Compatibility with the Pathfinder Roleplaying Game requires

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BANISH SEEMING

School abjuration; Level inquisitor 3; Casting Time 1 standard action; Components V, S, M (a cold iron nail); Range touch; Targets 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.

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.

Uses Per Day: _____ Uses:

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BLOOD BIOGRAPHY

School divination; Level inquisitor 3; Casting Time 1 minute; Components V, S, M/DF (a scrap of parchment); Range touch; Targets 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.

Uses Per Day: ____

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BLOODHOUND

School transmutation; Level inquisitor 2; Casting Time 1 standard action; Components V, S, M (a drop of blood and a pinch of cinnamon); Range personal; Targets you; Duration 1 hour/level

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 Per Day: ____

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Uses:

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BRAND

School transmutation; Level inquisitor 0; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creature touched; Duration 1 day/level; Saving Throw Fortitude negates; SR ves

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.

Uses Per Day: ____

Uses:

BRAND, GREATER

School transmutation; Level inquisitor 4; Casting Time 1 round; Components V, S, DF; Range touch; Targets 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.

Uses Per Day: _____

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BURST BONDS

School evocation; Level inquisitor 1; Casting Time 1 standard action; Components V; Range touch; Targets 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).

Uses Per Day: ____

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CAST OUT

School abjuration; Level inquisitor 3; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will partial; SR ves

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.

Uses Per Day: ____

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Uses:

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CASTIGATE

School enchantment (compulsion) [fear, 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 living creature; Duration 1 round/level or 1 round; see text; Saving Throw Will partial; SR yes

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.

Uses Per Day: ____

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CASTIGATE, MASS

School enchantment (compulsion) [fear, language-dependent, mind-affecting]; Level inquisitor 5; Casting Time 1 standard action; Components V, S, DF; Range medium (100 ft. + 10 ft./ level); Targets 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.

Uses Per Day: ____

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Uses:

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CLEANSE

School evocation; Level inquisitor 6; Casting Time 1 standard action; Components S, DF; Range personal; Targets 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, 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: ____

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CONFESS

School enchantment (compulsion)[language-dependent, mindaffecting]; 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: ____

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Uses:

ONE AMARY LAR. AN ARLARS

COORDINATED EFFORT

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 ore would gain no benefit from your Outflank feat, but an ally flanking the ore 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:

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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.

Uses Per Day:

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COWARD'S LAMENT

School enchantment (compulsion) [mind-affecting]; Level inquisitor 4; Casting Time 1 standard action; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 round/level (D)(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.

Uses Per Day:

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DEFILE ARMOR

School abjuration [evil]; Level inquisitor 4; Casting Time 1 standard action; Components V, S; Range touch; Targets 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.

Uses Per Day:

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Uses:

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DENOUNCE

School enchantment (compulsion) [language-dependent, mindaffecting]; Level inquisitor 4; Casting Time 1 standard action; Components V; Range close (25 ft. + 5 ft./2 levels); Effect 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.

Uses Per Day:

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FESTER

School necromancy; Level inquisitor 3; Casting Time 1 standard action; Components V, S, M (rotted meat); Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 round/level or 1 round; see text; Saving Throw Fortitude partial; SR yes

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.

Uses Per Day:

Uses:

School necromancy; Level inquisitor 6; Casting Time 1 standard action; Components V, S, M (rotted meat); Range close (25 ft. + 5 ft./2 levels); Targets 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.

Uses Per Day:

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Uses:

ONE AMARY LAR. AN ARLARS

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: ____

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School divination [chaotic, evil, good, or lawful]; Level inquisitor 2; Casting Time 1 standard action; Components V, S, DF; Range personal; Targets you; Duration 10 minutes/level (D)(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.

Uses Per Day: ____

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FORCED REPENTANCE

School enchantment (compulsion)[mind-affecting]; Level inquisitor 4; Casting Time 1 standard action; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Targets one evil creature without the evil subtype; Duration 1 round/level; Saving Throw Will negates; SR yes

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.

Uses Per Day: _

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School transmutation; Level inquisitor 2; 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); Targets 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.

Uses Per Day:

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School transmutation; Level inquisitor 5; 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); Targets 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.

Uses Per Day:

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Uses:

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School transmutation [language-dependent]; Level inquisitor 3; 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); Targets you plus one creature/level, no two of which can be more than 30 ft. apart; Duration 10 minutes/level (D)(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.

