

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)
Bowstaff (Ul. Combat)
Burst Bonds World Wave (Adv. Player's)
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)
Expeditious Retreat
Forbid Action (Ul. Magic)
Forced Quiet (Ul. Magic)
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
Interrogation (Ul. Magic)

Invisibility Alarm (Adv. Class Guide)
Ironbeard (Race-Dwarf)
Keep Watch (Knights of the Inner Sea)
Know the Enemy (Ul. Magic)
Lend Judgment (Ul. Magic)
Linebreaker (Race-Half-Orc)
Litany of Sloth (Ul. Combat)
Litany of Weakness (Ul. Combat)
Lock Gaze (Ul. Combat)
Longshot (Ul. Combat)
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
Secret Speech (Inner Sea Gods)
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)
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
Bailiff (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)
Brow Gasher (Ul. Combat)
Bullet Ward (Adv. Class Guide)
Calm Emotions
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)
Find Traps
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)
Litany of Defense (Ul. Combat)
Magic Siege Engine (Ul. Combat)
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)
Returning Weapon, Comm. (Ul. Combat)
Sacred Bond (Adv. Player's)
Savage Maw (Race-Half-Orc)
See Invisible
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)
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)
Blessing of the Mole (Ul. Magic)
Blinding Ray (Race-Dhampir)
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
Nondetection
Obscure Object
Perceive Cues (Adv. Player's)
Posse (Genius Guide to 110 Spell Variants)
Prayer
Protection from Energy
Remove Curse
Remove Disease
Resist Energy, Communal (Ul. Combat)
Righteous Vigor (Adv. Player's)
Sadomasochism Inner Sea Gods)
Searing Light
Seek Thoughts (Adv. Player's)
Speak with Dead
Terrible Remorse (Ul. Magic)
Ward the Faithful (Adv. Player's)
Witness (Ul. Magic)

4th Level Spells

Aura Sight (Adv. Class Guide)
Banish Ward (Gen. Guide to 110 Spell Var.)
Battlemink Link (Ul. Magic)
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
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
Soulsitch (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)

6th Level Spells

Blade Barrier
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
Glyphs of Warding

Harm
Heal
Hero's Feast
Holy Word
Inflict Serious Wounds Mass
Legend Lore

Litany of Madness (Ul. Combat)
Named Bullet, Greater (Ul. Combat)
Overwhelming Pressure (Ul. Magic)
Repulsion
Undeath to Death
Word of Chaos

Notes:

(Adv. Class Guide) = Advanced Class Guide

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

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

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic