

# Foes of the Fiends

## A Web Enhancement for the Book of Fiends

**Original Design:** Jim Bishop  
**Development:** Chris Pramas

**Revision and Expansion:** Robert J Schwalb  
**Editing:** Joanna G. Hurley      **Layout:** Marc Schmalz

Shortly after *Legions of Hell* and *Hell in Freeport* were released, Jim Bishop presented four new prestige classes in *Focus on Freeport #9: Hell's Foes*. With the release of the *Book of Fiends* and the 3.5 rules, these opponents of devils are reborn. This Web Enhancement revises and expands all four prestige classes to give your players a fighting chance against the terrors from the Lower Planes.

### The Fiend Slayer

The fiend slayer devotes his life to combating the forces of the Lower Planes, be they demons, devils, or daemons. Unlike the sneaky hellblade or bookish diabolist, he learns special techniques to defeat fiends in single combat. The Great Church, the Church of Terak, the Church of Maal, and many faiths of good deities train these warriors as an elite militant branch. Other fiend slayers come by their training after being wronged by these evil outsiders, impelled by a thirst for vengeance.

Barbarians, fighters, monks, holy warriors, and rangers all make excellent fiend slayers, while clerics and druids add a spellcasting emphasis to the class. Rogues and arcane spellcasters rarely have the bloodthirstiness to follow this path for long, if at all.

**Hit Die:** d10.

### Requirements

To qualify to become a fiend slayer, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Knowledge (the planes) 4 ranks.

**Feats:** Blind Fight, Exotic Weapon Proficiency (bastard sword), Iron Will.

**Special:** The fiend slayer must defeat at least a CR 6 fiend (daemon, demon, or devil) in melee combat.

### Class Skills

The fiend slayer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter Four: Skills in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

**Table WE 2-1: The Fiend Slayer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Hated foe +2
2	+2	+3	+0	+0	<i>Align weapon</i>
3	+3	+3	+1	+1	Hated foe +3
4	+4	+4	+1	+1	Immune to fear
5	+5	+4	+1	+1	Hated foe +4
6	+6	+5	+2	+2	Immune to charm
7	+7	+5	+2	+2	Hated foe +5
8	+8	+6	+2	+2	Adaptation
9	+9	+6	+3	+3	Hated foe +6
10	+10	+7	+3	+3	Improved adaptation

### Class Features

All of the following are class features of the fiend slayer prestige class.

#### Weapon and Armor Proficiency

Fiend slayers are proficient in all simple and martial weapons, all forms of armor, and shields (except tower shields).

#### Hated Foe (Ex)

Due to his extensive training, the fiend slayer gets a +2 bonus to weapon damage rolls, including ranged attacks within 30 feet, made against evil outsiders. This bonus improves by +1 for every 2 levels after 1st level. This bonus stacks with a ranger's favored enemy bonus.

#### Align Weapon (Sp)

At 2nd level, the fiend slayer's training allows him to change the composition of his weapon as per the *align weapon* spell. The fiend slayer can use this ability a number of times per day equal to his Charisma modifier (minimum of once per day). The fiend slayer casts this spell as a caster equal to his level in this prestige class.

#### Immunity to Fear (Ex)

At 4th level, the fiend slayer learns to focus his will against fear. He gains immunity to all fear spells, spell-like abilities, and effects.

#### Immunity to Charm (Ex)

A 6th level or higher fiend slayer can cloud his mind to resist charm effects. He is immune to all charm spells, spell-like abilities, and effects.

#### Adaptation (Ex)

Beginning at 8th level, the fiend slayer grows accustomed to facing fiends in their native environment. The fiend slayer is always under the effect of the *endure elements* spell. This can be dispelled, but the fiend slayer may reactivate it as a free action. In addition, the fiend slayer gains cold and fire resistance 5.

**Table WE 2-2: The Epic Fiend Slayer**

Level	Special
11	Hated foe +7
12	—
13	Bonus feat, hated foe +8
14	—
15	Hated foe +9
16	Bonus feat
17	Hated foe +10
18	—
19	Bonus feat, hated foe +11
20	—

**Table WE 2-3: The Diabolist**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Bonus feat	+1 level of existing class
2	+1	+0	+0	+3	Confuse gate	+1 level of existing class
3	+1	+1	+1	+3	Research True Name	+1 level of existing class
4	+2	+1	+1	+4	<i>Dismissal</i> 1/week	+1 level of existing class
5	+2	+1	+1	+4	Bonus feat	+1 level of existing class
6	+3	+2	+2	+5	<i>Dismissal</i> 2/week	+1 level of existing class
7	+3	+2	+2	+5	<i>Dimensional anchor</i> 1/week	+1 level of existing class
8	+4	+2	+2	+6	<i>Dismissal</i> 3/week	+1 level of existing class
9	+4	+3	+3	+6	<i>Dimensional anchor</i> 2/week	+1 level of existing class
10	+5	+3	+3	+7	Bonus feat, <i>Dismissal</i> 4/week	+1 level of existing class

### Improved Adaptation (Ex)

At 10th level, the fiend slayer's resistance to cold and fire increases to 10.

### Epic Fiend Slayer

**Hit Die:** d10.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Hated Foe (Ex):** The epic fiend slayer continues to improve his bonus to weapon damage rolls against evil outsiders by +1 for every two levels above 9th (+7 at 11th level, +8 at 13th level, and so on).

**Bonus Feats:** The epic fiend slayer gains a bonus feat every three levels after 10th.

### Sample Fiend

#### Slayer: Kronus Hellhammer

**Half-orc barbarian 7, fiendslayer 4;** CR 11; Medium humanoid (Orc); HD 7d12+14 plus 4d10+8; hp 89; Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 19; Base Atk +11; Grp +15; Atk +16 melee (1d10+7/19-20, +1 *bastard sword*) or +13 ranged (1d8+5/x3, +1 *composite [+4] longbow*); Full Atk +16/+11/+6 melee (1d10+7/19-20, +1 *bastard sword*) or +13/+7/+2 ranged (1d8+5/x3, +1 *composite [+4] longbow*); SA hated foe +3, rage 2/day; SQ *align weapon* (1/day), damage reduction 1/—, darkvision 60 ft., immune to fear, improved uncanny dodge, trap sense +2, uncanny dodge; AL N; SV Fort +11, Ref +4, Will +5; Str 19, Dex 13, Con 14, Int 6, Wis 10, Cha 10.

**Skills and Feats:** Intimidate +4, Knowledge (the planes) +3, Survival +10 (+12 on other planes); Blind Fight, Exotic Weapon Proficiency (*bastard sword*), Iron Will, Power Attack.

**Hated Foe (Ex):** This fiend slayer deals +3 damage to all melee attacks, and attacks using ranged weapons within 30 feet, against evil outsiders.

**Rage (Ex):** During a rage, this fiend slayer uses the following statistics —hp 107; AC 18, touch 9, flat-footed 17; Grp +17; +18 melee (1d10+10/19-20, +1 *bastard sword*); Full Atk +18/+13/+8 melee (1d10+10/19-20, +1 *bastard sword*); Fort +13, Will +7; Str 23, Con 18. This rage lasts for 7 rounds.

**Possessions:** +3 *breastplate*, +1 *bastard sword*, +1 *composite [+4] longbow*, 20 cold iron arrows, *amulet of natural armor* +1.

## Diabolist

Fiends have many secrets, and those an inquisitor cannot lash or burn out, the diabolist culls from his long research in forbidden tomes. His readings give him the edge in magical combat with fiends, and eventually he may learn to uncover their true names buried in sinister texts.

Almost all diabolists are clerics, sorcerers, or wizards. A very few multiclass characters follow this lonely road, including a number of ex-bards whose legend lore abilities are invaluable in their research.

