

Motumbe



Male human (Mwangi) inquisitor (living grimoire) of Pharasma 4 - CR 3

True Neutral Humanoid (Human); Deity: Pharasma; Age: 45; Height: 7' 1"; Weight: 341 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	17	+3	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
REFLEX (DEXTERITY)	+3	=	+1	+2			
WILL (WISDOM)	+4	=	+4				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+5	+2	+2			+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	18				

CM Bonus	BAB	Strength	Dexterity	Size	
+7	=	+3	+4	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	Total	BAB	Strength	Dexterity	Size
20	= 10	+3	+4	+2	-

Base Attack	HP
+3	44

Corpse Hunter: +1 trait bonus vs. undead

Initiative	Damage / Current HP
+5	

Speed
30 / 20 ft

+1 mithral dagger

Main hand: +8, 1d4+5 Crit: 19-20/x2

Ranged: +6, 1d4+5 Rng: 10' Light, P/S

Corpse Hunter: +1 trait bonus vs. undead

Holy Book

Main hand: +9, 1d6+5 Crit: x2 Light, B

Corpse Hunter: +1 trait bonus vs. undead

Monk's spade

Both hands: +7, 1d6+6 Crit: x2 Double, B/SP/S,

Double: +3 (Off: -1),

1d6+4/1d6+2

Corpse Hunter: +1 trait bonus vs. undead

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+4	CHA (0)	1	
Climb	+2	STR (4)	1	
Diplomacy	+4	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	-4	DEX (2)	-	
Fly	-4	DEX (2)	-	
Heal	+5	WIS (0)	2	
Intimidate	+13	INT (3)	1	
Knowledge (arcana)	+8	INT (3)	2	
Knowledge (dungeoneering)	+8	INT (3)	2	
Knowledge (engineering)	+6	INT (3)	3	
Knowledge (geography)	+6	INT (3)	3	
Knowledge (history)	+6	INT (3)	3	
Knowledge (local)	+6	INT (3)	3	
Knowledge (nature)	+8	INT (3)	2	
Knowledge (nobility)	+6	INT (3)	3	
Knowledge (planes)	+8	INT (3)	2	
Knowledge (religion)	+8	INT (3)	2	
Linguistics	+4	INT (3)	1	
Perception	+6	WIS (0)	3	
Ride	-4	DEX (2)	-	
Sense Motive	+6	WIS (0)	1	
Spellcraft	+7	INT (3)	1	
Stealth	-4	DEX (2)	-	
Survival	+4	WIS (0)	1	
Track: +2 to track				
Swim	+2	STR (4)	1	
Use Magic Device	+1	CHA (0)	1	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Combat Expertise +/-1
 Deadly Aim -1/+2
 Intimidating Prowess
 Martial Weapon Proficiency (Monk's spade)
 Power Attack -1/+2
 Shake It Off
 Shield Proficiency
 Simple Weapon Proficiency - All
 Toughness
 Warrior Priest

Traits

Bruising Intellect
 Chance Savior
 Corpse Hunter

Drawbacks

Family Ties

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Lamellar (horn) armor

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 63.5/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

+1 mithral dagger	0.5 lbs
Artisan's outfit (Free)	-
Heavy shield bash	-
Heavy wooden shield	10 lbs
Holy Book	4 lbs
Holy symbol, silver (Pharasma)	1 lb
Lamellar (horn) armor	30 lbs
Living Grimoire Starting Spellbook	3 lbs
Money	-
Monk's spade	12 lbs
Ring of protection +1	-
Rope of climbing	3 lbs
Scroll of lesser restoration	-

Special Abilities

Finesse Weapon Attack Attribute
Inquisitor (Living Grimoire) Domain (Justice Inquisition)
Judicious Force (Su)
Rules Changes
Sacred Word +1 (4 rounds/day) (Su)
Solo Tactics (Ex)
Teamwork Feat (change 1/day)
Track +2

Spell-Like Abilities

Detect Alignment (At will) (Sp)

Tracked Resources

+1 mithral dagger	<input type="checkbox"/>
Sacred Word +1 (4 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Teamwork Feat (change 1/day)	<input type="checkbox"/>

Languages

Abyssal	Osiriani
Common	Polyglot
Daemonic	Varisian

Experience & Wealth

Experience Points: **10000**/15,000
Current Cash: **You have no money!**

Spells & Powers

Inquisitor (Living Grimoire) spells memorized (CL 4th; concentration +7)
Melee Touch +7 Ranged Touch +5
2nd—lesser restoration (2)
1st—alarm, divine favor, protection from evil, shield of faith
0th (at will)—acid splash, disrupt undead, light, read magic
[D] Domain spell; **Domain** Justice Inquisition

