

INQUISITOR LEVEL 1

Imrijka serves the church of the death goddess Pharasma and acts as a consultant on religious antiquities at the University of Lepidstadt.

IMRIJKA

Female half-orc inquisitor of Pharasma 1 (*Pathfinder RPG Advanced Player's Guide* 38)

NG Medium humanoid (human, orc)

Init +4; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 10 (1d8+2)

Fort +3, Ref +4, Will +4

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+2/19–20)

Ranged longbow +4 (1d8/×3)

Special Attacks judgment 1/day

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—gentle rest

Inquisitor Spells Known (CL 1st; concentration +3)

1st (2/day)—*divine favor*, *litany of sloth*^{UC} (DC 13)

0 (at will)—*disrupt undead*, *guidance*, *sift*^{APG}, *stabilize*

Domain Repose

STATISTICS

Str 14, Dex 18, Con 12, Int 10, Wis 14, Cha 8

Base Atk +0; CMB +2; CMD 16

Feats Point-Blank Shot

Traits Child of the Temple^{APG,*}, Undead Slayer^{APG}

Skills Intimidate +6, Knowledge (religion) +5, Linguistics +1, Perception +6, Sense Motive +7, Survival +6; Racial Modifiers +2 Intimidate

Languages Common, Orc, Varisian

SQ monster lore +2, orc blood, stern gaze +1*

Combat Gear *scroll of cure light wounds*, acid; Other Gear studded leather, dagger, longbow with 50 cold iron arrows, backpack, spell component pouch, wooden holy symbol of Pharasma

*The effects of this ability are calculated into Imrijka's statistics.

SPECIAL ABILITIES

Gentle Rest Five times per day as a melee touch attack, Imrijka can fill a creature with lethargy, causing a living creature to become staggered for 1 round. If she touches a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures she touches are staggered for 3 rounds.

Judgment Once per day, Imrijka can pronounce judgment upon her

foes as a swift action, granting her one of the benefits listed below.

As a swift action, she can change any of the benefits to a different option. Once activated, this ability lasts until combat ends, at which point all of the bonuses immediately end. Imrijka must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

Destruction: Imrijka gains a +1 sacred bonus on weapon damage rolls.

Healing: Imrijka gains fast healing 1.

Justice: Imrijka gains a +1 sacred bonus on attack rolls.

Piercing: Imrijka gains a +1 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.

Protection: Imrijka gains a +1 sacred bonus to AC.

Purity: Imrijka gains a +1 sacred bonus on saving throws.

Resiliency: Imrijka gains DR 1/magic.

Resistance: Imrijka gains acid, cold, electricity, fire, or sonic resistance 2.

Smiting: Imrijka's weapons overcome damage reduction as if they were magic and good.

Monster Lore Imrijka gains a +2 bonus on Knowledge checks to identify creatures' abilities and weaknesses.

Orc Blood Imrijka counts as both an orc and a human.

Orc Ferocity Once per day, when Imrijka is brought below 0 hit points but not killed, she can fight on for 1 more round. She moves at half speed and can either take a move action or take standard action. Doing either deals 1 point of damage to her. Unless brought above 0 hit points, she falls unconscious and begins dying at the end of her next turn.

Point-Blank Shot Imrijka receives a +1 bonus on attack and damage rolls with her bow when she is within 30 feet of her target.

Undead Slayer Imrijka gains a +1 trait bonus on weapon damage rolls against undead.

Spells and Gear Imrijka has access to the following spells and gear.
Cure Light Wounds Imrijka's scroll heals a touched creature for 1d8+1 points of damage.

Disrupt Undead Imrijka can make a ranged touch attack at +4 against an undead target within 35 feet. She deals 1d6 points of damage on a hit.

Divine Favor Imrijka grants herself a +1 luck bonus on attack and damage rolls for 1 minute.

Guidance Imrijka can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Litany of Sloth As a swift action, Imrijka can cause a target creature within 35 feet who fails a DC 13 Will saving throw to become unable to take attacks of opportunity or cast spells defensively for 1 round.



"I bring judgment to all who would violate the laws of life and death."