**Hit Die:** d4.

### Requirements

To qualify to become a diabolist, a character must fulfill all the following criteria.

**Alignment:** Any lawful.

**Skills:** Knowledge (history) 10 ranks, Knowledge (the planes) 10 ranks.

**Feats:** Spell Focus (abjuration), Spell Penetration.

**Spells:** Must be able to cast at least seven abjurations, at least one of which must be 4th level or higher.

**Special:** The diabolist must overcome the spell resistance of at least a CR 6 fiend.

### Class Skills

The diabolist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language, and Spellcraft (Int). See Chapter Four: Skills in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the diabolist prestige class.

#### Weapon and Armor Proficiency

Diabolists gain no proficiency in any weapon or armor.

#### Spells per Day

The diabolist continues training in magic after taking on his new responsibilities. When a new diabolist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a diabolist, he must decide to which class he adds the new level for purposes of determining spells per day.

#### Bonus Feat

A 1st-level diabolist gains Greater Spell Penetration as a bonus feat. At 5th level, he gains Greater Spell Focus (Abjuration) as a bonus feat. At 10th level, the diabolist gains a Metamagic feat of their choice.

#### Confuse Gate (Su)

Knowing the arcane formula and the process through which fiends call upon their kind to aid them in battle, the diabolist can staunch the intrusion of fiends into the Material Plane by his mere presence alone. Starting at 2nd-level, the diabolist emits an aura extending away from the diabolist 10 feet per point of

## Table WE 2-4: The Epic Diabolist

Level	Special
11	<i>Dimensional anchor</i> 3/week
12	<i>Dismissal</i> 5/week
13	<i>Dimensional anchor</i> 4/week
14	Bonus feat, <i>dismissal</i> 6/week
15	<i>Dimensional anchor</i> 5/week
16	<i>Dismissal</i> 7/week
17	<i>Dimensional anchor</i> 6/week
18	Bonus feat, <i>dismissal</i> 8/week
19	<i>Dimensional anchor</i> 7/week
20	<i>Dismissal</i> 9/week

Intelligence bonus (minimum of 10 feet). This field reduces the fiends' chances of summoning other fiends by 20%. Diabolists increase this penalty by 5% for every level they attain in this prestige class, to a maximum of 60%.

### Research True Name (Ex)

In his endless research into blasphemous folios, the diabolist sometimes turns up something special in his nets: the true name of a fiend. These names are not spelled out plainly; often, they are buried in relentlessly allegorical text, or concealed in an illustrative woodcut. In any case, they are available to the skilled researcher, and from there he can put the names to use summoning and controlling their owners. To research a specific name, the diabolist must make a Knowledge (the planes) check against a DC equal to 25 + the fiend's CR. The only exception to this rule is that the diabolist can never discover the true name of any of the nobility of the Lower Planes. Researching a true name requires access to a library of terrible occult subjects and 1d4 days for every point of CR of the demon the character intends to find. Characters may not "take 20" on this check.

### Dismissal (Sp)

Starting at 4th-level, the diabolist may cast *dismissal* once per week as a caster equal to his highest caster level. He can use this ability one additional time per week for every two levels after 4th (twice per week at 6th level, three times at 8th-level, and so on).

### Dimensional anchor (Sp)

Starting at 7th-level, the diabolist may cast *dimensional anchor* once per week as a caster equal to his highest caster level. He can use this ability one additional time per week for every two levels after 7th (twice per week at 9th level, and so on).

## Epic Diabolist

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Spells:** The epic diabolist's caster level increases by 1 per level gained above 10th. The epic diabolist continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the diabolist belonged before adding the prestige class.

**Confuse Gate (Su):** The diabolist's confuse gate ability no longer improves beyond 10th level.

**Dismissal (Sp):** The diabolist continues to gain further uses of dismissal. He can use this ability one additional time per week for every two levels after 10th (five times per week at 12th level, six times at 14th-level, and so on).

