saving Throw - none; SR - no

INQUISITOR

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

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Bleed

0

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Will negates; SR - yes

INQUISITOR

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

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Brand

0

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 day/level
Saving Throw - Fortitude negates; SR - yes

INQUISITOR

Brand etches an indelible rune or mark of no more than 6 characters onto a creature, inflicting 1 point of damage. The mark may be placed on any exposed portion of the creature, typically the head or forearm. A brand can be hidden by clothing or removed by scraping it away (causing 1d6 points of damage), though the brand returns if the damage is healed.

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Create Water

0

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to 2 gallons of water/level
Duration - instantaneous
Saving Throw - none; SR - no

INQUISITOR

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large--possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

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Daze

0

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature of 4 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

INQUISITOR

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

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Detect Magic

0

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

INQUISITOR

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

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Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |

Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Disrupt Undead

0

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - instantaneous
Saving Throw - none; SR - yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

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Guidance

0

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute or until discharged
Saving Throw - Will negates (harmless); SR - yes

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

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Light

0

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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Read Magic

0

School - divination
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

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Resistance

0

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a miniature cloak)
Range - touch
Target - creature touched
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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Sift

0

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - one 10-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

You examine an area at range as if you were searching for fine details with the Perception skill. Make a Perception check with a -5 penalty, modified as normal for conditions. No penalty is applied for distance. Apply the result against the DC for any hidden features, such as secret doors, traps, or hidden treasure. You must be able to see the area you are attempting to search, and you only find details that can be perceived with sight or touch. Sift detects only objects and features, not actual creatures.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Stabilize

0

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

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Virtue

0

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 min.
Saving Throw - none; SR - yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

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Alarm

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation centered on a point in space
Duration - 2 hours/level
Saving Throw - none; SR - no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

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Bane

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 50 ft.
Area - 50-ft.-radius burst, centered on you
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

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Bless

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 50 ft.
Area - The caster and all allies within a 50-ft. burst, centered on the caster
Duration - 1 min./level
Saving Throw - none; SR - yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

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Bless Water

1

School - transmutation
Casting Time - 1 minute
Components - V, S, M (5 pounds of powdered silver worth 25 gp)
Range - touch
Target - flask of water touched
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

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Bowstaff

1

School - transmutation
Casting Time - 1 swift action
Components - V
Range - personal
Target - one weapon (bow)
Duration - 1 round/level (D)
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon.

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Burst Bonds

1

School - evocation
Casting Time - 1 standard action
Components - V
Range - touch
Target - one object or creature restraining you
Duration - instantaneous
Saving Throw - Fortitude half (object); SR - yes

You blast your restraints with divine wrath, dealing 1d6 points of damage per caster level to the target object (maximum 5d6), ignoring hardness of 10 or less. A Fortitude save halves the damage, although only magical restraints receive a saving throw.

You can also target a creature that is grappling or otherwise restraining you (such as by adhesive or the swallow whole ability) with the spell. You don't need to make a touch attack to use burst bonds against a creature, and you can cast this spell without making a concentration check while grappled or pinned. The creature does not take damage as above. If you are grappled and your target fails its save, you may make an immediate attempt to break the grapple (but not reverse it) as a free action, with a +1 luck bonus to your CMB per caster level (maximum +5). If the target creature fails its save and you are restrained by an ability that originally allowed a saving throw, burst bonds allows a new saving throw with a +1 luck bonus per two caster levels (maximum +5).

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Cause Fear

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature with 5 or fewer HD
Duration - 1d4 rounds or 1 round; see text
Saving Throw - Will partial; SR - yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

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Command

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

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Compel Hostility

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - see text; SR - see text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

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Comprehend Languages

1

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (pinch of soot and salt)
Range - personal
Target - you
Duration - 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

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Cure Light Wounds

1

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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Curse Water

1

School - necromancy
Casting Time - 1 minute
Components - V, S, M (5 lbs. of powdered silver worth 25 gp)
Range - touch
Target - flask of water touched
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water (see Equipment). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

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Deadeye's Lore

1

School - divination
Casting Time - 1 round
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

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Detect Chaos

1

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

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Detect Evil

1

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of

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Detect Evil (Cont.)

the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Chaos/Evil/Good/Law Creature/Object | Aura Power |

None | Faint | Moderate | Strong | Overwhelming |

Detect Evil (Cont.)

Aligned creature¹ (HD) | 5 or lower | 5-10 | 11-25 | 26-50 | 51 or higher |

Aligned Undead (HD) | -- | 2 or lower | 3-8 | 9-20 | 21 or higher |

Aligned outsider (HD) | -- | 1 or lower | 2-4 | 5-10 | 11 or higher |

Cleric or paladin of an aligned deity² (class levels) | -- | 1 | 2-4 | 5-10 | 11 or higher |

Aligned magic item or spell (caster level) | 5th or lower | 6th-10th | 11th-15th | 16th-20th | 21st or higher |

¹ Except for undead and outsiders, which have their own entries on the table. |

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. |

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Detect Good

1

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.

Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

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Detect Law

1

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.

Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

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Detect Undead

1

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (earth from a grave)
Range - 60 ft.

Area - cone-shaped emanation
Duration - concentration, up to 1 minute/ level
Saving Throw - none; SR - no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How

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Detect Undead (Cont.)

long the aura lingers at this dim level depends on its original power, as given on the table below.

HD | Strength | Lingering Aura Duration |

1 or lower | Faint | 1d6 rounds |

2-4 | Moderate | 1d6 minutes |

5-10 | Strong | 1d6 x 10 minutes |

11 or higher | Overwhelming | 1d6 days |

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disguise Self

1

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S

Range - personal
Target - you
Duration - 10 min./level

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamour gets a Will save to recognize it as an illusion.

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Divine Favor

1

School - evocation
Casting Time - 1 standard action
Components - V, S, DF

Range - personal
Target - you
Duration - 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

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Doom

1

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF

Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

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Ear-Piercing Scream

1

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous; see text
Saving Throw - Fortitude partial (see text); SR - yes

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Expeditious Retreat

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Forbid Action

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Target cannot cast spells or use spell-like abilities.

Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Target cannot ready or prepare any item, weapon, component, or equipment.

Move: The target can take no act that would cause it to end up in a different location. The target does not resist

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Forbid Action (Cont.)

being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

Forced Quiet

1

School - transmutation
Casting Time - 1 standard action
Components - S
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Hex Ward

1

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

You give the target a +4 resistance bonus on saving throws against witch hexes.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Hide from Undead

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one touched creature/level
Duration - 10 min./level
Saving Throw - Will negates (harmless); see text; SR - yes

Undead cannot see, hear, or smell creatures warded by this spell.

Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Horn of Pursuit

1

School - evocation
Casting Time - 1 standard action
Components - S
Range - personal
Effect - 3 peals of a horn
Duration - 1 round
Saving Throw - none; SR - no

You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions.

You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Inflict Light Wounds

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

INQUISITOR

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Interrogation

1

School - necromancy
Casting Time - 1 round
Components - V, S
Range - touch
Target - living creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

INQUISITOR

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Know The Enemy

1

School - divination
Casting Time - 1 minute
Components - S, V, DF
Range - personal
Target - you
Duration - instantaneous
Saving Throw - none; SR - no

INQUISITOR

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Lend Judgment

1

School - divination
Casting Time - 1 standard action
Components - V, DF
Range - touch
Target - one ally
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

You create a conduit of divine knowledge and outrage between you and an ally. That ally gains the benefit of one of your active judgments (as do you). If you cannot use a judgment (for example, if you are not in combat, are frightened or unconscious, and so on) or change judgments, the ally loses the benefit of the judgment. If you have multiple judgments active, the ally gains only one, chosen when you cast this spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Litany of Sloth

1

School - enchantment/compulsion
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

INQUISITOR

With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Weakness

1

School - necromancy
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

INQUISITOR

Your litany proclaims your target weak, sapping its strength. The target is fatigued for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Lock Gaze

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

INQUISITOR

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Longshot

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of fletching)
Range - personal
Target - you
Duration - 1 minute/level

INQUISITOR

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Magic Weapon

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched
Duration - 1 min./level
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Peacebond

1

School - abjuration
Casting Time - 1 standard action
Components - S
Range - close (25 ft. + 5 ft./2 levels)
Target - one sheathed or slung weapon
Duration - 1 minute/level
Saving Throw - Will negates (object); SR - yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Persuasive Goad

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. +5 ft./2 levels)
Target - one creature
Duration - instantaneous and 1 minute
Saving Throw - Fortitude negates; SR - yes

Your eyes flash and the target takes 1d6 points of nonlethal damage. For the next minute, you gain a +4 circumstance bonus on Intimidate checks against the target.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Protection From Chaos

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

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Protection From Evil

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect.

If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires.

While under the effects of this spell, the target is

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Protection From Evil (Cont.)

immune to any new attempts to possess or exercise mental control over the target.

This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection From Good

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

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Protection From Law

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures.

The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

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Remove Fear

1

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration - 10 minutes; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Returning Weapon

1

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon that can be thrown
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

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Sanctify Corpse

1

School - evocation
Casting Time - 1 standard action
Components - V, S, DF, M (a pinch of silver dust)
Range - touch
Area - corpse touched
Duration - 24 hours
Saving Throw - none; SR - no

INQUISITOR

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Sanctuary

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates; SR - no

INQUISITOR

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

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Shield Of Faith

1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (parchment with a holy text written on it)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Tireless Pursuit

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a hard biscuit)
Range - personal
Target - you
Duration - 1 hour/level (D)

INQUISITOR

You harden your body against the stresses of long travel. You halve the damage caused by hustling and forced marching (see Pathfinder RPG Core Rulebook 171). In addition, for the duration of the spell you ignore any fatigue caused by such travel. Once the spell ends, if you still have any nonlethal damage caused by the hustling or forced march, you become fatigued, or exhausted if already fatigued.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

True Strike

1

School - divination
Casting Time - 1 standard action
Components - V, F (small wooden replica of an archery target)
Range - personal
Target - you
Duration - see text

INQUISITOR

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Unerring Weapon

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 20 projectiles, all of which must be together at the time of casting
Duration - 1 round/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Vocal Alteration

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with.

If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener.

The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Wartrain Mount

1

School - enchantment/compulsion
Casting Time - 1 minute
Components - V, S, M (a swatch of black cloth)
Range - close (25 ft. + 5 ft./2 levels)
Target - one indifferent or friendly animal
Duration - 1 hour/level
Saving Throw - none; SR - yes

You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Wrath

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a thorny vine)
Range - personal
Target - you
Duration - 1 minute

You focus your anger against an enemy. Choose one enemy creature that you can see. You gain a +1 morale bonus on attack rolls and weapon damage rolls against that designated creature for every three caster levels you have (at least +1, maximum +3). You also receive this bonus on caster level checks made to overcome the creature's spell resistance, if any. At 12th level, you gain the benefits of the Improved Critical feat on attack rolls made against the designated creature. This effect doesn't stack with any other effect that expands the threat range of a weapon.

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Acute Senses

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a glass lens)
Range - touch
Target - creature touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

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Aid

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - none; SR - yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

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Align Weapon

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched or 50 projectiles (all of which must be together at the time of casting)
Duration - 1 min./level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Bestow Weapon Proficiency

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (pieces of shaved metal)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Blistering Invective

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Area - 30-ft. radius
Duration - instantaneous
Saving Throw - Reflex partial, see text; SR - special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you (see page 99 of the Pathfinder RPG Core Rulebook). Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Bloodhound

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of blood and a pinch of cinnamon)
Range - personal
Target - you
Duration - 1 hour/level

INQUISITOR

You gain the scent special quality, including the ability to track by scent. You receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent. You take a -4 penalty on saving throws against odor-related effects such as the stench ability and stinking cloud. A creature under the effects of bloodhound can detect poison by scent with a DC 20 Perception check.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Brow Gasher

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Area - one slashing melee weapon touched
Duration - 1 round/level or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative -1 penalty on all attack rolls. When that penalty reaches -3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches -5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Calm Emotions

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - creatures in a 20-ft.-radius spread
Duration - concentration, up to 1 round/level
Saving Throw - Will negates; SR - yes

INQUISITOR

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Castigate

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round/level or 1 round; see text
Saving Throw - Will partial; SR - yes

INQUISITOR

You compel the target to beg for forgiveness. On a failed save, the target cowers with fear. On a successful save, it is shaken for 1 round. Each round on its turn, a cowering subject may attempt a new save to end the effect. A creature who worships the same god as you takes a -2 penalty on its saving throw.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Confess

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will partial; see text; SR - yes

INQUISITOR

You ask the target creature a single question. On the subject's next action, it must answer truthfully in the same language as the question or take 1d6 points of damage per two caster levels (maximum 5d6) and be sickened for 2d4 rounds. A successful Will save negates the sickening effect and halves the damage. A creature that is unable to answer still takes damage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Consecrate

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a vial of holy water and 25 gp worth of silver dust), DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 2 hours/level
Saving Throw - none; SR - no

INQUISITOR

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power.

This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels desecrate.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Corruption Resistance

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

INQUISITOR

You grant the touched creature limited protection from magical effects that inflict damage based on the target creature's alignment, such as holy smite, order's wrath, a paladin's smite evil attack, or an unholy weapon. Choose one alignment type: chaos, evil, good, or law. The subject takes 5 less points of damage from effects that specifically harm creatures of that alignment. The value of the protection increases to 10 points at 7th level and 15 points at 11th level. The spell protects the recipient's equipment as well.

Corruption resistance protects against spells, spell-like abilities, and special abilities, not physical attacks. Corruption resistance only protects against damage. The subject can still suffer side effects from such attacks. When you use this spell to protect an alignment, it gains the descriptor of that alignment.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Cure Moderate Wounds

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

INQUISITOR

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Darkness

2

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (bat fur and a piece of coal)
Range - touch
Target - object touched
Duration - 1 min./level (D)
Saving Throw - none; SR - no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness.

Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Death Knell

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous/10 minutes per HD of subject; see text
Saving Throw - Will negates; SR - yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Delay Pain

2

School - enchantment
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

You override the target's ability to feel pain. Pain effects (such as pain strike** and symbol of pain) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

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Delay Poison

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Desecrate

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 2 hours/level
Saving Throw - none; SR - yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws.

An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

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Detect Thoughts

2

School - divination
Casting Time - 1 standard action
Components - V, S, F/DF (a copper piece)
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - Will negates; see text; SR - no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stuned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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Discovery Torch

2

School - evocation
Casting Time - 1 round
Components - V, S
Range - touch
Target - object touched
Duration - 10 minutes/level
Saving Throw - none; SR - no

An object you touch emanates a 20-foot radius of bright light. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities. When an inquisitor casts this spell, the light emanation doubles (40-ft.-radius emanation) while that inquisitor has a judgment active. Light spells counter and dispel darkness spells of an equal or lower level.

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Disguise Other

2

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 10 minute/level (D)

This spell functions as disguise self, except you can disguise either yourself or another creature.

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Distressing Tone

2

School - evocation
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - 1d4 living creatures
Duration - 1 round/level
Saving Throw - Fortitude negates; SR - yes

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this spell.

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Effortless Armor

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

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Enthrall

2

School - enchantment/charm
Casting Time - 1 round
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - any number of creatures
Duration - 1 hour or less
Saving Throw - Will negates; see text; SR - yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the

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Enthrall (Cont.)

highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Find Traps

2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.

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Flames Of The Faithful

2

School - transmutation
Casting Time - 1 standard action
Components - V
Range - touch
Target - weapon touched
Duration - 1 round/level
Saving Throw - Fortitude negates (object, harmless); SR - yes (object, harmless)

With a touch, you cause a glowing rune to appear on a single weapon, granting that weapon the flaming property (and allowing it to cause an extra 1d6 points of fire damage on a successful hit). If you are using the judgment class feature, your weapon gains the flaming burst property instead. The spell functions only for weapons that you wield. If the weapon leaves your hand for any reason, the spell effect ends. The effects of this spell do not stack with any existing flaming or flaming burst weapon property that the target weapon may already possess.

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Follow Aura

2

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 10 minutes/level (D)

Choose one alignment type: chaotic, evil, good, or lawful. You gain the ability to follow the trail of a strong or overwhelming aura of that alignment (see detect evil, Core Rulebook 266). This is treated as tracking using the scent special quality, except you are following the traces of their aura upon the ground rather than their scent, and you receive no bonus on Perception checks. At 10th level, you can track the trail of creatures with a moderate alignment aura as well.

When you use this spell to track a given alignment, it gains the descriptor of the opposite alignment. For example, when follow aura is used to track evil, it gains the good descriptor.

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Ghostbane Dirge

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (an old reed from a wind instrument)
Range - close (25 ft. + 5 ft./2 levels)
Target - one incorporeal creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

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Ghostly Disguise

2

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 10 minute/level (D)

INQUISITOR

You make yourself-including clothing, armor, weapons, and equipment-appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

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Hold Person

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, F/DF (a small, straight piece of iron)
Range - medium (100 ft. + 10 ft./level)
Target - one humanoid creature
Duration - 1 round/level ; see text
Saving Throw - Will negates; see text; SR - yes

INQUISITOR

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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Honeyed Tongue

2

School - transmutation
Casting Time - 1 standard action
Components - V, M/DF (a drop of honey)
Range - personal
Target - you
Duration - 10 minutes/level

INQUISITOR

This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll.

If this results in a roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.

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Howling Agony

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a needle and a dried eyeball)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Fortitude negates; SR - yes

INQUISITOR

You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

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Inflict Moderate Wounds

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

INQUISITOR

The damage dealt increases to 4d8 points of damage + 2 points per caster level (maximum +20). A living target is sickened for 1 round per caster level (maximum 10 rounds) if it fails its saving throw.

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Instrument of Agony

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - weapon touched
Duration - 1 minutes/level
Saving Throw - Will negates (harmless, object), see text; SR - yes (harmless, object), see text

INQUISITOR

You cause a weapon to exude a palpable aura of divine fury. While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mind-affecting effect.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Invisibility

2

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S, M/DF (an eyelash encased in gum arabic)
Range - personal or touch
Target - you or a creature or object weighing no more than 100 lbs./level
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless) or Will negates (harmless, object); SR - yes (harmless) or yes (harmless, object)

INQUISITOR

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe.

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Invisibility (Cont.)

Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Knock

2

School - transmutation
Casting Time - 1 standard action
Components - V
Range - medium (100 ft. + 10 ft./level)
Target - one door, box, or chest with an area of up to 10 sq. ft./level
Duration - instantaneous; see text
Saving Throw - none; SR - no

Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, knock opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes.

In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

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Litany of Defense

2

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round
Saving Throw - no; SR - yes

Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Magic Siege Engine

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one siege engine touched
Duration - 1 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a magic weapon.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Perceive Cues

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of water)
Range - personal
Target - you
Duration - 10 minutes/level

Your senses become preternaturally keen, and you gain insight into subtle behavioral cues. For the duration of the spell, you receive a +5 competence bonus on Perception and Sense Motive checks.

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Protection from Chaos, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from chaos, except you divide the duration in 1-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Protection from Evil, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched.

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Protection from Good, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from good, except you divide the duration in 1-minute intervals among the creatures touched.

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Protection from Law, Communal

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from law, except you divide the duration in 1-minute intervals among the creatures touched.

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Qualm

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level or until discharged
Saving Throw - Will negates; SR - yes

The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

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Remove Paralysis

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to four creatures, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Resist Energy

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

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Restoration, Lesser

2

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Returning Weapon, Communal

2

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - weapons that can be thrown
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Sacred Bond

2

School - conjuration/healing
Casting Time - 1 round
Components - V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)
Range - touch; see text
Target - creature touched
Duration - 10 minutes/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you.

Once the spell has been cast, you and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within close range (25 ft. + 5 ft./2 levels). Should either you or the target remove your bracelet, the spell immediately ends.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

See Invisibility

2

School - divination
Casting Time - 1 standard action
Components - V, S, M (talc and powdered silver)
Range - personal
Target - you
Duration - 10 min./level

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility.

It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

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Shield Other

2

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

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Silence

2

School - illusion/glamour
Casting Time - 1 round
Components - V, S
Range - long (400 ft. + 40 ft./level)
Area - 20-ft.-radius emanation centered on a creature, object, or point in space
Duration - 1 round/level (D)
Saving Throw - Will negates; see text or none (object);
SR - yes; see text or no (object)

INQUISITOR

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Spiritual Weapon

2

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Effect - magic weapon of force
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

INQUISITOR

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to

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Spiritual Weapon (Cont.)

redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Surmount Affliction

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - you
Target - personal
Duration - 1 round/level

INQUISITOR

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.

