

PFS 7–18 The Infernal Inheritance

Interrogator Vasenti's Spells

Ascalaphus

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Level 0

Brand

Source: *Advanced Player's Guide* p. 207

school transmutation [curse] ; **level** inquisitor 0

casting time 1 standard action

components V, S, DF

range touch

target creature touched

duration 1 day/level

saving throw Fortitude negates ; **spell resistance**

yes

description 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.

Level 1

Interrogation

Source: *Ultimate Magic* p. 225

school necromancy [evil, pain] ; **level** inquisitor 1, mesmerist 1, psychic 1, wizard 1, witch 1

casting time 1 round

components V, S

range touch

target living creature touched

duration 1 minute/level

saving throw Fortitude negates ; **spell resistance**

yes

description You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a –4 penalty on Bluff checks to convince you when it is lying.

Wrath

Source: *Advanced Player's Guide* p. 257

school enchantment (compulsion) [emotion, mind-affecting] ; **level** inquisitor 1

casting time 1 standard action

components V, S, M (a thorny vine)

range personal

target you

duration 1 minute

description 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.

Level 2

Castigate

Source: *Advanced Player's Guide* p. 210

school enchantment (compulsion) [emotion, fear, language-dependent, mind-affecting] ; **level** inquisitor 2, mesmerist 2

casting time 1 standard action

components V, S, DF

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

target one living creature

duration 1 round/level or 1 round; see text

saving throw Will partial ; **spell resistance** yes

description 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.

Confess

Source: *Advanced Player's Guide* p. 212

school enchantment (compulsion) [language-dependent, mind-affecting] ; **level** inquisitor 2, mesmerist 2, psychic 2

casting time 1 standard action

components V, S, DF

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

target one creature

duration 1 round

saving throw Will partial, see text ; **spell resistance** yes

description 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.

Howling Agony

Source: *Ultimate Magic* p. 223

school necromancy [death, pain] ; **level** bloodrager 3, inquisitor 2, mesmerist 2, psychic 2, wizard 3, spiritualist 3, witch 3

casting time 1 standard action

components V, S, M (a needle and a dried eyeball)

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

target one living creature/level, no two of which can be more than 30 ft. apart

duration 1 round/level

saving throw Fortitude negates ; **spell resistance** yes

description You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

Weapon of Awe

Source: *Advanced Player's Guide* p. 256

school transmutation [emotion] ; **level** cleric, inquisitor 2, occultist 2, paladin 2

casting time 1 standard action

components V, S, DF

range touch

target weapon touched

duration 1 minute/level

saving throw Will negates (harmless, object) ; **spell resistance** yes (harmless, object)

description 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.