

## Dan's Pathfinder Inquisitor Spells

### 0th Level Spells

Acid Splash  
Bleed  
Brand World Wave (Adv. Player's)  
Create Water  
Daze  
Detect Magic  
Detect Poison  
Disrupt Undead  
Guidance  
Light  
Read Magic  
Resistance  
Sift World Wave (Adv. Player's)  
Stabilize  
Virtue

### 1st Level

Alarm  
Animal Purpose Train. (Adv. Class Guide)  
Bane  
Bed of Iron (Knights of the Inner Sea)  
Bless  
Bless Water  
Blood Blaze (Race-Orc)  
[Bloodhound \(C. Adv. & S. Comp.\)](#)  
Bowstaff (Ul. Combat)  
Burst Bonds World Wave (Adv. Player's)  
[Camouflage \(C. Divine & S. Comp.\)](#)  
Cause Fear  
Command  
Compel Hostility (Ul. Combat)  
Comprehend Languages  
Cure Light Wounds  
Curse Water  
Deadeye's Lore (Ul. Combat)  
Death Candle (Race-Ifrit)  
Deep Slumber  
Detect Undead  
Disguise Self  
Divine Favor  
Doom  
Ear-Piercing Scream (Ul. Magic)  
[Energized Shield, Lesser \(S. Comp.\)](#)  
Expeditious Retreat  
[Faith Healing \(S. Comp.\)](#)  
Forbid Action (Ul. Magic)  
Forced Quiet (Ul. Magic)  
[Ghost Touch Armor \(S. Comp.\)](#)  
[Guided Shot \(C. Adv. & S. Comp.\)](#)  
Haze of Dreams (Inner Sea Gods)  
Heightened Awareness (Adv. Class Guide)

Hex Ward (Ul. Magic)  
Hide from Undead  
Horn of Pursuit (Ul. Magic)  
Hunter's Lore (Ul. Combat)  
Inflict Light Wounds  
[Instant Search \(C. Adv. & S. Comp.\)](#)  
Interrogation (Ul. Magic)  
Invisibility Alarm (Adv. Class Guide)  
Ironbeard (Race-Dwarf)  
Keep Watch (Knights of the Inner Sea)  
Know the Enemy (Ul. Magic)  
[Know Greatest Enemy \(S. Comp.\)](#)  
Lend Judgment (Ul. Magic)  
Linebreaker (Race-Half-Orc)  
[Lionheart \(S. Comp.\)](#)  
Litany of Sloth (Ul. Combat)  
Litany of Weakness (Ul. Combat)  
[Living Prints \(S. Comp.\)](#)  
Lock Gaze (Ul. Combat)  
Longshot (Ul. Combat)  
[Low-Light Vision \(C. A.\) \(S. C.\)](#)  
Magic Weapon  
Peacebond (Ul. Combat)  
Persuasive Goad (Ul. Magic)  
Poisoned Egg (Inner Sea Guide)  
Protection from Chaos/Evil/Good/Law  
Recharge Innate magic (Race-Gnome)  
Returning Weapon (Ul. Combat)  
Sanctify Corspe (Ul. Magic)  
Sanctuary  
[Scent \(S. Comp.\)](#)  
Secret Speech (Inner Sea Gods)  
[Sign \(S. Comp.\)](#)  
[Sniper's Shot \(C. Adv. & S. Comp.\)](#)  
[Snowshoes \(S. Comp.\)](#)  
[Stabilize \(S. Comp.\)](#)  
[Stalking Brand \(S. Comp.\)](#)  
Theft Ward (Race-Tengu)  
Touch of Combustion (Race—Ifrit)  
Tireless Pursuit World Wave (Adv. Player's)  
Touch of Combustion (Race-Ifrit)  
True Strike  
Unerring Weapon (Ul. Combat)  
[Vigor, Lesser \(C. Divine & S. Comp.\)](#)  
Vocal Alteration (Ul. Magic)  
Wartrain Mount (Ul. Magic)  
Weaponwand (Inner Sea Magic)  
Winter Feathers (Race-Tengu)  
Wrath World Wave (Adv. Player's)

### 2nd Level Spells

Acute Senses (Ul. Magic)