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Tactical Acumen

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (a small piece of a map)
Range - 30 ft.
Area - The caster and all allies within a 30-ft.-radius burst, centered on the caster
Duration - 1 round/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Tongues

2

School - divination
Casting Time - 1 standard action
Components - V, M/DF (a clay model of a ziggurat)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no

INQUISITOR

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Undetectable Alignment

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object
Duration - 24 hours
Saving Throw - Will negates (object); SR - yes (object)

INQUISITOR

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Weapon of Awe

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw.

This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.

You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

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Whispering Wind

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 1 mile/level
Area - 10-ft.-radius spread
Duration - no more than 1 hour/level or until discharged (destination is reached)
Saving Throw - none; SR - no

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

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Zone of Truth

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

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Arcane Sight

3

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a permanency spell.

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Banish Seeming

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a cold iron nail)
Range - touch
Target - one creature or object
Duration - instantaneous and 1 round/level; see text
Saving Throw - none; SR - no

With a melee touch attack you can dispel an illusion or return a creature to its natural form. This functions as dispel magic directed at the effect in question, except you receive a +2 enhancement bonus on your dispel check and you can only dispel illusions or changes in form created by supernatural effects or spells. If multiple effects are changing the creature's appearance, you can dispel one such effect for every four caster levels you possess, starting with the highest caster level spells and proceeding to spells with lower caster levels.

The caster level for supernatural abilities such as change shape is equal to the target creature's Hit Dice. A creature returned to its natural form by banish seeming is prevented from changing its form again for a number of rounds equal to your caster level.

Banish seeming has no effect on nonmagical means of changing appearance, such as that provided by a disguise or extraordinary ability.

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Blessing of the Mole

3

School - transmutation
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 1 creature/level
Duration - 1 minute/level
Saving Throw - none (harmless); SR - yes (harmless)

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Blood Biography

3

School - divination
Casting Time - 1 minute
Components - V, S, M/DF (a scrap of parchment)
Range - touch
Target - one creature's blood or one bloodstain
Duration - instantaneous
Saving Throw - Will negates (see text); SR - no

You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate (a wall, a piece of paper, and so on).

Who are you? (The name by which the creature is most commonly known) What are you? (Gender, race, profession/role) How was your blood shed? (Brief outline of the events that caused its wound, to the best of the victim's knowledge) When was your blood shed? These answers always appear in a language you can read even if the creature cannot speak that or any language.

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Burst of Speed

3

School - transmutation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - see text

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Cast Out

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will partial; SR - yes

With a melee touch attack you blast a single creature and disrupt any magic controlling it. The target takes 2d8 points of damage + 1 point per caster level (maximum +15). In addition, you make a dispel check against any magic jar effect (including a ghost's malevolence ability) or enchantment (compulsion) spells on the target creature, starting with the highest level spells and proceeding to lower level spells. Treat this as a targeted dispel magic spell, except cast out can dispel one such spell for every four caster levels you possess. A successful Will save halves the damage and limits the dispelling to a single spell or effect.

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Continual Flame

3

School - evocation
Casting Time - 1 standard action
Components - V, S, M (ruby dust worth 50 gp)
Range - touch
Target - object touched Effect magical, heatless flame
Duration - permanent
Saving Throw - none; SR - no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

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Coordinated Effort

3

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - you plus one willing creature per 3 levels, no two of which can be more than 30 ft. apart
Duration - 1 minute/level
Saving Throw - none; SR - no

Choose a single teamwork feat that you possess. You forge a link with your allies, allowing them to gain the benefits of the chosen feat even if they do not have it themselves. You must be a part of the group qualifying for a given bonus for your allies to gain the benefits. For example, two of your allies flanking an orc would gain no benefit from your Outflank feat, but an ally flanking the orc with you would. Your allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for either of you to receive the listed bonus.

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Countless Eyes

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision (Bestiary 2 294) and cannot be flanked.

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Cure Serious Wounds

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

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Daybreak Arrow

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - up to 50 pieces of ammunition, all of which must be together at the time of casting
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless, object)

You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown.

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Daylight

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - object touched
Duration - 10 min./level (D)
Saving Throw - none; SR - no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

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Deadly Juggernaut

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/- each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/-) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.

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Delay Poison, Communal

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched.

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Dimensional Anchor

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - ray
Duration - 1 min./level
Saving Throw - none; SR - yes (object)

INQUISITOR

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

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Dispel Magic

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

INQUISITOR

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends.

If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Dispel Magic (Cont.)

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Eldritch Fever

3

School - necromancy
Casting Time - 1 standard
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

INQUISITOR

The target gains the eldritch ague spellblight (see page 96).

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Fester

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (rotted meat)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round/level or 1 round; see text
Saving Throw - Fortitude partial; SR - yes

INQUISITOR

Necrotic energy permeates the target, blocking healing abilities.

The subject gains spell resistance equal to 12 + your caster level against effects that restore hit points or grant temporary hit points. In addition, any healing provided by effects that ignore spell resistance (such as fast healing, regeneration, and some spells) are halved. If the target succeeds on a Fortitude saving throw, fester lasts only a single round.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Halt Undead

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a pinch of sulfur and powdered garlic)
Range - medium (100 ft. + 10 ft./level)
Target - up to three undead creatures, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates (see text); SR - yes

INQUISITOR

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Heroism

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Hidden Speech

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a cipher written on a piece of parchment)
Range - close (25 ft. + 5 ft./2 levels)
Target - you plus one creature/level, no two of which can be more than 30 ft. apart
Duration - 10 minutes/level (D)
Saving Throw - Will negates (harmless); SR - yes

You greatly enhance the ability of the subjects to communicate hidden messages to each other. Each target gains a +10 competence bonus on Bluff checks to send secret message to other recipients. Others using opposed Sense Motive checks to decipher these messages receive a -5 penalty. All subjects affected by the spell must share a language to be able to pass messages.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Hunter's Eye

3

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 minute/level
Saving Throw - none; SR - yes

Sharpening your perceptive abilities and tuning them against obfuscating effects, hunter's eye greatly enhances your senses against the target creature. You gain the ability to perceive the target when it is invisible or ethereal as though using the see invisibility spell, and receive a +20 competence bonus on Perception checks to locate the target. You ignore concealment provided by fog or mist, blur, displacement, invisibility, and similar effects affecting the target, but not concealment provided by darkness. This spell provides no benefits to your allies, and no benefits against creatures other than the target.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Inflict Serious Wounds

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

The damage dealt increases to 6d8 points of damage + 2 points per caster level (maximum +30). A living target is sickened for 1 round per caster level (maximum 15 rounds) if it fails its saving throw.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Invisibility Purge

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Keen Edge

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 50 projectiles, all of which must be together at the time of casting
Duration - 10 min./level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Litany Of Eloquence

3

School - enchantment/charm
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Entanglement

3

School - conjuration/calling
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

Your litany conjures chains of energy that lash upward from the ground and hamper the target's movement. The target is entangled. This spell has no effect on flying creatures, or creatures not standing upon solid ground. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Righteousness

3

School - evocation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

Calling down a litany of anathema, you make an evil more susceptible to the attacks of good creatures. If the target is evil, it takes double damage from attacks made by creatures with a good aura (from a class feature or as a creature with the good subtype). If the target also has the evil subtype; when it is hit with attacks made by creatures with a good aura, it is also dazzled for 1d4 rounds. If this spell targets a nonevil creature (or one that lacks the evil subtype), it has no effect, and the spell is wasted. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Warding

3

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round

INQUISITOR

With this litany, you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain a +2 sacred bonus to AC against attacks of opportunity. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Locate Object

3

School - divination
Casting Time - 1 standard action
Components - V, S, F/DF (a forked twig)
Range - long (400 ft. + 40 ft./level)
Area - circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration - 1 min./level
Saving Throw - none; SR - no

INQUISITOR

You sense the direction of a well-known or clearly visualized object.

