

Focus On Freeport #9: Hell's Foes

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The devil slayer, diabolist, hellblade, and inquisitor (Dvl, Dbl, Hel, and Inq) are standard prestige classes as described in the DMG. All four are designed to give mortals a fighting chance against the forces of Hell.

Devil Slayer

The devil slayer devotes his life to combating the forces of Hell. Unlike the sneaky hellblade or bookish diabolist, he learns special techniques to defeat devils in single combat. Some churches of good train these warriors as an elite militant branch, while other devil slayers come by their training after being wronged by the creatures, out of sheer vengefulness.

Barbarians, fighters, monks, paladins, and rangers make excellent devil slayers, while clerics and druids add a spellcasting emphasis to the class. Rogues and arcane spellcasters rarely have the bloody-mindedness to follow this path.

Hit Die: d10

Requirements

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

Base Attack Bonus: +5.

Knowledge (the planes): 4 ranks.

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

Special: The devil slayer must defeat a devil of at least CR 6 in melee combat.

Class Skills

The devil 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 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Devil slayers are proficient in all simple and martial weapons, all forms of armor, and shields.

Damage Bonus vs. Devils (Ex): Due to his extensive training, the devil slayer gets a +1 bonus to weapon damage rolls, including ranged attacks within 30 feet, made against devils. This bonus improves by +1 for every 2 levels after 1st. This bonus stacks with a ranger's favored enemy bonus.

Righteous Sword (Ex): At 2nd level, the devil slayer's training allows him to attack creatures with damage resistance as if his weapon had an additional +1 bonus. This ability does not actually give an additional bonus to attack or damage. It can be used on any melee attack, including unarmed attacks, and on ranged attacks within 30 feet. This bonus stacks with a monk's ki bonus.

Immunity to Fear (Ex): At 4th level, the devil slayer learns to focus his will against fear. He is immune to all fear effects, magical or otherwise.

Immunity to Charm (Ex): At 6th level, the devil slayer can cloud his mind against charm effects. He is immune to all charm spells and spell-like effects.

Fire/cold resistance (Ex): Beginning at 8th level, the devil slayer learns to toughen his body against the effects of extreme heat and cold. He can shrug off the first 5 points of damage from these sources, per attack. At 10th level, he ignores the first 10 points of damage per attack.

Table 1.1: Devil Slayer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 damage bonus vs. devils
2nd	+2	+3	+0	+0	Righteous sword
3rd	+3	+3	+1	+1	+2 damage bonus vs. devils
4th	+4	+4	+1	+1	Immunity to fear
5th	+5	+4	+1	+1	+3 damage bonus vs. devils
6th	+6	+5	+2	+2	Immunity to charm
7th	+7	+5	+2	+2	+4 damage bonus vs. devils
8th	+8	+6	+2	+2	Fire/cold resistance 5
9th	+9	+6	+3	+3	+5 damage bonus vs. devils
10th	+10	+7	+3	+3	Fire/cold resistance 10

Sample Devil Slayer

Medium-size Humanoid (Half-orc)

Hit Dice: 7d12+14, 4d10+8 (78 hp)

Initiative: +5 (+5 Dex)

Speed: 40 ft.

AC: 23 (+5 Dex, +2 darkwood shield, +6 +3 *studded leather*)

Attacks: +1 *shocking bastard sword* +19/+14/+9 melee; or javelin +16/+11/+6

Damage: +1 *shocking bastard sword* 1d10+7/19-20; or javelin 1d6+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: +2 damage bonus vs. devils, rage 2/day, righteous sword

Special Qualities: Uncanny dodge, immune to fear

Saves: Fort +11, Ref +8, Will +6

Abilities: Str 22, Dex 20, Con 14, Int 6, Wis 11, Cha 6

Skills: Climb +12, Jump +12, Knowledge (the planes) +6

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

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 devil slayer plus 1 hellblade, 1 inquisitor, and 1 diabolist)

Challenge Rating: 11

Treasure: Standard

Alignment: Neutral

Advancement: By character class

This example character is a half-orc Bar7/Dv14.

Combat

Rage (Ex): Twice per day, the character can fly into a rage, gaining +4 to Strength and Constitution and a +2 morale bonus on Will saves, but suffering a –2 penalty to AC. The rage lasts for 7 rounds.

Righteous Sword (Su): The character attacks creatures with damage resistance as if his weapon had an additional +1 bonus.

Uncanny Dodge (Ex): The character retains his Dexterity bonus to AC even when flat-footed, and can't be flanked except by a rogue of 11th-level or higher.

Possessions: +1 *shocking bastard sword*, darkwood shield, *gauntlets of ogre power*, +3 *studded leather*.

Diabolist

Devils 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.

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 a devil of at least CR 6.

Class Skills

The diabolist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* 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 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 taking the prestige class.

