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ULTIMATE SPELL DECKS



INQUISITOR SPELL CARDS

LPJ9504

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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).

[illegible]

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.

Uses: □□□□□□□□

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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.

Uses Per Day: _____

[illegible]

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).

[illegible]

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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.

[illegible]

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

[illegible]

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, dazzled, 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.

Uses Per Day: Uses:

School enchantment (compulsion)[language-dependent, mind-affecting]; **Level** inquisitor 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** Will partial; see text; **SR** yes

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.

Uses Per Day:

[illegible]

School divination; **Level** inquisitor 3; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** you plus one willing creature per 3 levels, no two of which can be more than 30 ft. part; **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.

Uses Per Day: _____

Uses:

CORRUPTION RESISTANCE

School abjuration [chaotic, evil, good, or lawful]; **Level** inquisitor 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** creature touched; **Duration** 10 minutes/level; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

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.

[illegible]

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Uses Per Day: _____ Uses: [] [] [] [] [] [] [] []

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

[illegible]

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.

[illegible][illegible]

[illegible]

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FLAMES OF THE FAITHFUL

School transmutation [fire]; **Level** inquisitor 2; **Casting Time** 1 standard action; **Components** V; **Range** touch; **Targets** 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.

Uses Per Day: _____

[illegible]

Choose one alignment type: chaotic, evil, good, or lawful. You gain

When you use this spell to track a given alignment, it gives the

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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.

[illegible]

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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.

[illegible]

Components V, M/DF (a drop of honey); **Range** personal; **Targets** you; **Duration** 10 minutes/level

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.

Uses Per Day: _____

[illegible]

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.

[illegible]

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.

[illegible]

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.

[illegible]

School evocation [sonic]; **Level** inquisitor 5 ; **Casting Time** 1 swift action; **Components** V; **Range** personal; **Targets** you; **Duration** 1 round/level; **Saving Throw** Fortitude partial; see text; **SR** no

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.

[illegible]

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School enchantment (compulsion) [mind-affecting]; **Level** inquisitor 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** creature touched; **Duration** 1 round/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

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.

Uses Per Day: _____

[illegible]

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

[illegible]

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.

[illegible]

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.

[illegible]

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.

[illegible]

[illegible]

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.

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[illegible]

School transmutation; **Level** inquisitor 4; **Casting Time** 1 standard action; **Components** V, S, M (a hard biscuit broken into pieces); **Range** touch; **Targets** you plus one touched creature/3 levels;

Duration 1 hour/level (D)(D); **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

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

[illegible]

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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.

[illegible]

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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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CREDITS

Spellcard data obtained from Perram's Spellbook © 2011 Jefferson Jay Thacker (<http://www.thegm.org/>) Spell data created by Mike Chopswil, (<http://d20pfsrd.com/magic/spells-db>)

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