

Andrexiel, Oracle 9 – Spells

Bleed

Oracle 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 14 Will negates
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.

Detect Magic

Oracle 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
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.

Guidance

Oracle 0

School: Divination / Void Elemental
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Save: Will negates (harmless)
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.

Mending

Oracle 0

School: Transmutation / Metal Elemental
Components: V, S
Casting Time: 10 minutes
Range: 10 ft.
Target: One object of up to 1 lb./level
Duration: Instantaneous
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Read Magic

Oracle 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
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

Oracle 0

School: Abjuration
Components: V, S, M/DF (a miniature cloak)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Save: Will negates (harmless)
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.

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<p>Stabilize Oracle 0</p> <p>School: Conjuraton (Healing) Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>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.</p>	<p>Identify Oracle 1</p> <p>School: Divination Components: V, S, M (wine stirred with an owl's feather) Casting Time: 1 action Range: 60 ft. Area: Cone-shaped emanation Duration: 3 rounds/level (D) Save: None Resistance: No</p> <p>This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.</p>
<p>Virtue Oracle 0</p> <p>School: Transmutation Components: V, S, DF Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 min. Save: None Resistance: Yes (harmless)</p> <p>With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.</p>	<p>Inflict Light Wounds Oracle 1</p> <p>School: Necromancy Components: V, S Casting Time: 1 action Range: Touch Target: Creature touched Duration: Instantaneous Save: DC 15 Will half Resistance: Yes</p> <p>When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.</p>
<p>Bane Oracle 1</p> <p>School: Enchantment (Compulsion) [Fear, Mind-Affecting] Components: V, S, DF Casting Time: 1 action Range: 50 ft. Area: 50-ft.-radius burst, centered on you Duration: 1 min./level Save: DC 15 Will negates Resistance: Yes</p> <p>Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.</p>	<p>Obscuring Mist Oracle 1</p> <p>School: Conjuraton / Water Elemental (Creation) Components: V, S Casting Time: 1 action Range: 20 ft. Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high Duration: 1 min./level (D) Save: None Resistance: No</p> <p>A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.</p>
<p>Deathwatch Oracle 1</p> <p>School: Necromancy Components: V, S Casting Time: 1 action Range: 30 ft. Area: Cone-shaped emanation Duration: 10 min./level Save: None Resistance: No</p> <p>Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.</p>	<p>Sanctuary Oracle 1</p> <p>School: Abjuration Components: V, S, DF Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 round/level Save: DC 15 Will negates Resistance: No</p> <p>Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.</p>
<p>Entropic Shield Oracle 1</p> <p>School: Abjuration Components: V, S Casting Time: 1 action Range: Personal Target: You Duration: 1 min./level (D)</p> <p>A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.</p>	

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Hold Person Oracle 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, F/DF (a small, straight piece of iron)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One humanoid creature
Duration: 1 round/level (D); see text
Save: DC 16 Will negates; see text
Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Inflict Moderate Wounds Oracle 2

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: DC 16 Will half
Resistance: Yes

This spell functions like inflict light wounds, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

Resist Energy Oracle 2

School: Abjuration / All Elements
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Fortitude negates (harmless)
Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Silence Oracle 2

School: Illusion (Glamer)
Components: V, S
Casting Time: 1 round
Range: Long (400 + 40 ft./level)
Area: 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Save: DC 16 Will negates; see text or none (object)
Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

Tongues Oracle 2

School: Divination / Wood Elemental
Components: V, M/DF (a clay model of a ziggurat)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Zone of Truth Oracle 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 min./level
Save: DC 16 Will negates
Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Blindness/Deafness

Oracle 3

School: Necromancy
Components: V
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Save: DC 17 Fortitude negates
Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Dispel Magic

Oracle 3

School: Abjuration / Void Elemental
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One spellcaster, creature, or object
Duration: Instantaneous
Save: None
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 stonesskin (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 stonesskin (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 stonesskin 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.

Glyph of Warding

Oracle 3

School: Abjuration
Components: V, S, M (powdered diamond worth 200 gp)
Casting Time: 10 minutes
Range: Touch
Target: Object touched or up to 5 sq. ft./level
Duration: Permanent until discharged (D)
Save: DC 17 See text
Resistance: No (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Inflict Serious Wounds

Oracle 3

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: DC 17 Will half
Resistance: Yes

This spell functions like inflict light wounds, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

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Locate Object

Oracle 3

School: Divination
Components: V, S, F/DF (a forked twig)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: 1 min./level
Save: None
Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Discern Lies

Oracle 4

School: Divination
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Concentration, up to 1 round/level
Save: DC 18 Will negates
Resistance: No

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target.

Inflict Critical Wounds

Oracle 4

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: DC 18 Will half
Resistance: Yes

This spell functions like inflict light wounds, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

Legend Lore

Oracle 4

School: Divination
Components: V, S, M, F (incense worth 250 gp) (four pieces of ivory worth 50 gp each)
Range: Personal
Target: You
Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Sending

Oracle 4

School: Evocation / Wood Elemental
Components: V, S, M/DF (fine copper wire)
Casting Time: 10 minutes
Range: See text
Target: One creature
Duration: 1 round; see text
Save: None
Resistance: No

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Inflict Light Wounds, Mass

Oracle 5

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Save: DC 19 Will half
Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Inflict Moderate Wounds, Mass **Oracle 6**

School: Necromancy

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Save: DC 20 Will half

Resistance: Yes

This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage + 1 point per caster level (maximum +30).

Inflict Serious Wounds, Mass **Oracle 7**

School: Necromancy

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Save: DC 21 Will half

Resistance: Yes

This spell functions like mass inflict light wounds, except that it deals 3d8 points of damage + 1 point per caster level (maximum +35).

Inflict Critical Wounds, Mass **Oracle 8**

School: Necromancy

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Save: DC 22 Will half

Resistance: Yes

This spell functions like mass inflict light wounds, except that it deals 4d8 points of damage + 1 point per caster level (maximum +40).