Background

One good harrowcard

Sourcebooks Used

- **Advanced Class Guide** - Heightened Awareness (spell)
- **Advanced Player's Guide** - Brand (spell); Inquisitor (class); Sift (spell)
- **Carrion Crown** - Chance Savior (trait)
- **Faiths of Balance / Inner Sea Gods** - Corpse Hunter (trait)
- **Horror Adventures** - Living Grimoire (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Mwangi (race option); Osiriani (language); Polyglot (language); Varisian (language)
- **Ultimate Campaign** - Bruising Intellect (trait); Family Ties (???)
- **Ultimate Combat** - Lock Gaze (spell); Protection from Evil, Communal (spell); Shake It Off (feat)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (horn) armor (armor); Monk's spade (weapon)
- **Ultimate Magic** - Ear-Piercing Scream (spell); Justice Inquisition (special ability); Warrior Priest (feat)

Motumbe – Abilities & Gear

Combat Expertise +/-1 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim -1/+2 **Feat**

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Intimidating Prowess **Feat**

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Martial Weapon Proficiency (Monk's spade) **Feat**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

Power Attack -1/+2 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shake It Off **Feat**

You support your allies and help them recover from crippling effects.

Benefit: When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

Appears In: Ultimate Combat

Toughness **Feat**

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Warrior Priest **Feat**

Your religion is both a shield and a weapon in battle.

Prerequisites: Ability to cast divine spells, domain or mystery class feature.

Benefit: You gain a +1 bonus on initiative checks and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

Appears In: Ultimate Magic

Bruising Intellect **Trait**

Your sharp intellect and rapier-like wit bruise egos. Intimidate is always a class skill for you, and you may use your Intelligence modifier when making Intimidate checks instead of your Charisma modifier.

Appears In: Ultimate Campaign

Chance Savior **Trait**

Fate smiled on you and Professor Lorrimer one day in the not so distant past. Through a matter of pure chance, you were in a position to save the late scholar's life and did so. His gratitude was effusive, and he promised that he would never forget you. You are unsure of the nature of the summons in his will, but believe he may have listed you as a possible heir in thanks for saving him from an untimely demise.

Your ability to think quickly on your feet has stayed with you, and you quite often feel that you're in the right place at the right time. You gain a +2 trait bonus on Initiative checks.

Appears In: Carrion Crown

Corpse Hunter **Trait**

You have dedicated yourself to the destruction of undead, and receive a +1 trait bonus on all attacks made against undead.

Appears In: Faiths of Balance, Inner Sea Gods

Detect Alignment (At will) (Sp) **Class Ability (Inquisitor)**

At will, an inquisitor can use *detect chaos*, *detect evil*, *detect good*, or *detect law*. She can only use one of these at any given time.

Finesse Weapon Attack Attribute **Class Ability (World Is Square)**

The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

Motumbe – Abilities & Gear

Judicious Force (Su)

Class Ability (Cleric, Inquisitor)

If you or an ally within 10 feet makes a critical threat with a melee or ranged attack, as an immediate action you may add +4 to the confirmation roll. This does not stack with the Critical Focus feat. You may use this ability a number of times per day equal to your Wisdom bonus.

Motumbe – Abilities & Gear

Rules Changes

Class Ability (World Is Square)

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

Agile Maneuvers

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

Combat Expertise

Gone. Now simple a combat option for any class with at least +1 BAB.

Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal

Gone. Replaced with Deft Maneuvers.

Deft Maneuvers

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Power Attack

Gone. Now simply a combat option for any class with at least +1 BAB.

Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder

Gone. Replaced with Powerful Maneuvers.

Powerful Maneuvers

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Point-Blank Shot

Gone. Precise Shot replaces it as a prerequisite for further archery feats.

Deadly Aim

Gone. Now simple a combat option for any class with at least +1 BAB.

Mobility

Gone. Merged with Dodge.

Dodge

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Sacred Word +1 (4 rounds/day) (Su) Class Ability (Inquisitor)

At 1st level, a living grimoire learns to charge his holy book with the power of his faith. The inquisitor gains the benefits of the warpriest's sacred weapon ^{ACG} class ability, but the benefits apply only to his bonded holy book. Like a warpriest's sacred weapon, the living grimoire's book deals damage based on the inquisitor's level, not the book's base damage (unless the inquisitor chooses to use the book's base damage).

At 4th level, the living grimoire gains the ability to enhance his holy book with divine power as a swift action. This ability grants the holy book a +1 enhancement bonus. For every 4 inquisitor levels the living grimoire has beyond 4th, this bonus increases by 1 (to a maximum of +5 at 20th level). These bonuses stack with any existing bonuses the holy book might have, to a maximum of +5. The living grimoire can enhance his holy book to have any of the special abilities listed in the warpriest's sacred weapon ability, subject to the same alignment restrictions, but adds *bane* to the general special ability list. Adding any of these special abilities to the holy book consumes an amount of enhancement bonus equal to the special ability's base price modifier. The holy book must have at least a +1 enhancement bonus before the living grimoire can add any special abilities to it. The living grimoire can use this ability a number of rounds per day equal to his inquisitor level, but these rounds don't need to be consecutive. As with the warpriest sacred weapon ability, he determines the enhancement bonus and special abilities the first time he uses the ability each day, and they cannot be changed until the next day.