**Dimensional anchor (Sp):** The diabolist continues to gain further uses of dimensional anchor. He can use this ability one additional time per week for every two levels after 9th (three times per week at 11th level, four times at 13th-level, and so on).

**Bonus Feats:** The epic diabolist gains a bonus feat every four levels beyond 10th.

## Sample Diabolist: Blevin the Many-Colored

**Gnome abjurer 7, diabolist 4;** CR 11; Small humanoid (gnome); HD 7d4+14 plus 4d4+8; hp 49; Init +2; Spd 20 ft.; AC 17, touch 14, flat-footed 15; Base Atk +5; Grp -1; Atk +4 melee (1d4-2, small club) or +9 ranged (1d6/19-20, small masterwork light crossbow); Full Atk +4 melee (1d4-2, small club) or +9 ranged (1d6/19-20, small masterwork light crossbow); SA spell-like abilities; SQ confuse gate, gnome traits, low-light vision, research true name, summon familiar; AL LN; SV Fort +8, Ref +8, Will +16; Str 6, Dex 14, Con 14, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Concentration +10, Craft (alchemy) +9, Decipher Script +7, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (the planes) +17, Listen +4, Spellcraft +19, Survival +2 (+4 while on other planes); Craft Wand, Craft Wondrous Item, Greater Spell PenetrationB, Iron Will, Scribe Scroll, Spell Focus (Abjuration), Spell Penetration.

**Spell-like abilities:** 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing creatures only); DC 10 + spell level; 1/week—*dismissal* (DC 19)

**Confuse Gate (Ex):** -30% to all fiends' summoning abilities within 30 ft.

**Gnome traits:** Gnomes receive a +2 racial bonus to saves against illusion spells; they add a +1 to the DC for all illusion spells they cast; +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus to AC against monsters of the Giant type.

**Typical Wizard Spells Prepared** (5/6/6/6/4/3/2; save DC 13 + spell level; Illusion "\*)" DC 14 + spell level; Abjuration "†" DC 15 + spell level): 0—*detect magic*, *ghost sound\**, *mage hand*, *read magic*, *resistance†*; 1st—*burning hands*, *color spray\**, *expeditions retreat*, *magic missile*, *shield†*, *silent image\**; 2nd—*blur\**, *invisibility\**, *misdirection\**, *protection from arrows†*, *resist energy†*, *rope trick*; 3rd—*dispel magic†*, *displacement\**, *fly*, *major image\**, *protection from energy†*, *suggestion*; 4th—*dimensional anchor†*, *greater invisibility\**, *ice storm*, *lesser globe of invulnerability†*; 5th—*dismissal†*, *shadow evocation\**, *wall of force*; 6th—*repulsion†*, *shadow walk\**.

This caster's barred Schools are Conjunction and Necromancy.

**Possessions:** Small club, Small masterwork light crossbow, 5 cold iron bolts, 5 alchemically silvered bolts, *ring of protection* +1, *wand of invisibility*, *amulet of natural armor* +1, *bracers of armor* +2, *cloak of resistance* +3.

## Fiendblade

When direct force isn't appropriate, and magic ineffective, the forces of good turn to the fiendblade. Acting as assassins, spies, messengers, and thieves, fiendblades provide a vital service in the war against the Lower Planes.

Most aren't formally trained; they tend to be planar natives with a little fiend lore and an axe to grind. At least one inquisition group has found success training these agents alongside their clerics and paladins, but most are recruited for single missions. Bards, monks, rogues, and rangers are the classic sneaky fiendblades. Multiclass sorcerers and wizards add a potent touch of arcane magic to the mix, but stand to lose much of their upper-level spellcasting ability. Most other classes do not become fiendblades.

**Hit Die:** d6

## Requirements

To qualify to become a fiendblade, a character must fulfill all the following criteria.