Sift Imrijka can search one 10-foot cube within 30 feet, attempting a Perception check with a –5 penalty (total +1) to notice any secret doors, traps, or hidden treasure. She must be able to see the area.
Stabilize Imrijka can target a living creature at –1 hit points or lower within 35 feet. The creature automatically stabilizes.

INQUISITOR LEVEL 4

Imrijka serves the church of the death goddess Pharasma. She also assists her adopted grandfather with his work consulting on religious antiquities.

IMRIJKA

Female half-orc inquisitor of Pharasma 4 (*Pathfinder RPG Advanced Player's Guide* 38)

NG Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 28 (4d8+5)

Fort +6, **Ref** +6, **Will** +7

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+2/19–20)

Ranged +1 composite longbow +8 (1d8+3/x3)

Special Attacks judgment 2/day, teamwork feat

Domain Spell-Like Abilities (CL 4th; concentration +6)

5/day—gentle rest

Inquisitor Spell-Like Abilities (CL 4th; concentration +6)

At will—detect alignment

Inquisitor Spells Known (CL 4th; concentration +6)

2nd (2/day)—*flames of the faithful*^{APG} (DC 14), *resist energy*

1st (4/day)—*divine favor*, *expeditious retreat*, *litany of sloth*^{UC} (DC 13), *remove fear*

0 (at will)—*create water*, *detect magic*, *disrupt undead*, *guidance*, *sift*^{APG}, *stabilize*

Domain Repose

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 19

Feats Escape Route^{UC}, Point-Blank Shot, Precise Shot

Traits Child of the Temple^{APG*}, Undead Slayer^{APG}

Skills Bluff +3, Diplomacy +3, Heal +6, Intimidate +8, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (local) +1, Knowledge (nature) +4, Knowledge (nobility) +5, Knowledge (planes) +4, Knowledge (religion) +8, Linguistics +1, Perception +9, Ride +7, Sense Motive +8, Spellcraft +4, Stealth +7, Survival +6;

Racial Modifiers +2 Intimidate

Languages Common, Orc, Varisian

SQ monster lore +3, orc blood, solo tactics, stern gaze +2*, track +2

Combat Gear +1 holy arrow, +1 limning arrow^{UE}, +1 seeking arrows (2), scroll of align weapon, scroll of consecrate, scroll of see invisibility,

wand of cure light wounds (9 charges), acid, alchemist's fire, antitoxin, holy water (2), smokestick, weapon blanch^{APG} (adamantine); **Other Gear** mwk chain shirt, +1 composite longbow (+2 Str) with 20 blunt^{APG} arrows, 50 cold iron arrows, and 20 silver arrows, mwk dagger, cloak of resistance +1, backpack, bedroll, belt pouch, candles (10), flint and steel, hemp rope (50 ft.), holy text of Pharasma, manacles, mess kit, pot, scroll case, soap, spell component pouch, torches (2), trail rations (2), waterskin, silver holy symbol of Pharasma, 18 gp

*The effects of this ability are calculated into Imrijka's statistics.

SPECIAL ABILITIES

Detect Alignment Imrijka can cast *detect chaos*, *detect evil*, *detect good*, or *detect law* as a spell-like ability at will. She detects the presence of her chosen alignment and can concentrate on the spell for additional rounds to learn more.

Escape Route Imrijka does not provoke attacks of opportunity for moving through squares adjacent to allies or through their spaces.

Gentle Rest Five times per day as a melee touch attack, Imrijka can fill a creature with lethargy, causing a living creature to become staggered for 1 round. If she touches a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures she touches are staggered for 3 rounds.

Judgment Twice per day, Imrijka can pronounce judgment upon her foes as a swift action, granting her one of the benefits listed below. As a swift action, she can change any of the benefits to a different option. Once activated, this ability lasts until combat ends, at which point all of the bonuses immediately end. Imrijka must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise unable to participate in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

Destruction: Imrijka gains a +2 sacred bonus on weapon damage rolls.

Healing: Imrijka gains fast healing 2.

Justice: Imrijka gains a +1 sacred bonus on attack rolls.

Piercing: Imrijka gains a +2 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.

Protection: Imrijka gains a +1 sacred bonus to AC.

Purity: Imrijka gains a +1 sacred bonus on saving throws.

Resiliency: Imrijka gains DR 1/magic.

Resistance: Imrijka gains acid, cold, electricity, fire or sonic resistance 4.