Aid  
Align Weapon  
Bailliff (Genius Guide to 110 Spell Variants)  
Bestow Insight (Race-Human)  
Bestow Weapon Proficiency (Ul. Combat)  
Blessing of Luck & Resolve (Race-Hafling)  
Blistering Inevective (Ul. Combat)  
Bloodhound (Adv. Player's)  
[Bloodhound \(C. Adv. & S. Comp.\)](#)  
Brow Gasher (Ul. Combat)  
Bullet Ward (Adv. Class Guide)  
Calm Emotions  
[Camouflage, Mass \(S. Comp.\)](#)  
Castigate (Adv. Player's)  
Confess (Adv. Player's)  
Consecrate  
Corruption Resistance (Adv. Player's)  
Cure Moderate Wounds  
Darkness  
Death Candle (Race-Ifrit)  
Death Knell  
Defending Bone (Inner Sea Gods)  
Delay Disease (Race-Ratfolk)  
Delay Pain (Ul. Magic)  
Discovery torch (Ul. Combat)  
Disguise Other (Ul. Magic)  
Distressing Tone (Ul. Magic)  
Effortless Armor (Ul. Combat)  
Enshroud Thoughts (Blood of the Elements)  
Enthrall  
Escaping Ward (Race-Hafling)  
[Fell the Greatest Foe \(S. Comp.\)](#)  
Find Traps  
[Flame of Faith \(C. Divine & S. Comp.\)](#)  
Flames of the Faithful (Adv. Player's)  
Follow Aura (Adv. Player's)  
Ghostbane Dirge (Adv. Player's)  
Ghostly Disguise (Ul. Magic)  
Honeyed Tongue (Adv. Player's)  
Howling Agony (Ul. Magic)  
Improve Trap (Race-Kobold)  
Instrument of Agony (Ul. Combat)  
[Knight's Move \(S. Comp.\)](#)  
Litany of Defense (Ul. Combat)  
Magic Siege Engine (Ul. Combat)  
[Mark of the Outcast \(S. Comp.\)](#)  
Perceive Cues (Adv. Player's)  
Protect. from Chaos, Comm. (Ul. Combat)  
Protect. from Evil, Comm. (Ul. Combat)  
Protect. from Good, Comm. (Ul. Combat)  
Protect. from Law Comm. (Ul. Combat)  
Qualm (Ul. Combat)  
[Resistance, Superior \(S. Comp.\)](#)  
Returning Weapon, Comm. (Ul. Combat)

Sacred Bond (Adv. Player's)  
Savage Maw (Race-Half-Orc)  
See Invisible  
[Shield of Warding \(S. Comp.\)](#)  
Shield Other  
Silence  
Soothing Word (Condition Cards)  
Spiritual Weapon  
Stricken Heart (Adv. Class Guide)  
Surmount Affliction (Ul. Magic)  
Tactical Acumen (Ul. Combat)  
Tongues  
Tremor Blast (Inner Sea Gods)  
[Tremorsense \(S. Comp.\)](#)  
Undetectable Alignment  
Weapon of Awe (Adv. Player's)  
Whispering Wind  
Zone of Truth

### **3rd Level Spells**

Agonizing Rebuke (Race-Hobgoblin)  
Banish Seeming (Adv. Player's)  
Battle Trance (Race-Half-Orc)  
[Blade Storm \(C. Adv. & S. Comp.\)](#)  
Blessing of the Mole (Ul. Magic)  
Blinding Ray (Race-Dhampir)  
[Blindsight \(S. Comp.\)](#)  
Blood Biography (Adv. Player's)  
Blood Scent (Race-Orc)  
Bloody Arrows (Ranged Tactics Toolkit)  
Burst of Speed (Ul. Combat)  
Cast Out (Adv. Player's)  
Continual Flame  
Coordinated Effort (Adv. Player's)  
Countless Eyes (Ul. Magic)  
Cure Serious Wounds  
Daybreak Arrow (Ul. Combat)  
Daylight  
Deadly Juggernaut (Ul. Combat)  
Deeper Darkness  
Delay Poison, Communal (Ul. Combat)  
Detect Curse  
Dimensional Anchor  
Dispel Magic  
Disrupt Link (Familiar Folio)  
Eldritch Fever (Ul. Magic)  
Fearsome Duplicate (Race-Hafling)  
Fester (Adv. Player's)  
Glyph of Warding  
Halt Undead  
Heroism  
Hidden Speech (Adv. Player's)  
Hunter's Eye (Adv. Player's)  
Inflict Serious Wounds

Invisibility Purge  
Isolate (Monster Codex)  
Keen Edge  
Litany of Eloquence (Ul. Combat)  
Litany of Entanglement (Ul. Combat)  
Litany of Righteousness (Ul. Combat)  
Litany of Warding (Ul. Combat)  
Locate Object  
Locate Weakness (Ul. Combat)  
Magic Circle Against Chaos/Evil/Good/Law  
Magic Vestment  
Magic Weapon, Greater  
Mark of the Hunter (C. Divine & S. Comp.)  
Nondetection  
Obscure Object  
Perceive Cues (Adv. Player's)  
Phantasmal Decoy (C. Divine & S. Comp.)  
Posse (Genius Guide to 110 Spell Variants)  
Prayer  
Protection from Energy  
Remove Curse  
Remove Disease  
Resist Energy, Communal (Ul. Combat)  
Resistance, Greater (S. Comp.)  
Righteous Vigor (Adv. Player's)  
Sadomaschism Inner Sea Gods)  
Safe Clearing (S. Comp.)  
Searing Light  
Seek Thoughts (Adv. Player's)  
Speak with Dead  
Terrible Remorse (Ul. Magic)  
Vigor (C. Divine & S. Comp.)  
Vigor, Mass Lesser (C. Divine & S. C.)  
Ward the Faithful (Adv. Player's)  
Witness (Ul. Magic)  
Word of Binding (S. Comp.)