You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Locate Weakness

3

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (a pickled predator's eye)
Range - personal
Target - you
Duration - 1 minute/level

INQUISITOR

You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Magic Circle against Chaos

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

INQUISITOR

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Magic Circle against Evil

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

INQUISITOR

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them.

If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into

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Magic Circle against Evil (Cont.)

the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task.

Magic Circle against Evil (Cont.)

This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from evil and vice versa.

Magic Circle against Good

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

INQUISITOR

This spell functions like magic circle against evil, except that it is similar to protection from good instead of protection from evil, and it can imprison a nonevil called creature.

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Magic Circle against Law

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

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Magic Vestment

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - armor or shield touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Magic Weapon, Greater

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (powdered lime and carbon)
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 50 projectiles (all of which must be together at the time of casting)
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets.

The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used.

Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Nondetection

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (diamond dust worth 50 gp)
Range - touch
Target - creature or object touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Obscure Object

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (chameleon skin)
Range - touch
Target - one object touched of up to 100 lbs./level
Duration - 8 hours
Saving Throw - Will negates (object); SR - yes (object)

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Prayer

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 40 ft.
Area - all allies and foes within a 40-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - none; SR - yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Protection from Energy

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Remove Curse

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or object touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target.

Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Remove Disease

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

INQUISITOR

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Resist Energy, Communal

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

INQUISITOR

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Retribution

3

School - necromancy
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature who has just struck you with an attack
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

INQUISITOR

Retribution blasts those who have the temerity to assault your person. You may target anyone who has just struck you with an attack within the previous round, whether with a melee, ranged, or natural weapon, or a spell that requires an attack roll. The target is wracked with shooting pains that impose a -4 penalty on attack rolls, skills checks, and ability checks. On a successful Fortitude save, the penalty only lasts for 1 round.

A target who worships the same god as you takes a -2 penalty on its saving throw.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Righteous Vigor

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

Infusing the target with a surge of furious divine energy, you enhance a creature's ability to hit an opponent based on the number of times it has already hit that opponent with a successful attack. Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls (maximum +4 bonus) and gains 1d8 temporary hit points (to a maximum of 20 temporary hit points). If an attack misses, the attack bonus resets to +0 but any accumulated temporary hit points remain. The temporary hit points disappear at the end of the spell's duration.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Searing Light

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - ray
Duration - instantaneous
Saving Throw - none; SR - yes

INQUISITOR

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

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Seek Thoughts

3

School - divination
Casting Time - 1 standard action
Components - V, S, M (a handful of copper coins)
Range - 40 ft.
Area - 40-ft.-radius emanation centered on you
Duration - concentration, up to 1 minute/level
Saving Throw - Will negates; SR - no

INQUISITOR

Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Speak with Dead

3

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - 10 ft.
Target - one dead creature
Duration - 1 min./level
Saving Throw - Will negates; see text; SR - no

INQUISITOR

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Terrible Remorse

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 living creature
Duration - 1 round/level
Saving Throw - Will partial (see text); SR - yes

INQUISITOR

You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which the spell ends.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Ward the Faithful

3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 minutes/level
Saving Throw - Will negates (harmless); SR - no

All creatures within the area who worship the same god as you gain a +2 deflection bonus to AC and a +2 resistance bonus on all saves. At 12th level, these bonuses increase to +3. At 18th level, the bonuses increase to +4.

If you do not worship a specific deity, the bonuses apply to those who share your faith. If you do not have a specific faith or religion, the spell provides benefits only to yourself. Enemies gain the benefits of this spell if they worship the same god or share the same faith as you, even if you view them as heretical.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Witness

3

School - divination/scrying
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Target - one living creature
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.

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Battlemind Link

4

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal and close (25 ft. + 5 ft./2 levels)
Target - you and 1 ally
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

You fuse your thoughts with an ally's, allowing the two of you to fight in tandem, perfectly coordinated. You and the ally each roll initiative in combat and use the higher die result before adding modifiers. This has three effects.

Melee: If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

Ranged: If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll (plus bonuses).

Spell: If you both cast spells and target the same area or same creature, affected creatures take a -2 penalty on their saving throw against the spells.

You and the target lose these benefits if you cannot see each other or if you or the target is unconscious or helpless.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Brand, Greater

4

School - transmutation
Casting Time - 1 round
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent
Saving Throw - Fortitude negates; SR - yes

This spell functions like brand, except that it inflicts 1d6 points of damage when applied and cannot be removed, even temporarily. In addition, a greater brand blazes as bright as a torch when brought within 30 feet of a visible symbol of your faith. While the symbol is blazing, the recipient is sickened.

Like the effects of bestow curse, a greater brand cannot be dispelled, but it can be removed by any means that removes a mark of justice.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Chaos Hammer

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Duration - instantaneous (1d6 rounds); see text
Saving Throw - Will partial; see text; SR - yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the slow spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Coward's Lament

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round/level (D)
Saving Throw - Will partial; SR - yes

You compel an opponent to face you in combat, or suffer for its cowardice. Each round that the target fails to attack you in melee, it receives a cumulative -1 penalty to its Armor Class, attack rolls, and saving throws (maximum penalty -5). Each round at the end of its turn, the target may attempt a Will saving throw to prevent the penalties from increasing for that round. All penalties reset to zero when the target attacks you in melee, but increase again if it stops attacking. If the target is prevented from attacking you by physical restraint, magic, or impassable terrain, the penalties do not increase. If you move away from the target, the spell ends.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Cure Critical Wounds

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Curse of Magic Negation

4

School - abjuration
Casting Time - 1 round
Components - V, S, M (powdered lead and platinum worth 250 gp)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 10 minute/level
Saving Throw - Will negates; SR - no

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Daze, Mass

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one or more humanoid creatures, no two of which may be more than 30 ft. apart
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell functions as daze, except as noted above.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Death Ward

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Defile Armor

4

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - armor touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

As sanctify armor, except you gain DR 5/good when using your judgment or smite ability.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Denounce

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Area - 30-ft.-radius burst
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

You speak out against a single creature within line of sight and turn possible allies against it by drawing upon the power of your voice and conviction. Creatures in the area who can see the denounced creature must make a Will saving throw or have their starting attitude toward the denounced creature worsened by two levels (see page 94 of the Core Rulebook). For example, creatures previously indifferent to the subject turn unfriendly.