Greater Spell Penetration (Ex): At 1st level, the diabolist adds a +4 bonus to caster level checks to beat a creature's spell resistance. At 3rd level, the bonus improves to +6.

Table 1.2: Diabolist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Greater spell penetration (+4)	+1 Level of existing class
2nd	+1	+0	+0	+3	Close gate	+1 Level of existing class
3rd	+1	+1	+1	+3	Greater spell penetration (+6)	+1 Level of existing class
4th	+2	+1	+1	+4	<i>Dismissal</i> 1/day	+1 Level of existing class
5th	+2	+1	+1	+4	Greater abjuration focus (+4)	+1 Level of existing class
6th	+3	+2	+2	+5	<i>Dimensional anchor</i> 1/day	+1 Level of existing class
7th	+3	+2	+2	+5	Greater abjuration focus (+6)	+1 Level of existing class
8th	+4	+2	+2	+6	<i>Dimensional anchor</i> 2/day	+1 Level of existing class
9th	+4	+3	+3	+6	Find true name (CR 1-9)	+1 Level of existing class
10th	+5	+3	+3	+7	Find true name (CR 10+)	+1 Level of existing class

Sample Diabolist

Medium-size Humanoid (Gnome)

Hit Dice: 10d4+10 (27 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft.

AC: 17 (+1 size, +4 Dex, +2 *ring of protection* +2)

Attacks: dagger +3 melee; or light crossbow +8 ranged

Damage: dagger 1d4-1/19-20; or light crossbow 1d8/19-20

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Close gate, greater spell penetration

Saves: Fort +4, Ref +7, Will +9

Abilities: Str 9, Dex 19, Con 13, Int 19, Wis 12, Cha 8

Skills: Alchemy +21, Concentration +14, Spellcraft +17, Knowledge (history) +17, Knowledge (the planes) +17, Scry +17

Feats: Combat Casting, Maximize Spell, Scribe Scroll, Spell Focus (Abjuration), Spell Mastery, Spell Penetration

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 diabolist plus 1 devil slayer, 1 hellblade, and 1 inquisitor)

Challenge Rating: 10

Treasure: Standard

Alignment: Lawful neutral

Advancement: By character class

This example character is a gnome Wiz7/Dbl3.

Combat

Wizard Spells Known (4/5/5/4/4/2): 0th—All; 1st—*color spray, endure elements, grease, mage armor, magic missile, protection from evil, shield, spider climb, true strike*; 2nd—*knock, mirror image, protection from arrows, see invisible*; 3rd—*dispel magic, fireball, fly, lightning bolt*; 4th—*dimension door, improved invisible, lesser geas, minor globe of invulnerability, scrying*; 5th—*animate dead, dismissal, hold monster, nightmare*.

Close Gate (Su): The character can reduce a devil's chance of summoning reinforcements by 25% as a standard action.

Greater Spell Penetration: The character has a +6 bonus to checks to overcome spell resistance.

Possessions: *ring of protection* +2, *robe of useful items*, arcane scroll of *teleport* (2 spells scribed at 20th caster level), spellbook.



Close Gate (Sp): Beginning at 2nd level, diabolists learn how to prevent devils from using their ability to summon infernal reinforcements. As a standard action, he can throw raw magical power at the opening gate, reducing the chance of success by 20% + 5% at every additional class level.

Spell-like Abilities: The diabolist gains a number of spell-like abilities. 4th level: *dismissal* 1/day; 6th level: *dimensional anchor* 1/day; 8th level: *dimensional anchor* 2/day. These abilities are as the spells cast by a 15th-level wizard (save DC 10 + Int + spell level).

Greater Abjuration Focus (Ex): At 5th level, the diabolist adds +4 to the DC of all abjuration spells he casts. At 7th level, this bonus improves to +6.

Find True Name (Ex): In his endless researches 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; more often they are buried in text that is relentlessly allegorical, 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 (DC 27) to locate that of a lesser devil (CR 1-9), and the same check (DC 34) to locate the name of a greater devil (CR 10+). Locating the name of a duke, demon prince, archdevil, or other nobility of the lower planes is never possible using this method.

Hellblade

When direct force isn't appropriate, and magic ineffective, the forces of good turn to the hellblade. Acting as assassins, spies, messengers, and thieves, hellblades provide a vital service in the war against Hell. Most aren't formally trained; they tend to be planar natives with a little devil 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 hellblades. 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 hellblades.

Hit Die: d6

Requirements

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

Hide: 8 ranks.

Knowledge (the planes): 4 ranks.

Move Silently: 8 ranks.

Feats: Martial Weapon Proficiency (any).

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

Class Skills

The hellblade's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Hellblades are proficient with all simple weapons, plus the hand crossbow, repeating crossbow, and whip. Medium-size hellblades are also proficient with the rapier and spiked chain. All hellblades are proficient with light armor, but not with shields.