Smiting: Imrijka's weapons overcome damage reduction as if they were magic and good.

Monster Lore Imrijka gains a +3 bonus on Knowledge checks to identify creatures' abilities and weaknesses. This bonus includes an extra benefit from her favored class bonus.



"I bring judgment to all who would violate the laws of life and death."

INQUISITOR LEVEL 4



Orc Blood Imrijka counts as both an orc and a human.

Orc Ferocity Once per day, when Imrijka is brought below 0 hit points but not killed, she can fight on for 1 more round. She moves at half speed and can either take a move action at no cost or a standard action. Doing either deals 1 point of damage to her. Unless brought above 0 hit points, she immediately falls unconscious and begins dying at the end of her next turn.

Point-Blank Shot Imrijka receives a +1 bonus on hit and damage rolls with her bow when she is within 30 feet of her target.

Precise Shot Imrijka does not take a penalty for firing into melee.

Solo Tactics Imrijka benefits from Escape Route as though her allies also had that feat.

Teamwork Feat Imrijka can switch her Escape Route feat to another teamwork feat up to 3 times per day. A good choice is Enfilading Fire, which grants a +2 bonus on ranged attack rolls against flanked foes.

Track Imrijka gains a +3 bonus on Survival checks to track creatures.

Undead Slayer Imrijka gains a +1 trait bonus on weapon damage rolls against undead.

Spells and Gear Imrijka has access to the following spells and gear.

+1 *holy arrow* This arrow deals +2d6 points of damage to evil creatures.

+1 *limning arrow* This arrow outlines a magically concealed creature for 1 round, suppressing effects like *blur*, *displacement*, and *invisibility*.

+1 *seeking arrow* This arrow negates any mischance that would apply on Imrijka's attack roll as long as she targets the correct square.

Align Weapon Imrijka's scroll causes a weapon to become chaotic, evil, good, or lawful for the purposes of bypassing damage reduction.

Blunt Arrows These arrows deal bludgeoning damage. If Imrijka takes a -4 penalty on her attack roll, they deal nonlethal damage.

Consecrate This scroll creates a 20-foot-radius area for 6 hours that grants a +3 sacred bonus to the DC to resist positive channeled energy. Undead in the area take a -1 penalty on attack rolls, damage rolls, and saving throws. Undead may not be created or summoned into the area.

Create Water Imrijka creates 8 gallons of water within 35 feet. It lasts a day if no one drinks it.

Cure Light Wounds Imrijka's wand heals a touched creature for 1d8+1 points of damage.

Detect Magic Imrijka can notice magic in a 60-foot cone. If she concentrates, she can find how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

Disrupt Undead Imrijka can make a ranged touch attack at +7 against an undead target within 35 feet. If she hits, she deals 1d6 damage.

Divine Favor Imrijka grants herself a +2 luck bonus on attack and damage rolls for 1 minute.

Expeditious Retreat Imrijka's speed increases to 60 feet for 4 minutes.

Flames of the Faithful Imrijka's weapon deals an extra 1d6 points of fire damage for 4 rounds. The effect ends if she drops the weapon.

Guidance Imrijka can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Litany of Sloth As a swift action, Imrijka can cause a target creature within 35 feet who fails a DC 13 Will saving throw to become unable to take attacks of opportunity or cast spells defensively for 1 round.

Remove Fear Imrijka selects two creatures within 40 feet that are within 30 feet of each other. She suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus on saves against further fear effects.

Resist Energy Imrijka or a touched creature gains resist energy 10 against her choice of acid, cold, electricity, fire, or sonic.

See Invisibility Imrijka's scroll allows her to see any objects or beings within her sight range that are invisible or ethereal for 30 minutes. They appear as translucent outlines.

Sift Imrijka can search one 10-foot cube within 30 feet, attempting a Perception check with a -5 penalty (total +4) to notice any secret doors, traps, or hidden treasure. She must be able to see the area.

Stabilize Imrijka can target a living creature at -1 hit points or lower within 35 feet. The creature automatically stabilizes.

Weapon Blanch (adamantine) Imrijka can coat one weapon or 10 pieces of ammunition by pouring the coating on and then exposing the weapon to flame for 1 round. The weapon's next successful hit penetrates DR/adamantine.