Diplomacy checks made to reverse the effects of denounce are made at a -10 penalty.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Detect Scrying

4

School - divination
Casting Time - 1 standard action
Components - V, S, M (a piece of mirror and a miniature brass hearing trumpet)
Range - 40 ft.
Area - 40-ft.-radius emanation centered on you
Duration - 24 hours
Saving Throw - none; SR - no

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Discern Lies

4

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - concentration, up to 1 round/level
Saving Throw - Will negates; SR - no

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Dismissal

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one extraplanar creature
Duration - instantaneous
Saving Throw - Will negates; see text; SR - yes

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Divination

4

School - divination
Casting Time - 10 minutes
Components - V, S, M (incense and an appropriate offering worth 25 gp)
Range - personal
Target - you
Duration - instantaneous

Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Divine Power

4

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round/level

INQUISITOR

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Fear

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (the heart of a hen or a white feather)
Range - 30 ft.
Area - cone-shaped burst
Duration - 1 round/level or 1 round; see text
Saving Throw - Will partial; SR - yes

INQUISITOR

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Find Quarry

4

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - instantaneous
Saving Throw - none; SR - no

INQUISITOR

You sense whether a well-known creature you can clearly visualize is within a 20-mile radius of your current location, as well as the distance and direction to the creature in relation to you. You also discern whether the creature is moving, and its direction, speed, and mode of movement. The radius you can sense increases by 5 miles for every two caster levels you have above 10th (to a maximum of a 45-mile radius at 20th level).

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Fleshworm Infestation

4

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 round/level (D)
Saving Throw - Fortitude partial (see text); SR - yes

INQUISITOR

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Forced Repentance

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one evil creature without the evil subtype
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

INQUISITOR

You force an evil creature that does not have the evil subtype to momentarily reflect on its past actions and be overcome by grief and conscience. The target immediately drops prone and begins to loudly confess all of its sins and transgressions to the caster for the duration of the spell. The spell immediately ends if you move out of line of sight or if the target is attacked.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Freedom of Movement

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a leather strip bound to the target), DF
Range - personal or touch
Target - you or creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Geas, Lesser

4

School - enchantment/compulsion
Casting Time - 1 round
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature with 7 HD or less
Duration - 1 day/level or until discharged
Saving Throw - Will negates; SR - yes

INQUISITOR

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Hold Monster

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - 1 round/level; see text
Saving Throw - Will negates; see text; SR - yes

INQUISITOR

This spell functions like hold person, except that it affects any living creature that fails its Will save.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Holy Smite

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Duration - instantaneous (1 round); see text
Saving Throw - Will partial; see text; SR - yes

INQUISITOR

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Inflct Critical Wounds

4

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

INQUISITOR

This spell functions like inflct light wounds, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Interrogation, Greater

4

School - necromancy
Casting Time - 1 round
Components - V, S
Range - touch
Target - living creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

INQUISITOR

This spell functions as interrogation, except you may ask one question per caster level and the spell deals damage equal to 1d8 points plus your Wisdom bonus if the target doesn't answer a question.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Invisibility, Greater

4

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S
Range - personal or touch
Target - you or creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

This spell functions like invisibility, except that it doesn't end if the subject attacks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Judgment Light

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Area - 30-ft.-radius burst
Duration - instantaneous, see text

INQUISITOR

An inquisitor may only cast this spell while she has a judgment active. When she does cast this spell, it causes one or more of the following effects based on the inquisitor's active judgments. Destruction: Red light erupts from the caster. Enemies in the area take 4d8 points of damage and become shaken for 1d4 rounds. A successful Will saving throw halves the damage and negates the shaken effect. Healing: Green light erupts from the caster. Allies in the area regain a number of hit points equal to 1d8 + the caster's Wisdom modifier. Justice: Blue light erupts from the caster, revealing hidden and invisible creatures to all. The light outlines such creatures for 1 round per caster level, imposing a -20 penalty on Stealth checks on those creatures.

Piercing: Violet light erupts from the caster, reducing the spell resistance of enemies within the burst by 5 for 1 round per caster level. Protection: Amber light erupts from the caster, granting allies in the burst a +2 sacred bonus to AC and CMD, and a +4 bonus to AC against critical confirmation attack rolls for 1 round per caster level. Purity: White light erupts from the caster, allowing each ally within the burst to attempt a saving throw against a single effect that allows a saving throw with a +2 sacred bonus on the roll. Resiliency: Golden

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Judgment Light (Cont.)

light erupts from the caster, granting allies within the burst DR 3/magic or the alignment your judgment allows for 1 round per caster level. Resistance: Copper light erupts from the caster, granting allies within the burst resistance 5 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level. Smiting: Silver light erupts from the caster, making allies' weapons within the burst count as magic, the alignment her weapon is, and adamantite for purposes of overcoming damage reduction for 1 round per caster level.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Leashed Shackles

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. +10 ft./level)
Target - one creature
Duration - 1 minute/level
Saving Throw - Reflex negates; SR - yes

INQUISITOR

You create shackles of force that attach to the target's limbs. You designate an object or location within 30 feet of the target for the shackles to anchor themselves to; this must be the ground, a wall, or a sturdy structure for the anchoring to occur. The target is entangled, and cannot move more than 30 feet from the anchor point of the spell. The shackle itself cannot be attacked (though it can be dispelled), but if the object or area it is attached to is broken, the target is free to move away (though it is still entangled).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Litany of Escape

4

School - conjuration/teleportation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one willing creature that is grappled
Duration - instantaneous
Saving Throw - no; SR - yes

INQUISITOR

With a powerful prayer, you call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled and pinned conditions and is teleported 10 feet.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Litany of Sight

4

School - divination
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round
Saving Throw - no; SR - yes

INQUISITOR

This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Magic Siege Engine, Greater

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (black powder)
Range - close (25 ft. + 5 ft./2 levels)
Target - one siege engine touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as greater magic weapon.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Named Bullet

4

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (an item from the selected creature or creature type)
Range - touch
Target - one piece of ammunition or one thrown weapon
Duration - 10 minutes/level or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical. Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Neutralize Poison

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M/DF (charcoal)
Range - touch
Target - creature or object of up to 1 cu. ft./level touched
Duration - instantaneous or 10 min./level; see text
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

INQUISITOR

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option.

If cast on a creature, the creature receives a Will save to negate the effect.

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Order's Wrath

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - nonlawful creatures within a burst that fills a 30-ft. cube
Duration - instantaneous (1 round); see text
Saving Throw - Will partial; see text; SR - yes

INQUISITOR

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Protection from Energy, Communal

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

INQUISITOR

This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Rebuke

4

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - 20 ft.
Area - 20-ft.-radius burst centered on you
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

INQUISITOR

Your wrathful words cause physical harm to your enemies.