This ability replaces judgment.

Solo Tactics (Ex) Class Ability (Inquisitor)

At 3rd level, all of the inquisitor's allies are treated as if they possess the same teamwork feats as the inquisitor for the purpose of determining if the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Teamwork Feat (change 1/day) Class Ability (Inquisitor)

At 3rd level, and every three levels thereafter, the inquisitor gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The inquisitor must meet the prerequisites of the selected bonus feat.

As a standard action, the inquisitor can choose to learn a new bonus teamwork feat in place of the most recent teamwork feat she has already learned. In effect, the inquisitor loses the bonus feat in exchange for the new one. She can only change the most recent teamwork feat gained. Whenever she gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. An inquisitor can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier.

Track +2 Class Ability (Inquisitor)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Holy Book

Weapon

At 1st level, a living grimoire forms a supernatural bond with a large ironbound tome containing the holy text of his deity and learns to use it as a weapon.

When wielding the holy book as a weapon, he deals base damage as if it were a cold iron light mace (but see Sacred Word below), is considered proficient with the book, takes no improvised weapon penalty, and gains a +1 bonus on attack rolls with the book. The tome serves as his holy symbol and divine focus, and can be enchanted as a magic weapon.

He can replace his bonded tome with another book at any time, though he must perform a 24-hour binding ritual to attune himself to the new book.

This ability replaces monster lore.

Cold Iron

This iron, mined deep underground and known for its effectiveness against demons and fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, adding any magical enhancements to a cold iron weapon increases its price by 2,000 gp. This increase is applied the first time the item is enhanced, not once per ability added.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not. A double weapon with one cold iron half costs 50% more than normal.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Scroll of lesser restoration

Scroll

Restoration, Lesser

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.

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Rope of climbing

Wondrous Item

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknit itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Construction

Requirements: Craft Wondrous Item, *animate rope*; **Cost** 1,500 gp

Motumbe, Inquisitor (Living Grimoire) 4 – Spells in Spellbook

Acid Splash 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Inquisitor, Magus, Sorcerer, Summoner, Summoner (Unchained), Underterror Evolution, Wizard

School conjuration / earth elemental (creation) [acid]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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.

Bleed 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, White Necromancer, Witch, Wizard

School necromancy

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw DC 13 Will negates; **Spell Resistance** yes

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.

Brand 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Hexcrafter, Inquisitor

School transmutation

Casting Time 1 action

Components V, S, DF

Range touch

Target creature touched

Duration 1 day/level

Saving Throw DC 13 Fortitude negates; **Spell Resistance** yes

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.

Appears in : Advanced Player's Guide

Create Water 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Cleric, Druid, Inquisitor, Occultist, Shaman

School conjuration (creation) [water]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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: Conjunction 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.

Daze 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

Components V, S, M (a pinch of wool or similar substance)

Range close (25 + 5 ft./2 levels)

Target one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw DC 13 Will negates; **Spell Resistance** yes

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.

Motumbe, Inquisitor (Living Grimoire) 4 – Spells in Spellbook

Detect Magic

0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

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 category, *detect magic* indicates the stronger of the two.

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 - 1d6 x 10 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 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.

Detect Poison

0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Druid, Inquisitor, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, White Necromancer, Witch, Wizard

School divination

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

Disrupt Undead

0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Inquisitor, Magus, Sorcerer, White Necromancer, Wizard

School necromancy

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** 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.

Guidance

0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Cleric, Druid, Inquisitor, Medium, Occultist, Shaman, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch

School divination / void elemental

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** 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.

Motumbe, Inquisitor (Living Grimoire) 4 – Spells in Spellbook

Light 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School evocation / wood elemental [light]

Casting Time 1 action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, 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.

Light 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Witch, Wizard

School evocation / wood elemental [light]

Casting Time 1 action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, 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.

Read Magic 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Bard, Cleric, Druid, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School divination

Casting Time 1 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.

Resistance 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Cleric, Druid, Inquisitor, Medium, Occultist, Psychic, Shaman, Sorcerer, Spellchymist, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Witch, Wizard

School abjuration

Casting Time 1 action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** 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.

Sift 0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Inquisitor, Medium, Occultist, Psychic

School divination

Casting Time 1 action

Components V, S

Range 30 ft.

Area one 10-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** 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.

Appears in : Advanced Player's Guide

Motumbe, Inquisitor (Living Grimoire) 4 – Spells in Spellbook

Stabilize

0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Cleric, Druid, Inquisitor, Medium, Occultist, Psychic, Shaman, Spellchymist, Spiritualist, Underterror Evolution, White Necromancer, Witch

School conjuration (healing)

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** 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.

Virtue

0

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Druid, Inquisitor, Medium, Psychic, Shaman, Spellchymist, Spiritualist

School transmutation

Casting Time 1 action

Components V, S, DF

Range touch

Target creature touched

Duration 1 min.

Saving Throw none; **Spell Resistance** yes (harmless)

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

Alarm

1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Elven Archer, Inquisitor, Occultist, Psychic, Ranger, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School abjuration

Casting Time 1 action

Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)

Range close (25 + 5 ft./2 levels)

Area 20-ft.-radius emanation centered on a point in space

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** 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.

Comprehend Languages

1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Alchemist, Bard, Cleric, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Shaman, Sorcerer, Spiritualist, Underterror Evolution, Witch, Wizard

School divination

Casting Time 1 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.

Divine Favor

1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Inquisitor, Paladin

School evocation

Casting Time 1 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.

Ear-Piercing Scream

1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Bloodrager, Inquisitor, Medium, Psychic, Sorcerer, Witch, Wizard

School evocation [sonic]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one creature

Duration instantaneous; see text

Saving Throw DC 14 Fortitude partial (see text); **Spell Resistance** 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.

Appears in : Ultimate Magic

Motumbe, Inquisitor (Living Grimoire) 4 – Spells in Spellbook

Heightened Awareness 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Alchemist, Bard, Druid, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Ranger, Shaman, Sorcerer, Wizard

School divination

Casting Time 1 action

Components V, M/DF (a coffee bean)

Range personal

Target you

Duration 10 minutes/level (D)

You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

Appears in : Advanced Class Guide

Hide from Undead 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Inquisitor, White Necromancer

School abjuration

Casting Time 1 action

Components V, S, DF

Range touch

Target one touched creature/level

Duration 10 min./level (D)

Saving Throw DC 14 Will negates (harmless); see text; **Spell Resistance** 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.

Lock Gaze 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Inquisitor, Magus, Mesmerist, Psychic, Sorcerer, Witch, Wizard

School enchantment (compulsion) [mind-affecting]

Casting Time 1 action

Components V, S

Range close (25 + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw DC 14 Will negates; **Spell Resistance** yes

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.

Appears in : Ultimate Combat

Magic Weapon 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Antipaladin, Bloodrager, Cleric, Demon Hunter, Inquisitor, Magus, Occultist, Paladin, Shaman, Sorcerer, Wizard

School transmutation / metal elemental

Casting Time 1 action

Components V, S, DF

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Will negates (harmless, object); **Spell Resistance** 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.

Protection from Evil 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Bloodrager, Cleric, Inquisitor, Medium, Paladin, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), White Necromancer, Wizard

School abjuration [good]

Casting Time 1 action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** 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 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.

Remove Fear 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Bard, Cleric, Demon Hunter, Inquisitor, Medium, Mesmerist, Psychic, Shaman, Spiritualist, White Necromancer

School abjuration

Casting Time 1 action

Components V, S

Range close (25 + 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); **Spell Resistance** yes (harmless)

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.

Shield of Faith 1

Pages in Spellbook : 1 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Demon Hunter, Inquisitor

School abjuration

Casting Time 1 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); **Spell Resistance** yes (harmless)

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).

Invisibility 2

Pages in Spellbook : 2 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Adept, Alchemist, Antipaladin, Assassin, Bard, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Underterror Evolution, White Necromancer, Wizard

School illusion / void elemental (glamer)

Casting Time 1 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); **Spell Resistance** yes (harmless) or yes (harmless, object)

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. 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.

Protection from Evil, Communal **2**

Pages in Spellbook : 2 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Cleric, Inquisitor, Paladin, Sorcerer, Summoner, Summoner (Unchained), Wizard

School abjuration [good]

Casting Time 1 action

Components V, S, M/DF

Range touch

Target creatures touched

Duration 1 min./level (D) split among the recipients

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

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

Protection from Evil

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 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.

Appears in : Ultimate Combat

Restoration, Lesser **2**

Pages in Spellbook : 2 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Alchemist, Cleric, Druid, Inquisitor, Mesmerist, Shaman, Spiritualist, Underterror Evolution

School conjuration (healing)

Casting Time 3 rounds

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** 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.

Dispel Magic **3**

Pages in Spellbook : 3 (Living Grimoire Starting Spellbook)

Classes that cast this spell at this level : Antipaladin, Bard, Cleric, Inquisitor, Magus, Medium, Mesmerist, Occultist, Paladin, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Witch, Wizard

School abjuration / void elemental

Casting Time 1 action

Components V, S

Range medium (100 + 10 ft./level)

Target one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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 effect 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. 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. 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.