#### **4th Level Spells**

Aura Sight (Adv. Class Guide)  
Banish Ward (Gen. Guide to 110 Spell Var.)  
Battlemink Link (Ul. Magic)  
Blindsight, Greater (S. Comp.)  
Brand, Greater (Adv. Player's)  
Chaos Hammer  
Coward's Lament (Adv. Player's)  
Crusader's Edge (Inner Sea Magic)  
Cure Critical Wounds  
Curse of Magic Negation (Ul. Magic)  
Daze, Mass (Ul. Magic)  
Death Ward  
Defile Armor (Adv. Player's)  
Denounce (Adv. Player's)  
Detect Scrying  
Discern Lies

Dismissal  
Divination  
Divine Power  
Enchantment Foil (Adv. Class Guide)  
Fear  
Find Quarry (Ul. Combat)  
Fleshworm Infestation (Ul. Magic)  
Forced Repentance (Adv. Player's)  
Forceful Strike (Inner Sea Gods)  
Freedom of Movement  
Geas, Lesser  
Healing Warmth (Race-Ifrit)  
Hold Monster  
Holy Smite  
Inflict Critical Wounds  
Interrogation, Greater (Ul. Magic)  
Judgment Light  
Leashed Shackles (Ul. Magic)  
Litany of Escape (Ul. Combat)  
Litany of Sight (Ul. Combat)  
Magic Siege Engine, Greater (Ul. Combat)  
Mark of the Reptile God (Monster Codex)  
Named Bullet (Ul. Combat)  
Neutralize Poison  
Order's Wraith  
Persistent Vigor (Adv. Class Guide)  
Protect. from Energy Comm. (Ul. Combat)  
Rebuke (Adv. Player's)  
Reprobation (Ul. Magic)  
Restoration  
Sanctify Armor (Adv. Player's)  
Sending  
Shared Wrath (Adv. Player's)  
Sleepwalk (Adv. Player's)  
Spell Immunity  
Stoneskin  
Tireless Pursuers (Adv. Player's)  
Transplant Visage (Inner Sea Gods)  
Undeath Ward (Dungeons of Golorion)  
Unholy Blight  
Vigor, Greater (C. Divine & S. Comp.)  
Vigorous Circle (C. Divine & S. Comp.)  
Ward Shield (Knights of the Inner Sea)

#### **5th Level Spells**

Atonement  
Banishment  
Break Enchantment  
Castigate, Mass (Adv. Player's)  
Command, Greater  
Commune  
Cure Light Wounds Mass  
Dispel Chaos/Evil/Good/Law

Disrupting Weapon  
Divine Pursuit (Ul. Magic)  
Flame Strike  
Forbid Action, Greater (Ul. Magic)  
Geas/Quest  
Ghostbane Dirge, Mass (Adv. Player's)  
Hallow  
Hunter's Blessing (Inner Seas Gods)  
Inflict Light Wounds, Mass  
Lend Greater Judgment (Ul. Magic)  
Litany of Thunder (Ul. Combat)  
Litany of Vengeance (Ul. Combat)  
Mark of Justice  
Resounding Blow (Adv. Player's)  
Righteous Might  
Soulswitch (Familiar Folio)  
Spawn Ward (Race-Dhampir)  
Spell Immunity, Communal (Ul. Combat)  
Spell Resistance  
Stoneskin Communal (Ul. Combat)  
Telepathic Bond  
True Seeing  
Unhallow  
Unwilling Shield (Adv. Player's)  
Vulnerability (S. Comp.)

### **6th Level Spells**

Blade Barrier

#### **Notes:**

(Adv. Class Guide) = Advanced Class Guide

(Adv. Player's) = Advanced Player's Guide

(Race—Xxx) = Advanced Race Guide—Race Name

(C. Adv.) = Complete Adventurer

(C. Divine) = Complete Divine

(S. C.) or (S. Comp.) = Spell Compendium

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic

Blasphemy  
Bless. of Luck & Res., Mass(Race-Hafling)  
Circle of Death  
Cleanse (Adv. Player's)  
Cure Moderate Wounds Mass  
Dictum  
Dispel Magic, Greater  
Dragonbane (Geni. Guide to 110 Spell Var.)  
Fester, Mass (Adv. Player's)  
Find The Path  
Forbiddance  
Ghost Trap (S. Comp.)  
Glyphs of Warding  
Harm  
Heal  
Hero's Feast  
Holy Word  
Howling Chain (S. Comp.)  
Inflict Serious Wounds Mass  
Legend Lore  
Litany of Madness (Ul. Combat)  
Named Bullet, Greater (Ul. Combat)  
Overwhelming Pressure (Ul. Magic)  
Repulsion  
Undeath to Death  
Visage of the Deity (C. Divine & S. Comp.)  
Word of Chaos