Sneak Attack (Ex): If a hellblade can catch an opponent when he is unable to defend himself effectively from attack, he can strike a vital spot for extra damage. Basically, any time the hellblade's target would be denied his Dexterity bonus to AC, or when the hellblade flanks the target, the hellblade's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the hellblade score a critical hit with a sneak attack, this extra damage is not multiplied.

Detect Illusions (Ex): As part of his training, the hellblade learns to scrutinize his surroundings for the telltale signs of an illusion. If he spends a partial action, he is entitled to a saving throw to disbelieve an illusion without first interacting with it.

Additionally, the hellblade gains a +10 competence bonus on any Listen or Spot check to detect invisible creatures.

Hellblade (Ex): Early on in his training, the character chooses a single martial weapon as his "hellblade", the center of his martial training. At 2nd level, he receives free Weapon Focus in this weapon. At 4th level, he receives free Weapon Specialization in the same weapon. At 8th level, he receives free Improved Critical with it, and at 10th level, he may make a Whirlwind Attack with it. The hellblade gains these abilities as virtual feats.

Uncanny Dodge (Ex): Starting at 2nd level, the hellblade gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. At 5th level, the hellblade can no longer be flanked, since he can react to opponents on either side of him as easily as he can react to a single attacker. A rogue at least four levels higher than the hellblade can flank him (and thus sneak attack him).

At 10th level, the hellblade gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps. If the hellblade has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Immunity to Fear and Charm (Ex): At 6th level, the hellblade gains immunity to fear and charm spells and effects.

Table 1.3: Hellblade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, detect illusions
2nd	+1	+0	+3	+0	Hellblade (Weapon Focus), uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Hellblade (Weapon Specialization)
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	Immunity to fear and charm
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6	+2	+6	+2	Hellblade (Improved Critical)
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	Hellblade (Whirlwind Attack), uncanny dodge (+1 vs. traps)

Sample Hellblade

Medium-size Humanoid (Human)

Hit Dice: 11d6+11 (51 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 19 (+4 Dex, +5 +2 *studded leather*)

Attacks: +2 *shocking spiked chain* +12/+7 melee; or masterwork composite shortbow +13/+8 ranged

Damage: +2 *shocking spiked chain* 2d4+3(+1d6); or mighty composite shortbow 1d6+1/x3

Face/Reach: 5 ft. by 5 ft./10 ft. (*spiked chain*)

Special Attacks: Sneak attack +6d6

Special Qualities: Evasion, uncanny dodge, detect illusions

Saves: Fort +4, Ref +13, Will +3

Abilities: Str 12, Dex 18, Con 12, Int 18, Wis 10, Cha 14

Skills: Bluff +16, Climb +11, Diplomacy +9, Disable Device +14, Escape Artist +14, Gather Information +16, Hide +18, Knowledge (the planes) +8, Listen +10, Move Silently +18, Open Locks +18, Read Lips +11, Search +18, Sense Motive +14, Spot +8, Use Magical Device +9, Use Rope +11

Feats: Dodge, Expertise, Improved Disarm, Improved Initiative, Improved Trip, [Weapon Focus (*spiked chain*)]

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 hellblade plus 1 devil slayer, 1 inquisitor, and 1 diabolist)

Challenge Rating: 11

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

This example character is a human Rog8/Hel3.

Combat

Detect Illusions (Ex): The character receives a +20 bonus on any check to detect invisible creatures and illusions.

Sneak Attack (Ex): Whenever the character's target is denied his Dexterity bonus to AC, or if the character is flanking his target, he deals +6d6 extra damage.

Uncanny Dodge (Ex): The character retains his Dexterity bonus to AC even when flat-footed, and can't be flanked except by a rogue of 12th-level or higher.

Possessions: +2 *shocking spiked chain*, +2 *studded leather*, masterwork thieves' tools, masterwork mighty composite shortbow (+1 Str).

Inquisitor

Where the devil slayer and hellblade 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.

Intimidate: 5 ranks.

Knowledge (religion): 8 ranks.

Knowledge (the planes): 4 ranks.

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

Special: The inquisitor must be tempted by a devil, and successfully resist.

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 (arcane) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* 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 forms of armor, and shields.

Spells per Day: The inquisitor continues training in magic after taking on his new responsibilities. When an inquisitor 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 taking the prestige class. Additionally, the inquisitor's ability to turn undead advances as if he had advanced a level in a class he belonged to before taking the prestige class.

Spell-like Abilities (Sp): Beginning at 1st level, the inquisitor gains a number of spell-like abilities, each of which he may use once per day. 1st level: *dispel evil*; 7th level: *holy word*; 9th level: *holy aura*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 10 + Cha + spell level).