**Skills:** Hide 8 ranks, Knowledge (the planes) 4 ranks, Move Silently 8 ranks.

**Feats:** Martial Weapon Proficiency, Magical Aptitude.

**Special:** In addition, the fiendblade must be deputized or otherwise recruited by an agent of the inquisition.

## Class Skills

The fiendblade's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script

**Table WE 2-5: The Fiendblade**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	<i>Detect magic</i> , sneak attack +1d6
2	+1	+0	+3	+0	Bonus feat, uncanny dodge
3	+2	+1	+3	+1	Sneak attack +2d6
4	+3	+1	+4	+1	Bonus feat
5	+3	+1	+4	+1	Improved uncanny dodge, Sneak attack +3d6
6	+4	+2	+5	+2	Bonus feat, trap sense +1
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6	+2	+6	+2	Bonus feat, immunity to fear and charm
9	+6	+3	+6	+3	Sneak attack +5d6
10	+7	+3	+7	+3	Bonus feat, trap sense +2

(Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). See Chapter Four: Skills in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## Class Features

All of the following are class features of the fiendblade prestige class.

### Weapon and Armor Proficiency

Fiendblades are proficient with all simple weapons, plus the hand crossbow, light and heavy repeating crossbow, whip, rapier and spiked chain. All fiendblades are proficient with light armor, but not with shields.

### Detect Magic (Sp)

At will, a fiendblade can use *detect magic*, as the spell.

### Sneak Attack

If a fiendblade can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The fiendblade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fiendblade flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two fiendblade levels thereafter. If a fiendblade gets a sneak attack bonus from another source, the bonuses on damage stack. Should the fiendblade score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a fiendblade can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. A fiendblade can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The fiendblade must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A fiendblade cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Table WE 2-4: The Epic Fiendblade**

Level	Special
11	Sneak attack +6d6
12	—
13	Sneak attack +7d6
14	Bonus feat
15	Sneak attack +8d6, trap sense +3
16	—
17	Sneak attack +9d6
18	Bonus feat
19	Sneak attack +10d6
20	Trap sense +4

## Bonus Feats

Where indicated on **Table WE 2-5: The Fiendblade**, the fiendblade gains the following bonus feats. At 2nd-level, the fiendblade gains Weapon Focus, at 4th-level, Weapon Specialization, at 6th-level, Spring Attack, at 8th-level, Improved Critical, and at 10th-level, Whirlwind Attack. A fiendblade need not have any of the prerequisites normally required for these feats to take them.

### Uncanny Dodge (Ex)

Starting at 2nd-level, a fiendblade retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

### Improved Uncanny Dodge (Ex)

At 5th level, a fiendblade can no longer be flanked since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the fiendblade. The exception to this defense is that a rogue at least four levels higher than the fiendblade can flank him (and thus sneak attack him). If a character already has improved uncanny dodge, the levels from those classes stack to determine the minimum rogue level required to flank the character.

### Trap Sense (Ex)

At 6th level, a fiendblade gains an intuitive sense alerting him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the fiendblade reaches 10th level. Trap sense bonuses gained from multiple classes stack.

### Immunity to Fear and Charm (Ex)

At 8th level, the fiendblade gains immunity to fear and charm spells and effects.

## Epic Fiendblade

**Hit Die:** d6.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Sneak Attack:** The epic fiendblade's sneak attack damage increases by +1d6 every two levels after 9th.