Uses Per Day: ____

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Uses:

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র্জ ওম্প্রের্থের এটেডের এর্ডএর্জ প্রান্ত ব্যাব্যারের এর্ডএর্জ প্রান্ত র্বার্থের্যের ব্যাব্যার বর্ষা এর্ডের ব্যা

HONEYED TONGUE

School transmutation; Level inquisitor 2; Casting Time 1 standard action;

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:

Uses:

HUNTER'S EYE

School divination; Level inquisitor 3; Casting Time 1 standard action; Components V, S, DF; Range medium (100 ft. + 10 ft./ level); Targets 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.

Uses Per Day:

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Uses:

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School transmutation; Level inquisitor 2; Casting Time 1 standard action; Components V, S, M (a drop of water); Range personal; Targets 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.

Uses Per Day:

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Uses:

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REBUKE

School evocation [sonic]; Level inquisitor 4; Casting Time 1 standard action; Components V, S, DF; Range 20 ft.; Effect 20-ft.-radius burst centered on you; Duration instantaneous; Saving Throw Fortitude partial; SR yes

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.

Uses Per Day: ____

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RESOUNDING BLOW

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.

Uses Per Day: _____

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RETRIBUTION

School necromancy [evil]; Level inquisitor 3; Casting Time 1 standard action; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one creature who has just struck you with an attack; Duration 1 round/level; Saving Throw Fortitude partial; SR yes

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.

Uses Per Day:

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Uses:

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RIGHTEOUS VIGOR

School enchantment (compulsion) [mind-affecting]; Level inquisitor 3; Casting Time I standard action; Components V, S, DF; Range touch; Targets creature touched; Duration I round/ Devel; 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: _

LOTLE & LOT AN ON ORLING

Uses:

ONE AMARY LAR. AN ARLARS

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SACRED BOND

School conjuration (healing); Level inquisitor 2; 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; Targets creature touched; Duration 10 minutes/level (D)(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.

Uses Per Day:

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SANCTIFY ARMOR

School abjuration [good]; Level inquisitor 4; Casting Time 1 standard action; Components V, S; Range touch; Targets 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 S/evil.

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

Uses Per Day: _____

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SEEK THOUGHTS

School divination [mind-affecting]; Level inquisitor 3; Casting Time 1 standard action; Components V, S, M (a handful of copper coins); Range 40 ft.; Effect 40-ft.-radius emanation centered on you; Duration concentration, up to 1 minute/level; Saving Throw Will negates; SR no

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.

Uses Per Day:

Uses:

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SHARED WRATH

School enchantment (compulsion) [mind-affecting]; Level inquisitor 4; Casting Time 1 standard action; Components V, S, M (a thormy vine); Range close (25 ft. + 5 ft./2 levels); Targets 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.

Uses Per Day:

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SIFT

School divination; Level inquisitor 0; Casting Time 1 standard action; Components V, S; Range 30 ft.; Effect 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.

Uses Per Day:

Uses:

SLEEPWALK

School enchantment (compulsion) [mind-affecting]; Level inquisitor 4; Casting Time 1 round; Components V, S, M (a sprig of belladonna worth 100 gp); Range touch; Targets unconscious creature touched; Duration 1 hour/level (D)(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.

Uses Per Day:

Uses:

TIRELESS PURSUERS

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.

Uses Per Day: ____

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Uses:

ONE AMARY LAR. AN ARLARS

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TIRELESS PURSUIT

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

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.

Uses Per Day: ____

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UNWILLING SHIELD

School necromancy; Level inquisitor 5; Casting Time 1 standard action; Components V, S, M (ruby dust worth 250 gp); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 round/level (D)(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.

Uses Per Day: _

Uses:

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WARD THE FAITHFUL

School abjuration; Level inquisitor 3; Casting Time 1 standard action; Components V, S, DF; Range touch; Effect 10-fL-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.

Uses Per Day: ____

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WEAPON OF AWE

School transmutation;Level inquisitor 2; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets weapon touched; Duration 1 minute/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

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.

Uses Per Day: _____

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School enchantment (compulsion) [mind-affecting]; Level inquisitor 1; Casting Time 1 standard action; Components V, S, M (a thorny vine); Range personal; Targets 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.

Uses Per Day:

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CREDITS

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