Turn Fiends (Su): Beginning at 2nd level, inquisitors gain the supernatural ability to turn evil outsiders as undead of the same HD, forcing these fiends to recoil from the channeled power of the inquisitor's god. An inquisitor may attempt to turn fiends once per day at 2nd level, and another time per day every three levels thereafter.

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 warriors of the most common 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 (DC 16). The mob sticks around 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 once per day.

Table 1.4: Inquisitor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Greater spell penetration (+4)	+1 Level of existing class
1st	+0	+2	+0	+2	<i>Dispel evil</i> 1/day	+1 Level of existing class
2nd	+1	+3	+0	+3	Turn fiends 1/day	+1 Level of existing class
3rd	+2	+3	+1	+3	Rabble-rouser	+1 Level of existing class
4th	+3	+4	+1	+4	Immunity to fear	+1 Level of existing class
5th	+3	+4	+1	+4	Turn fiends 2/day	+1 Level of existing class
6th	+4	+5	+2	+5	Immunity to charm	+1 Level of existing class
7th	+5	+5	+2	+5	<i>Holy word</i> 1/day	+1 Level of existing class
8th	+6	+6	+2	+6	Turn fiends 3/day	+1 Level of existing class
9th	+6	+6	+3	+6	<i>Holy aura</i> 1/day	+1 Level of existing class
10th	+7	+7	+3	+7	Extract confession	+1 Level of existing class

Immunity to Fear (Ex): At 4th level, the inquisitor learns to focus his will against fear. He is immune to all fear spells and effects. Inquisitors with the Aura of Courage special ability add an additional +4 holy bonus on their allies' saving throws against fear effects.

Immunity to Charm (Ex): At 6th level, the inquisitor gains immunity to all charm spells and effects.

Extract Confession (Su): With his keen insight and stern demeanor, the inquisitor can extract confessions and repentance from the unlikeliest souls. Given enough time, and sharp implements, he can even coax the good nature from a devil. When used to get a confession from a mortal, this ability grants a +10 competence bonus on Intimidate checks. When used to redeem evil outsiders, the inquisitor and fiend make opposed Intimidate

checks, then opposed Knowledge (religion) checks. The total difference is the inquisitor's conversion score. Use the chart below to resolve the encounter:

Confession Table

Conversion Score	Result
0 or less	The inquisitor's faith is shaken; he gains a negative level.
1-4	The fiend gains a negative level.
5-10	The fiend gains two negative levels.
10+	The fiend is completely won over: it ascends to another plane of being amid lights and sound.

Sample Inquisitor

Medium-size Humanoid (Human)

Hit Dice: 6d10+6, 6d8+6 (74 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 24 (+1 Dex, +10 +2 *full plate*, +3 +1 *large shield*)

Attacks: +2 *morningstar* +14/+9 melee; or masterwork mighty whip +11/+6 ranged

Damage: +2 *morningstar* 1d8+5; or masterwork mighty whip 1d2+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Smite evil, turn undead, turn fiends, spells, spell-like abilities

Special Qualities: Aura of courage, lay on hands, divine health, rabble-rouser

Saves: Fort +12, Ref +7, Will +14

Abilities: Str 17, Dex 12, Con 13, Int 12, Wis 18, Cha 19

Skills: Intimidate +21, Knowledge (religion) +12, Knowledge (the planes) +11, Ride +2

Feats: Exotic Weapon Proficiency (whip), Extra Turning, Iron Will, Skill Focus (Intimidate)

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 inquisitor plus 1 devil slayer, 1 hellblade, and 1 diabolist)

Challenge Rating: 12

Treasure: Standard

Alignment: Lawful good

Advancement: By character class

This example character is a human Pal6/Inq6.

Combat

Smite Evil (Su): Once per day, the character can focus divine power to gain a +4 attack bonus and +6 damage bonus when attacking an evil creature.

Turn Undead (Su): The character can turn undead 11 times per day, as a 10th-level cleric.

Turn Fiends (Su): The character can turn evil outsiders once per day as undead of the same HD, forcing these fiends to recoil from the channeled power of his god.

Aura of Courage: The character is immune to fear effects. In addition, allies within 10 ft. add +8 to their saving throws against fear effects.

Lay on Hands (Su): The character can heal 24 hp of damage per day.

Divine Health: The character is immune to all natural and magical diseases.

Rabble-Rouser (Ex): The character can rally a sympathetic crowd to his side once per day. He 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 warriors of the most common race in the community.

The mob sticks around until the end of one combat, or a number of hours equal to the inquisitor's level, whichever is shorter.

Spell-like Abilities: 1/day—*dispel evil* as a 15th-level sorcerer (DC 19).

Paladin Spells per Day: 2/2/2

Possessions: +2 *full plate*, +1 *large steel shield of fire resistance*, +2 *holy morningstar*, masterwork mighty whip (+3 Str), silver holy symbol.



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