Imrijka has traveled much of Ustalav and beyond—she has guarded an expedition to the bony towers of Kalexcourt, spent a night in the haunted hotel known as House Beumhal, been shouted off the porch of retired monster hunter Ailson Kindler (but not before getting her copy of *Hunter's Moon* signed), and had numerous other adventures. Increasingly, though, her interests and research send her beyond Ustalav's borders, where she treads with her goddess's blessing, bringing judgment to all who would violate the laws of life and death. In her travels she's faced significant prejudice, but tales of Pharasma's "monster monster-hunter" and Imrijka's ever-present arsenal convince most bigots to keep their fool mouths firmly shut, especially when they're in her presence. She still pursues the mystery of the unnamed man in white who may be her father, but for now, the future holds far greater promises for Imrijka. Her focus clear, she strides into tomorrow boldly, confident in her faith, her direction, and her identity.



"I bring judgment to all who would violate the laws of life and death."

INQUISITOR LEVEL 7

Imrijka serves the church of the death goddess Pharasma. She assists the man she adopted as her grandfather in his more scholarly pursuits as a consultant on religious antiquities at the University of Lepidstadt.

IMRIJKA

Female half-orc inquisitor of Pharasma 7 (*Pathfinder RPG Advanced Player's Guide* 38)

NG Medium humanoid (human, orc)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 15, flat-footed 17 (+7 armor, +5 Dex)

hp 46 (7d8+8)

Fort +8, **Ref** +9, **Will** +10

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk dagger +8 (1d4+2/19–20)

Ranged +1 composite longbow +11 (1d8+3/×3)

Special Attacks bane (7 rounds/day), judgment 3/day, teamwork feat

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—gentle rest

Inquisitor Spell-Like Abilities (CL 7th; concentration +10)

At will—detect alignment, discern lies (7 rounds/day)

Inquisitor Spells Known (CL 7th; concentration +10)

3rd (2/day)—*dispel magic*, *magic circle against evil*

2nd (4/day)—*flames of the faithful*^{APG} (DC 15), *ghostbane dirge*^{APG} (DC 15), *resist energy*, *silence* (DC 15)

1st (5/day)—*divine favor*, *expeditious retreat*, *litany of sloth*^{UC} (DC 14), *remove fear*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *disrupt undead*, *guidance*, *sift*^{APG}, *stabilize*

Domain Repose

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 22

Feats Deadly Aim, Escape Route^{UC}, Lookout^{APG}, Point-Blank Shot, Precise Shot, Rapid Shot*

Traits Child of the Temple^{APG,*}, Undead Slayer^{APG}

Skills Bluff +3, Diplomacy +3, Heal +7, Intimidate +17, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (local) +1, Knowledge (nature) +4, Knowledge (nobility) +5, Knowledge (planes) +4, Knowledge (religion) +11, Linguistics +1, Perception +13, Ride +8, Sense Motive +16, Spellcraft +4, Stealth +8, Survival +7; **Racial Modifiers** +2 Intimidate

Languages Common, Orc, Varisian

SQ monster lore +6, orc blood, solo tactics, stern gaze +3*, track +3

Combat Gear +1 holy arrow, +1 limning arrow, +1 seeking arrow (2), oil of daylight, scroll of align weapon, scroll of consecrate, scroll of see invisibility, scroll of weapon of awe, wand of cure light wounds (9 charges), wand of heroism (3 charges), alchemist's fire (2), antitoxin, holy water, smokestick, weapon blanch (adamantine)^{APG}; **Other Gear** +1 mithral breastplate, +1 composite longbow (+2 Str) with 20 blunt^{APG} arrows, 50 cold iron arrows, and 20 silver arrows, mwk dagger, belt of incredible dexterity +2, cloak of resistance +2, headband of inspired wisdom +2, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), holy text of Pharasma (*The Bones Land in a Spiral*), manacles, mess kit, pot, scroll case, soap, spell component pouch, torches (2), trail rations (2), waterskin, silver holy symbol of Pharasma, 13 gp

*The effects of this ability are calculated into Imrijka's statistics.

SPECIAL ABILITIES

Bane Imrijka can imbue one of her weapons with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if she selects humanoid or outsider). She can change the type as a swift action. This ability only functions while Imrijka wields the weapon, and she can use it for up to 7 rounds per day. These rounds do not need to be consecutive.