Your enemies take 1d8 points of damage per two caster levels (maximum 5d8) and are staggered for 1 round. Half of this damage is sonic damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to sonic-based attacks, is especially devastating to foes who worship your god, inflicting 1d6 points of damage per caster level (maximum 10d6) and stunning them for 1d4 rounds. A successful Fortitude save halves the damage and negates the staggering or stunning effect.

Enemies do not need to hear a rebuke to be harmed by it, but it is negated by magical silence.

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Reprobation

4

School - transmutation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature of your faith
Duration - permanent
Saving Throw - none; SR - yes

INQUISITOR

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, cure light wounds cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast prayer, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it

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Reprobation (Cont.)

cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges.

This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down.

This mark can be removed like any other curse effect. In addition, a member of your faith can use atonement to break the curse if he makes a caster level check against your caster level; remove curse also requires a caster of your faith and a caster level check to end the reprobation.

Sanctify Armor

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - armor touched
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You imbue your armor with a righteous aura. It gains a +1 enhancement bonus per four caster levels (maximum +5 at 20th level). When using your judgment or smite ability, you gain DR 5/evil.

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

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Sending

School - evocation
Casting Time - 10 minutes
Components - V, S, M/DF (fine copper wire)
Range - see text
Target - one creature
Duration - 1 round; see text
Saving Throw - none; SR - no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

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Shared Wrath

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a thorny vine)
Range - close (25 ft. + 5 ft./2 levels)
Target - up to one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions as wrath, except that you grant multiple creatures the bonuses against your designated foe. All subjects of shared wrath receive their bonuses against the same creature.

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Sleepwalk

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S, M (a sprig of belladonna worth 100 gp)
Range - touch
Target - unconscious creature touched
Duration - 1 hour/level (D)
Saving Throw - Will negates; see text; SR - yes

You compel an unconscious or sleeping creature to rise and move in a half-awake state. The target creature staggers about if led or guided, but remains helpless for all other purposes.

The subject moves at half speed and is limited to a single move action each round. It is not capable of moving at a higher rate of speed or taking actions other than movement except by magical assistance, and automatically fails any Dexterity- or Strength-based skill checks. If the creature takes any damage while sleepwalking it must make a new saving throw or the spell ends and the creature awakes (if it has more than 0 hit points). When the spell ends or is dismissed, the target remains unconscious and must be awoken normally. While sleepwalk allows an unconscious creature to move, it does not awaken the creature, nor does it stabilize or otherwise heal them. A disabled creature that moves about while under the effects of this spell does not start dying again as a result of this movement.

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Spell Immunity

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

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Stoneskin

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 250 gp)
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

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Tireless Pursuers

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a hard biscuit broken into pieces)
Range - touch
Target - you plus one touched creature/3 levels
Duration - 1 hour/level (D)
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This spell functions as tireless pursuit, except as noted above.

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Unholy Blight

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius spread
Duration - instantaneous (1d4 rounds); see text
Saving Throw - Will partial; SR - yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

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Atonement

5

School - abjuration
Casting Time - 1 hour
Components - V, S, M (burning incense), F (a set of prayer beads or other prayer device worth at least 500 gp), DF
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 gp in rare incense and offerings). Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking

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Atonement (Cont.)

atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

Note: Normally, changing alignment is up to the player. This use of atonement offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

Banishment

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (see text)
Range - close (25 ft. + 5 ft./2 levels)
Target - one or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will negates; SR - yes

A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's Spell Resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against Spell Resistance and increasing the save DC by 4).

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Break Enchantment

5

School - abjuration
Casting Time - 1 minute
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to one creature per level, all within 30 ft. of each other
Duration - instantaneous
Saving Throw - see text; SR - no

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

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Castigate, Mass

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level or 1 round; see text
Saving Throw - Will partial; SR - yes

This spell functions as castigate, except it affects many creatures.

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Command, Greater

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

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Commune

5

School - divination
Casting Time - 10 minutes
Components - V, S, M (holy or unholy water and incense worth 500 gp), DF
Range - personal
Target - you
Duration - 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

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Cure Light Wounds, Mass

5

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

INQUISITOR

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

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Dispel Chaos

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

INQUISITOR

This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

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Dispel Evil

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

INQUISITOR

Shimmering, white holy energy surrounds you. This energy has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

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Dispel Good

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

INQUISITOR

This spell functions like dispel evil, except that you are surrounded by dark, wavering unholy energy, and the spell affects good creatures and spells rather than evil ones.

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Dispel Law

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

INQUISITOR

This spell functions like dispel evil, except that you are surrounded by flickering, yellow chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

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Disrupting Weapon

5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one melee weapon
Duration - 1 round/level
Saving Throw - Will negates (harmless, object); see text; SR - yes (harmless, object)

INQUISITOR

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

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Divine Pursuit

5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level; see text

INQUISITOR

Select one creature within 60 feet that you have damaged. If that creature has a burrow, climb, fly, or swim speed, you gain that form of movement for the duration of the spell at the same speed and maneuverability as the selected creature. If this gives you the burrow or swim speed, you can breathe while burrowing or swimming. If the creature moves 1,000 feet or more from you, the spell ends. If the creature has more than one of these types of movement, you select one from the types available to the creature.

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Flame Strike

5

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (10-ft. radius, 40-ft. high)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

INQUISITOR

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

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Forbid Action, Greater

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

This spell functions as forbid action, except up to one creature per level may be affected. Each creature must receive the same forbidden action.

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Geas/Quest

5

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 day/level or until discharged
Saving Throw - none; SR - yes

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

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Ghostbane Dirge, Mass

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (an old reed from a wind instrument)
Range - close (25 ft. + 5 ft./2 levels)
Target - one incorporeal creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

This spell functions as ghostbane dirge, except that it affects multiple targets.

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Hallow

5

School - evocation
Casting Time - 24 hours
Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area), DF
Range - touch
Area - 40-ft. radius emanating from the touched point
Duration - instantaneous
Saving Throw - see text; SR - see text

Hallow makes a particular site, building, or structure a holy site.

This has four major effects.

First, the site is warded by a magic circle against evil effect.

Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the hallowed site.

The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area of effect.

You may designate whether the effect applies to all

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Hallow (Cont.)

creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one hallow spell (and its associated spell effect) at a time. Hallow counters but does not dispel unhallow.

Inflict Light Wounds, Mass

5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half; SR - yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

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Lend Judgment, Greater

5

School - divination
Casting Time - 1 standard action
Components - V, DF
Range - touch
Target - one ally
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This functions as lend judgment, except the ally gains the benefit of all your active judgments.

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Litany of Thunder

5

School - evocation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Fortitude negates; SR - yes

You call down a thunderous boom upon your enemy. The target becomes deafened until the condition is removed, and is confused for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Litany Of Vengeance

5

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

INQUISITOR

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus (depending on the alignment of the caster) to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Mark of Justice

5

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent; see text
Saving Throw - none; SR - yes

INQUISITOR

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please.

The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice 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 mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

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Resounding Blow

5

School - evocation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Fortitude partial; see text; SR - no

INQUISITOR

You must have a melee weapon in hand to cast this spell.