**Trap Sense (Ex):** The epic fiendblade's trap sense bonus increases by +1 every five levels higher than 10th.

**Bonus feats:** The epic fiendblade gains a bonus feat every four levels after 10th.

## Sample Fiendblade: Blackdoe

**Human rogue 6, fighter 2, fiendblade 3;** CR 11; Medium humanoid; HD 6d6+12 plus 2d10+4 plus 3d6+6; hp 64; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +8; Grp +10; Atk +12 melee (1d8+3/19-20, +1 *longsword*) or +13 ranged (1d8+3, +1 *composite* [+2] *longbow*); Full Atk +12/+7 melee (1d8+3/19-20, +1 *longsword*) or +13/+8 ranged (1d8+3, +1 *composite* [+2] *longbow*); SA sneak attack +5d6; SQ *detect magic*, evasion, improved uncanny dodge, uncanny dodge, trap sense +2; AL N; SV Fort +8, Ref +12, Will +2; Str 14, Dex 18, Con 14, Int 12, Wis 8, Cha 10.

**Skills and Feats:** Balance +18, Climb +4, Hide +16, Jump +15, Knowledge (arcana) +2, Knowledge (the planes) +5, Listen +2, Move Silently +16, Search +4, Spellcraft +7, Spot +2, Swim +4, Tumble +18, Use Magic Device +14; Cleave, Combat Reflexes, Dodge, Great Cleave, Magical Aptitude, Mobility, Power Attack, Weapon Focus (*longsword*)B.

**Possessions:** +2 *buckler*, +1 *longsword*, +1 *composite* [+2] *longbow*, 10 alchemically silvered arrows, 10 cold iron arrows, *ring of protection* +1, *bracers of armor* +2, *gloves of Dexterity* +2.

## Inquisitor

Where the devil slayer and fiendblade deal with the overt threat posed by Hell, only the inquisitor is poised to counter its darkest temptations, and see through its most cunning disguises. Where evil lies hidden, the inquisitor will bring it to light. Where good people have been corrupted, he leads the battle to save their souls—or kill them trying.

Most inquisitors are zealous agents of a church, but some are employed by civilian authorities to destroy cabals of doppelgangers, vampires, and especially devils within their city. They usually enjoy some measure of support from the community, but in places where the taint runs deep, the inquisitor must operate as a shadowy underground figure.

Clerics and paladins make up the bulk of the inquisition's ranks. Inquisitor clerics tend to favor the domains of Destruction, Good, Knowledge, Protection, and War. A tiny number of multiclass monks, fighters, and even rogues pursue this track, but these are remarkable exceptions to the rule.

**Hit Die:** d8

## Requirements

To qualify to become an inquisitor, a character must fulfill all the following criteria.

**Alignment:** Lawful good or lawful neutral.

**Skills:** Intimidate 5 ranks, Knowledge (religion) 8 ranks, Knowledge (the planes) 4 ranks.

**Feats:** Exotic Weapon Proficiency (whip), Extra Turning.

**Special:** The inquisitor must successfully resist temptation by a devil.

## Class Skills

The inquisitor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter Four: Skills in the PHB for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the inquisitor prestige class.

### Weapon and Armor Proficiency

Inquisitors are proficient in all simple weapons, all armor, and shields (except tower shields).

### Bonus Feat

At 1st-level, the inquisitor gains Greater Spell Penetration. An inquisitor need not have any of the prerequisites normally required for this feat to take it.

### Spells per Day

Whenever a new inquisitor level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. However, she does not gain any other benefit a character of that class would have gained. This essentially means that she adds the level of inquisitor to the level of whatever other divine spellcasting class the character has, and then determines spells per day and caster level accordingly. If a character had more than one divine spellcasting class before she became an inquisitor, she must decide to which class she adds each level of inquisitor for the purpose of determining spells per day.

### Dispel evil (Sp)

At 2nd-level, an inquisitor can produce a *dispel evil* effect, as the spell, once per day. She can use this ability one additional time per day for every four levels after 2nd (twice per day at 6th, three times at 12th, and so forth). The inquisitor casts this spell at her own caster level, with a DC equal to 15 + the inquisitor's Wisdom modifier.