Deadly Aim Imrijka can take a –2 penalty on attack rolls with her bow to add 4 points of damage.

Detect Alignment Imrijka can cast *detect chaos*, *detect evil*, *detect good*, or *detect law* as a spell-like ability at will. She detects the presence of her chosen alignment and can concentrate on the spell for additional rounds to learn more.

Discern Lies Imrijka can use *discern lies*, as per the spell, for 7 rounds per day. These rounds do not need to be consecutive. Activating this ability is an immediate action. She can target up to 7 creatures within 40 feet of her and 30 feet of each other with this ability. If a target fails a DC 17 Will save, she knows if they are lying.

Escape Route Imrijka does not provoke attacks of opportunity for moving through squares adjacent to allies or through their spaces.

Gentle Rest Six times per day as a melee touch attack, Imrijka can fill a creature with lethargy, causing a living creature to become staggered for 1 round. If she touches a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures she touches are staggered for 3 rounds.

Judgment Three times per day, Imrijka can pronounce judgment upon her foes as a swift action, granting her one of the benefits listed on the next page. As a swift action, she can change any of the benefits to a different option. Once activated, this ability lasts until combat ends, at which point all of the bonuses immediately end. Imrijka must



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participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again.

Destruction: Imrijka gains a +3 sacred bonus on weapon damage rolls.

Healing: Imrijka gains fast healing 3.

Justice: Imrijka gains a +2 sacred bonus on attack rolls.

Piercing: Imrijka gains a +3 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.

Protection: Imrijka gains a +2 sacred bonus to AC.

Purity: Imrijka gains a +2 sacred bonus on saving throws.

Resiliency: Imrijka gains DR 2/magic.

Resistance: Imrijka gains acid, cold, electricity, fire or sonic resistance 6.

Smiting: Imrijka's weapons overcome damage reduction as if they were magic and good.

Lookout Whenever Imrijka is adjacent to an ally, she may act in the surprise round as long as the ally would normally be able to act in the surprise round. If she would normally be denied the ability to act in the surprise round, her initiative is equal to her initiative roll or the roll of the ally -1, whichever is lower. If both she and her ally would be able to act in the surprise round without the aid of this feat, she may take both a standard and a move action (or a full-round action) during the surprise round.

Monster Lore Imrijka gains a +6 bonus on Knowledge checks to identify creatures' abilities and weaknesses. This bonus includes an extra benefit from her favored class bonus.

Orc Blood Imrijka counts as both an orc and a human.

Orc Ferocity Once per day, when Imrijka is brought below 0 hit points but not killed, she can fight on for 1 more round. She moves at half speed and can either take a move action at no cost or a standard action. Doing either deals 1 point of damage to her. Unless brought above 0 hit points, she immediately falls unconscious and begins dying at the end of her next turn.

Point-Blank Shot Imrijka receives a +1 bonus on attack and damage rolls with her bow when she is within 30 feet of her target.

Precise Shot Imrijka does not take a penalty for firing into melee.

Solo Tactics Imrijka benefits from her teamwork feats (Escape Route and Lookout) as though her allies also had those feats.

Teamwork Feat Imrijka can switch her Lookout feat into another teamwork feat up to 3 times per day. A good choice is Enfilading Fire, which grants a +2 bonus on ranged attack rolls against flanked foes.

Track Imrijka gains a +3 bonus on Survival checks to track creatures.

Undead Slayer Imrijka gains a +1 trait bonus on weapon damage rolls against undead.

Spells and Gear Imrijka has access to the following spells and gear.

+1 *holy arrow* This arrow deals +2d6 damage to evil creatures.

+1 *limning arrow* This arrow outlines a magically concealed creature for 1 round, suppressing effects like *blur*, *displacement*, and *invisibility*.

+1 *seeking arrow* This arrow negates any mischance that would apply on Imrijka's attack roll as long as she target the correct square.

Blunt Arrows These arrows deal bludgeoning damage. If Imrijka takes a -4 penalty on her attack roll, they deal nonlethal damage.

Oil of Daylight When smeared on an object, this oil creates bright light for 60 feet and raises the light by one step for the next 60 feet for 50 minutes. If there is magical darkness in that area, the overlapping area is unaffected by either spell.

Align Weapon This scroll causes a targeted weapon to become chaotic, evil, good, or lawful for the purposes of bypassing damage reduction.

Consecrate This scroll creates a 20-foot-radius area for 6 hours that grants a +3 sacred bonus to the DC to resist positive channeled energy.

Undead in the area take a -1 penalty on attack rolls, damage rolls, and saving throws. Undead can't be created or summoned into the area.

Create Water Imrijka creates 14 gallons of water within 40 feet. It lasts a day if no one drinks it.

Cure Light Wounds Imrijka's wand heals a touched creature for 1d8+1 points of damage.

Detect Magic Imrijka can notice magic in a 60-foot cone. If she concentrates, she can find how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

Dispel Magic Imrijka can end one ongoing spell cast on a creature or object, suppress a magic item, or counter another spellcaster's spell.

If a spell is affecting a target or area, dispelling it requires Imrijka to succeed at a dispel check (1d20+7) that is higher than 11 + the spell's or item's caster level, or higher than the spell's DC.

Disrupt Undead Imrijka can make a ranged touch attack at +10 against an undead target within 40 feet. If she hits, she deals 1d6 damage.

Divine Favor Imrijka grants herself a +2 luck bonus on attack and damage rolls for 1 minute.

Expedition's Retreat Imrijka's speed increases to 60 feet for 7 minutes.

Heroism Imrijka can use her wand to grant a touched creature a +2 morale bonus on attack rolls, saves, and skill checks for 30 minutes.

Flames of the Faithful Imrijka's weapon deals an extra 1d6 points of fire damage for 7 rounds. The effect ends if she drops the weapon.

Ghostbane Dirge Imrijka can target an incorporeal creature within 40 feet. If the creature fails a Will saving throw (DC 15) it takes 50% damage from normal weapons and full damage from magical weapons, spells, spell-like effects, and supernatural effects for 7 rounds.

Guidance Imrijka can give a touched target a +1 competence bonus

that the target can use on any attack roll, saving throw, or skill check in the next minute.

Litany of Sloth As a swift action, Imrijka can cause a target creature within 40 feet who fails a DC 14 Will saving throw to become unable to take attacks of opportunity or cast spells defensively for 1 round.

Magic Circle against Evil Imrijka can touch a creature, causing it to radiate an aura of *protection from evil* in a 10-foot radius. All creatures inside the area gain a +2 resistance bonus on saves and a +2 deflection bonus to AC against evil creatures for 70 minutes. They cannot be touched by a nongood summoned creature, are immune to mental control and possession by evil creatures, and receive one additional saving throw to suppress ongoing effects controlling them.

Remove Fear Imrijka selects two creatures within 40 feet that are within 30 feet of each other. She suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus on saves against further fear effects.

Resist Energy Imrijka or a touched creature gains resist energy 20 against her choice of acid, cold, electricity, fire, or sonic.

See Invisibility Imrijka's scroll allows her to see any objects or beings within her sight range that are invisible or ethereal for 30 minutes. They appear as translucent outlines.

Shield of Faith Imrijka can give a touched target a +3 deflection bonus to AC for 7 minutes, which increases touch, flat-footed, and CMD as well.

Sift Imrijka can search one 10-foot cube within 30 feet, attempting a Perception check with a -5 penalty (total +8) to notice any secret doors, traps, or hidden treasure. She must be able to see the area.

Silence Imrijka can target a person, object, or point in space to cause it to radiate silence—no sound can enter or leave the space. If she targets a creature, it can negate the effect with a DC 15 Will saving throw. The effect moves with the creature or object and lasts 7 rounds.

Stabilize Imrijka can target a living creature at -1 hit points or lower within 40 feet. The creature automatically stabilizes.

Weapon of Awe Imrijka can use her scroll to grant a weapon a +2 sacred bonus on damage rolls for 3 minutes. During this time, if the weapon deals a critical hit, the target of the critical hit becomes shaken for 1 round.

Weapon Blanch (adamantine) Imrijka can coat one weapon or 10 pieces of ammunition by pouring the coating on and then exposing the weapon to flame for 1 round. The weapon's next successful hit penetrates DR/adamantine.