On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of sonic damage. Your weapon is not harmed by this attack.

If you are using your judgment ability or smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect.

On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using judgment or smite, your foe makes only a single save against all effects.

This spell immediately ends if your weapon leaves your hand.

Resounding blow stacks with the thundering weapon property.

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Righteous Might

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round/level

INQUISITOR

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Chapter 7 for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you-the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell.

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Righteous Might (Cont.)

Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

Spell Immunity, Communal

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

This spell functions like spell immunity, except you divide the duration in 10-minute intervals among the creatures touched.

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Spell Resistance

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

The target gains spell resistance equal to 12 + your caster level.

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Stoneskin, Communal

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 100 gp per creature affected)
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

INQUISITOR

This spell functions like stoneskin, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

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Telepathic Bond

5

School - divination
Casting Time - 1 standard action
Components - V, S, M (two eggshells from two different creatures)
Range - close (25 ft. + 5 ft./2 levels)
Target - you plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration - 10 min./level
Saving Throw - none; SR - no

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

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True Seeing

5

School - divination
Casting Time - 1 standard action
Components - V, S, M (an eye ointment that costs 250 gp)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

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Unhallow

5

School - evocation
Casting Time - 24 hours
Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area)
Range - touch
Area - 40-ft. radius emanating from the touched point
Duration - instantaneous
Saving Throw - see text; SR - see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, ban, bless, cause fear, darkness, daylight, and so on.

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Unhallow (Cont.)

death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one unhallow spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.

Unwilling Shield

5

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (ruby dust worth 250 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level (D)
Saving Throw - Will negates; SR - yes

Like shield other, unwilling shield creates a mystic connection between you and the target, but unlike shield other, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

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Blade Barrier

6

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high
Duration - 1 min./level (D)
Saving Throw - Reflex half or Reflex negates; see text; SR - yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall.

Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

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Blasphemy

6

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nonevil creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - Will partial; SR - yes

Any nonevil creature within the area of a blasphemy spell suffers the following ill effects. HD | Effect |

Equal to caster level | Dazed |

Up to caster level -1 | Weakened, dazed |

Up to caster level -5 | Paralyzed, weakened, dazed |

Up to caster level -10 | Killed, paralyzed, weakened, dazed |

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for 1 round. Save negates.

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Blasphemy (Cont.)

1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

Circle Of Death

6

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a crushed black pearl worth 500 gp)
Range - medium (100 ft. + 10 ft./level)
Area - several living creatures within a 40-ft.-radius burst
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

Circle of death snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

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Cleanse

6

School - evocation
Casting Time - 1 standard action
Components - S, DF
Range - personal
Target - you
Duration - instantaneous

Positive energy infuses and cleanses your body. This spell cures 4d8 points of damage + 1 point per caster level (maximum +25) and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazed, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, cleanse functions as break enchantment upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect.

If used by undead or other creatures healed by negative energy, the spell cleanses with negative energy rather than positive.

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Cure Moderate Wounds, Mass

6

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

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Dictum

6

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nonlawful creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - none or Will negates; see text; SR - yes

Any nonlawful creature within the area of a dictum spell suffers the following ill effects.

HD Effect Equal to caster level Deafened Up to caster level -1 Staggered, deafened Up to caster level -5 Paralyzed, staggered, deafened Up to caster level -10 Killed, paralyzed, staggered, deafened The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point

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Dictum (Cont.)

per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum or not. The banishment allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by dictum.

Dispel Magic, Greater

6

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell: Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

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Dispel Magic, Greater (Cont.)

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Fester, Mass

6

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (rotted meat)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level or 1 round; see text
Saving Throw - Fortitude partial; SR - yes

This spell functions as fester, except that it affects multiple foes.

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Find the Path

6

School - divination
Casting Time - 3 rounds
Components - V, S, F (a set of divination counters)
Range - personal or touch
Target - you or creature touched
Duration - 10 min./level
Saving Throw - none or Will negates (harmless);
SR - no or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

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Forbiddance

6

School - abjuration
Casting Time - 6 rounds
Components - V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF
Range - medium (100 ft. + 10 ft./level)
Area - 60-ft. cube/level
Duration - permanent
Saving Throw - see text; SR - yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell

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Forbiddance (Cont.)

resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Harm

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; see text; SR - yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

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Heal

6

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

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Heroes' Feast

6

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - feast for one creature/level
Duration - 1 hour plus 12 hours; see text
Saving Throw - none; SR - no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

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Holy Word

6

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nongood creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - Will partial; SR - yes

Any nongood creature within the area of a holy word spell suffers the following ill effects.
HD | Effect |

Equal to caster level | Deafened |

Up to caster level -1 | Blinded, deafened |

Up to caster level -5 | Paralyzed, blinded, deafened |

Up to caster level -10 | Killed, paralyzed, blinded, deafened |

|

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

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Holy Word (Cont.)

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by holy word.

Inflct Moderate Wounds, Mass

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half; SR - yes

This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage + 1 point per caster level (maximum +30).

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Legend Lore

6

School - divination
Casting Time - see text
Components - V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)
Range - personal
Target - you
Duration - see text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

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Litany Of Madness

6

School - enchantment/charm
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 or more rounds (see below)
Saving Throw - no, see below; SR - yes

This litany is a sermon of madness. The target is confused. At the start of each of its turns, it can make a Will saving throw against the confused effect (DC of the spell). If the target fails the save, it continues to be confused. If it makes the save, the effect ends. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Named Bullet, Greater

6

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (an item from the selected creature or creature type)
Range - touch
Target - one piece of ammunition or one thrown weapon
Duration - 10 minutes/level or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like named bullet, except it deals 2 extra points of damage per caster level (maximum 40).

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Overwhelming Presence

6

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a swan feather)
Range - medium (100 ft. + 10 ft./level)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates, see text; SR - yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell.

Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

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Repulsion

6

School - abjuration
Casting Time - 1 standard action
Components - V, S, F/DF (a pair of canine statuettes worth 50 gp)
Range - up to 10 ft./level
Area - up to 10-ft.-radius/level emanation centered on you
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons.

If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Undeath to Death

6

School - necromancy
Casting Time - 1 standard action
Components - V, S, M/DF (diamond powder worth 500 gp)
Range - medium (100 ft. + 10 ft./level)
Area - several undead creatures within a 40-ft.-radius burst
Duration - instantaneous
Saving Throw - Will negates; SR - yes

This spell functions like circle of death, except that it destroys undead creatures as noted above.

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Word Of Chaos

6

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nonchaotic creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - none or Will negates; see text; SR - yes

Any nonchaotic creature within the area of a word of chaos spell suffers the following ill effects, depending on their HD | Effect |

Equal to caster level | Deafened |

Up to caster level -1 | Stunned, deafened |

Up to caster level -5 | Confused, stunned, deafened |

Up to caster level -10 | Killed, confused, stunned, deafened |

|

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

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Word Of Chaos (Cont.)

Stunned: The creature is stunned for 1 round. Save negates.

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by word of chaos.