### Turn Evil Outsider (Su)

Starting at 3rd-level, the inquisitor gains the power to affect outsider creatures by channeling divine energy. An inquisitor can rebuke and turn or destroy evil outsiders as a cleric turns or rebukes undead. An inquisitor may attempt to turn evil outsiders a number of times per day equal to 3 + her Charisma modifier. An inquisitor with 5 or more ranks in Knowledge (the planes) gets a +2 bonus on turning checks against outsiders.

Table WE 2-7: The Inquisitor

Level	Base Attack				Special	Spells
	Bonus	Fort Save	Ref Save	Will Save		
1	+0	+2	+0	+2	Bonus feat	+1 level of existing class
2	+1	+3	+0	+3	<i>Dispel evil</i> 1/day	+1 level of existing class
3	+2	+3	+1	+3	Turn evil outsider	+1 level of existing class
4	+3	+4	+1	+4	Rabble-rouser	+1 level of existing class
5	+3	+4	+1	+4	Immunity to fear	+1 level of existing class
6	+4	+5	+2	+5	<i>Dispel evil</i> 2/day	+1 level of existing class
7	+5	+5	+2	+5	<i>Holy word</i> 1/day	+1 level of existing class
8	+6	+6	+2	+6	Immunity to charm	+1 level of existing class
9	+6	+6	+3	+6	<i>Holy aura</i> 1/day	+1 level of existing class
10	+7	+7	+3	+7	<i>Dispel evil</i> 3/day, extract confession	+1 level of existing class

## Table WE 2-8: Confession

Conversion Score	Result
0 or less	The inquisitor's faith is shaken; he takes one negative level. In 24 hours, he must succeed a Will save against a DC 15 + the evil outsider's HD to remove it.
1-4	No result.
5-10	The fiend flees the mortal host, or flees the inquisitor. If prevented, it is destroyed.
10+	The fiend is destroyed.

### Rabble-rouser (Ex)

The inquisitor can rally a sympathetic crowd to his side, using his demagogic skills to exploit their fears of the unknown. Inciting a mob works best in a friendly town, so the inquisitor receives a -2 penalty to his rabble-raising check for every step that the community's alignment differs from his own. For instance, in a chaotic neutral town a lawful good inquisitor would receive a -6 penalty to his attempt. To raise a mob, the inquisitor makes a Diplomacy or Intimidate check and adds the result to 10 + his inquisitor level. This determines the total HD of the summoned crowd. The mob forms at a rate of 5 individuals per round. These individuals are 1st-to-4th-level NPCs (90% commoners, 10% warriors) of the dominant race in the community. When first summoned, the mob wants blood. They attack anything the inquisitor points out, or attack at random if no clear guidance is given. The inquisitor may issue different orders, which requires a successful Diplomacy or Intimidate check against a DC equal to the total HD of the mob. The mob remains until the end of one combat, or a number of hours equal to the inquisitor's level, whichever is shorter. He can use this ability a number of times per week equal to his Charisma modifier.

### Immunity to Fear (Ex)

A 5th-level inquisitor is no longer affected by fear spells and effects.

### Holy Word (Sp)

At 7th-level, an inquisitor can produce a *holy word* effect, as the spell, once per day. The inquisitor casts this spell at her own caster level, with a DC equal to 17 + the inquisitor's Wisdom modifier.

### Immunity to Charm (Ex)

An 8th-level inquisitor is no longer affected by enchantment spells and effects of the charm descriptor.

### Holy Aura (Sp)

At 9th-level, an inquisitor can produce a *holy aura* effect, as the spell, once per day. The inquisitor casts this spell at her own caster level, with a DC equal to 18 + the inquisitor's Wisdom modifier.

### Extract Confession (Su)

With keen insight and stern demeanor, the inquisitor can extract confessions and repentance from the unlikeliest souls. Given enough time and sharp implements, she can even coax the good nature from the worst. When used to get a confession from a mortal, this ability grants a +10 competence bonus on Intimidate checks. When used against a fiend, or a fiend possessing a mortal, the inquisitor and fiend make opposed Intimidate checks. Calculate the difference between the opposed rolls. Then each makes an opposed Knowledge (religion) check. Again, calculate the difference between the opposed rolls. Sum the differences. The total difference is the inquisitor's conversion score. Use the chart below to resolve the encounter. Using this ability against outsiders requires 1 day per HD of the outsider.

### Multiclassing Note

A paladin who multiclassing into inquisitor may continue advancing as a paladin.

## Table WE 2-9: The Epic Inquisitor

Level	Special
11	—
12	—
13	Bonus feat
14	<i>Dispel evil</i> 3/day
15	—
16	Bonus feat
17	—
18	<i>Dispel evil</i> 4/day
19	Bonus feat
20	—

### Epic Inquisitor

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Spells:** The epic inquisitor's caster level increases by 1 per level gained above 10th. The epic inquisitor continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the inquisitor belonged before adding the prestige class.

**Dispel evil (Sp):** The epic inquisitor continues to gain further uses of *dispel evil*. He can use this ability one additional time per day for every four levels after 10th (three times per day at 14th level, four times at 18th-level, and so on).

**Bonus feats:** The epic inquisitor gains a bonus feat every three levels after 10th.

### Sample Inquisitor: Malleus Thrice-Blessed

**Human paladin 7, inquisitor 4;** CR 11; Medium humanoid; HD 7d10+7 plus 4d8+4; hp 67; Init -1; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +10; Grp +12; Atk +15 melee (1d8+4/19-20, +2 *longsword*); Atk +13 melee (1d3+2 nonlethal, whip); Full Atk +15/+10 melee (1d8+4/19-20, +2 *longsword*); Full Atk +13/+8 melee (1d3+2 nonlethal, whip); SA *dispel evil* 1/day, rabble-rouser, smite evil (2/day), turn evil outsider, turn undead; SQ aura of good, aura of courage, *detect evil*, divine grace, divine health, lay on hands, *remove disease* (1/week), special mount; AL LG; SV Fort +14, Ref +6, Will +13; Str 14, Dex 8, Con 12, Int 10, Wis 16, Cha 18.

**Skills and Feats:** Intimidate +13, Knowledge (religion) +14, Knowledge (the planes) +5, Sense Motive +7; Cleave, Exotic Weapon Proficiency (whip), Extra Turning, Greater Spell PenetrationB, Power Attack, Weapon Focus (longsword).

**Smite Evil (Su):** This paladin's smite attack has a +4 bonus to the attack roll and deals +7 points of damage against evil creatures.

**Turn Evil Outsider (Su):** This character turns evil outsiders as a 4th-level cleric turns undead, 7 times per day, with a +2 to the turn check.

**Turn Undead (Su):** This paladin turns undead as a 4th-level cleric, 7 times per day, with a +2 to the turn check.

**Lay on hands (Su):** This paladin can heal 28 points of damage per day.

**Paladin Spells Prepared (2/2/1; save DC 13 + spell level, as a 7th-level caster):** 1st—*divine favor*, *lesser restoration*; 2nd—*bull's strength*, *eagle's splendor*; 3rd—*remove curse*.

**Possessions:** +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*, masterwork whip, *ring of protection* +1, *cloak of Charisma* +2, *periapt of Wisdom* +2.

# OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

**Foes of the Fiends**, Copyright 2005, Green Ronin Publishing; Authors Jim Bishop and Robert J Schwalb

**The Book of Fiends**, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert. J Schwalb

**Legions of Hell**, Copyright 2001, Green Ronin Publishing; Author Chris Pramas

**Armies of the Abyss**, Copyright 2002, Green Ronin Publishing; Authors Erik Mona and Chris Pramas

**Book of the Righteous**, Copyright 2002, Aaron Loeb

**The Avatar's Handbook**, Copyright 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Thomasson

**The Unholy Warrior's Handbook**, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb