

BODHI'S GUIDE TO THE OPTIMAL INQUISITOR



A GUIDE FOR
USE WITH THE

PATHFINDER[®]
ROLEPLAYING GAME™



Advise Guide

CREDITS

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Feel free to check out Bodhi's other Advise Guide:

[Bodhi's Guide to the Optimal Paladin & Antipaladin](#)

Designer's Note: Unlike Bodhi's Guide to the Optimal Paladin & Antipaladin, this Guide currently does *not* include options for mythic characters, which may or may not be coming in a future iteration of the Guide. It also does *not* include a breakdown of statistics with optimal equipment, though that may become available in the future.

Any comments or suggestions should be directed toward the Paizo Advise Forum Thread for [Bodhizen's Guide to the Optimal Inquisitor](#).



The Inquisitor is the lone light shining in a world full of darkness; defender of the faith and the judge of those who would commit heresy against god and church. They excel at rooting out apostasy and bringing harsh judgments against their foes.

You'll want to go with this class if you don't prefer the purity of the paladin, but still enjoy being the righteous enforcing arm of your god or goddess, or even of your philosophical belief system. They pull a bit more from the powers of their deity than the paladin does, and are not necessarily set against "evil", per se, as they can root out the disbelievers, even among those who are "good".

You're sort of the middle ground between paladins and clerics, more martial than the latter and filling an important role in the hierarchy of the "church". Your aim is not to preach or convert like the cleric, or defend the faithful from external threats like the paladin. Your job is to cull the herd, cutting off those who have strayed too far from the path you follow, or to purge potential threats before they can corrupt or destroy the faithful. This does not mean that absolutely everything you do is done behind the guise of your holy order; you can just as easily serve Calistria by going after those who attack "ladies of the night" as you can serve She-lyn by protecting priceless works of art from those who

would steal or deface them, or ensuring that bar patrons drink responsibly in service to Cayden Cailean while you search for the *überbraü*. The choice is yours in how you serve your faith.

The Guide to the Guide

In this guide, we'll be discussing a lot of options for your character because there are so many different combinations that can enhance your character's abilities, but in my view, some options are better than others, so I'm using **Treantmonk's** colour-coding. To be brutally honest, this guide is based principally off of Treantmonk's style and was inspired in part by the work of **Jadeite**; I think that his work is fantastic and that it has been very useful in my own games. To that end, my advised choices are colour-coded for your convenience.

Red: Warning: this is a poor option and should be avoided. It doesn't really enhance your character and can generally be considered a waste to take.

Orange: This option is okay, but there are much better options out



there. It doesn't hurt your character to pick this, but it doesn't help all that much either.

Green: This is a recommended option. It is quite helpful in empowering your character.

Blue: This is your best possible option; it is ideal for helping your character to utilise their powers to best effect.

Roles to Play

Just because you're the Inquisitor doesn't mean that you must bring about your own version of the "Spanish Inquisition" to the table, which could not only get tedious, but could get you and your companions into far more trouble than it's worth. There are a multitude of roles that you can serve, and we'll examine just a few of them.

The Cult Leader: This type of Inquisitor requires a group of followers to do his or her bidding and stamp out their opposition. Maybe you're a subsect of your god's religion and it's your goal to bring the flock back to a purity that is no longer present among the "faithful". You're possibly a rogue agent, actively working against the clerical hierarchy of your chosen religion, though with good reason (at least in your own mind).

"Heresy is like a tree, its roots lie in the darkness whilst its leaves wave in the sun and to those who suspect nought it has an attractive and pleasing appearance. Truly, you can prune away its branches, or even cut the tree to the ground, but it will grow up again ever the stronger and ever more comely. Yet all awhile the root grows thick and black, gnawing at the bitter soil, drawing its nourishment from the darkness, and growing even greater and more deeply entrenched."

– The Chronicles of Horus Heresy

You probably don't do all your own "dirty work", either. You've got flunkies (or you will later on) who will take care of more basic tasks so that you can concentrate on truly punishing those who have "strayed from the path". Watch out, though, 'cause this role might just make you a target (and perhaps even unpopular with your adventuring companions, too)!

Useful Skills: Performance (Oratory), Knowledge (Reli-

gion), Sense Motive, Intimidate and Bluff or Diplomacy will be the primary skills for you, and when you reach 7th level, you're going to want to pick up Leadership for sure. Directing your cult is going to take a lot of work, but you're up to the task!

The Defender of the Weak: In this role, you'll be protecting those values that you love. If you're an Inquisitor of Nethys, you'll be defending places of magic, or perhaps even magical creatures, from those who would despoil them. Magic is something to be cherished and preserved, and you're just the Inquisitor to do it. If you're an Inquisitor of Asmodeus, perhaps you defend honest slavers who are just trying to make a living from those who think that slavery is a sin instead of honest work. There's certainly no shortage of people who would like to see slavery go away (especially those pesky slaves), but you accept it as a fact of life and choose to defend those slavers with your own.

This role is going to keep you very busy, depending on what god or goddess you worship. This could either keep you involved in everything related to the plot of your adventures, or it could keep diverting you from the plot. Alternatively, you could find yourself disinterested in whatever happens to be going on, preferring to defend your chosen charges. It's a dual-edged sword, and it could frustrate either you or your Game Master. Consult your Game Master before going with this option.

Useful Skills: Depending on what god or goddess you follow and what your values are, any set of skills could be of great use to you, but Perception will be critical to finding clues, and Diplomacy or Intimidation could be useful in gathering information to help you along the way. Depending on whether you need to track down foes or helpless victims, Survival could also serve you well.

The Devout Operative: This one is a personal favourite of mine, since you get to be a combination of Mother Teresa and James Bond. You're on a mission for your faith, and unlike the prophet who might not know why they're doing what they're doing, you know exactly why you're out in the greater world. You're often sent on missions of either mercy, some specific task, or perhaps even to assassinate enemies of the faith. You've got a lot more caution and tact than the Militant Bastard (see below), but you've still got a job to do and you're not going to let anyone get in the way of that.

You've probably got charm and maybe even a little humility. You might approach the unpleasant parts of your god-given job with more resignation than righteous determination, but that doesn't stop you from doing what needs to be done.

Useful Skills: Diplomacy, Knowledge (Religion) and Sense Motive will be key for this role. Perception is also a must-have, and you could do with a few ranks in Disguise and Escape Artist as well. A Performance (such as Act or Oratory) skill may also come in handy for the devout operative.

The Militant Bastard (i.e. Tomás de Torquemada): Nobody expects the Spanish Inquisition! Except for you, of course. This is the most common image that is summoned to the forefront of the mind when people think about the Inquisitor. Heck, even the iconic *Imrijska* is dressed all in red and has the same kind of hat as **Cardinal Ximénez**. Nothing could be more obvious than this role for the Inquisitor.

"Nobody expects the Spanish Inquisition! Our chief weapon is surprise, surprise and fear, fear and surprise. Our two weapons are fear and surprise, and ruthless efficiency. Our three weapons are fear and surprise and ruthless efficiency and an almost fanatical dedication to the pope. Our four... No... Amongst our weapons... Amongst our weaponry are such elements as fear, sur- I'll come in again."

– Cardinal Ximénez

Except that this isn't the *only* role for Inquisitors. Sure, it's fun to be the guy who cries out, "Confess, sinner!" or "I shall smite thee, heathen!", but there's so much more to being an Inquisitor than just crushing your enemies under your booted heel, although that's fun too. It's just too predictable, and you'll have a tendency to lead the charge into danger instead of taking a moment to think things through. Bursting into the room just so that you can say, "Nobody expects the Cheliax Inquisition!" might be fun, but it might also trigger the traps your game master has prepared just for that occasion.

Useful Skills: Sense Motive, Perception, Diplomacy, Bluff

and Intimidate. These are probably the big five for an Inquisitor in general, which is probably why they're all class skills. If you're going to do your job effectively, Torquemada, you're going to need to invest in these skills, if not others.

The Prophet: Your deity has shown you the way and although you may not understand the why, you know that you need to be wherever your Game Master leads you. This role can fit into any adventure, no matter what's thrown your way. You just play the game and trust that your Game Master will reward you by giving you ample opportunities to fulfill your role and use your powers.

"We're on a mission from God!"

– Jake Elwood

This is probably the easiest role for an Inquisitor to assume, but it's not a very well defined one. It requires that you discuss how things are going to work out with your Game Master and that you trust them to make sure that you're not just a party tagalong.

Along the way, you can proselytise to the people you meet and maybe bring one or two of them around to your way of thinking. In this way, you're far more akin to the adventuring cleric than you are to the Inquisitor, so it takes a lot out of the character concept if you go this route.

Useful Skills: Sense Motive, Perception, Diplomacy, Bluff and Intimidate. These are probably the big five for an Inquisitor in general, which is probably why they're all class skills. If you're going to do your job effectively, you're going to need to invest in these skills, if not others.

Class Features

The following features are class features and are standard for the class. You'll have these whether you want them or not and they're almost all decent-to-good features.

Judgments: The judgments of the Inquisitor last for an entire battle, so the bigger and longer the fight, the greater benefit your judgments have for both you and your party. Use them wisely, because you can only activate them so many times per day. Let's break the judgments down and

look at them individually. None of them are bad, but some are clearly better than others.

- **Destruction:** The extra damage on this makes it useful as a secondary or tertiary judgment, but you can do better for a primary. However, every point of damage helps, so it's not to be ignored.
- **Healing:** This judgment can gain you a Fast Healing rating between 1 and 7. A hit point regained every round might not sound like much, but it all adds up and can keep you alive through many a fight. Think about it as a tertiary judgment.
- **Justice:** You gain a sacred (or profane) bonus to all attack rolls, which can increase your Base Attack Bonus up as high as the fighter's. This won't give you as many attacks as a fighter gets, but this is probably your best judgment. Additionally, it gives you a huge bonus to confirm critical hits at higher levels! This should be your primary judgment.
- **Piercing:** Use it to overcome spell resistance and make concentration checks, but it'll only be circumstantially useful.
- **Protection:** Gain a sacred (or profane) bonus to your armour class; double it at higher levels when resisting critical hits. This is a good secondary or tertiary judgment.
- **Purity:** Gain a sacred (or profane) bonus to your

saving throws; double it at higher levels when resisting curses, diseases and poisons. This makes for a decent secondary or tertiary judgment.

- **Resiliency:** Start gaining damage reduction. This probably won't ever be quite as good as a bonus to your armour class (which can completely block damage), but it makes for a good tertiary judgment. When those hits land, you'll want to reduce their impact.
- **Resistance:** Gain a small amount of energy resistance to one type, chosen when the judgment is declared. Fire will probably be your most common choice, but acid, cold, electricity or sonic are your other options. Arguably, this is potentially more powerful than your Resiliency judgment, since you can eventually get a resistance of up to 14. However, this is only going to be circumstantially useful, depending on how often your Game Master throws energy damage your way.
- **Smiting:** Make your weapons count as magic for the purposes of bypassing damage reduction, which is a pretty good benefit. At higher levels, this changes to having your weapons count as a certain alignment for the purposes of bypassing damage reduction. This could make all the difference.

Second Judgment: You

now get two judgments instead of one when you acti-



vate your ability. You can change one of the judgments as a swift action. You gain this at 8th level.

Third Judgment: You now get three judgments instead of one when you activate your ability, and you can change one of your judgments as a swift action. You gain this at 16th level.

Monster Lore: Gain both your Intelligence *and* Wisdom bonuses on checks to identify creatures and their weaknesses. Make sure your Wisdom modifier justifies this ability, otherwise, it's of no use. But, it's important to note that the ability to identify the weaknesses of monsters is invaluable, especially directly prior to combat.

Stern Gaze: If you ever plan on using either Intimidate or Sense Motive, this is just a huge benefit that doesn't cost you a thing.

Cunning Initiative: A bonus to initiative, you say? Who wouldn't like to go first in combat? It's based upon your Wisdom modifier, so that's another reason to want a high Wisdom modifier. This starts at 2nd level, so it's not immediately available.

Detect Alignment: Detect for a specific alignment at will. This is even better than the paladin's ability to detect evil because you can identify specifics (except neutrality, of course).

Track: Gain a strong bonus to your Survival skill for the purposes of following or identifying tracks. This benefit begins at 2nd level.

Solo Tactics: Starting at 3rd level, you can use your teamwork feats as if your allies shared them with you, even if they don't have them. They still have to meet the action and positioning requirements for your solo tactics to work, though.

Teamwork Feat: Gain additional bonus teamwork feats to use in conjunction with either your Solo Tactics or other characters' teamwork feats. You can even change your most recent teamwork feat as a standard action a number of times equal to your Wisdom modifier!

Bane: Imbue your weapon with the *Bane* weapon special ability as a swift action, lasting a number of rounds equal to your level! Pile on the hurt! When you use this in combination with your judgments, your spells and your solo

tactics, you can become a terrible foe to be feared, even by the most powerful of enemies.

Greater Bane: At twelfth level, your *Bane* special ability becomes even stronger!

Discern Lies: Instant fact-checker starting at 5th level, and the rounds you can use this spell-like ability for do not have to be consecutive. It's better than the spell, so there won't really be a need to take it.

Stalwart: At 11th level, you can avoid effects that are reduced on a successful Fortitude or Will save so long as you're not helpless or wearing heavy armour.

Exploit Weakness: On a critical hit, you can ignore damage reduction, temporarily stall regenerative effects and do additional damage. You have to wait until you're 14th level to get this power, though.

Slayer: You can get the maximum bonus out of one of your judgments when you use your judgment ability. You can use this power at 17th level. Since you're going to be close to the peak of your power, this is only going to provide a modest benefit.

True Judgment: You can use this ability to kill a foe that fails a Fortitude save (the difficult of which can be affected by your Wisdom modifier). You can't use it on your foe more than once every 24 hours.

The Builds

In Pathfinder, there are a number of roles that the Inquisitor is well suited to, and not all of them are primarily combatative ones. While this guide will address combat builds, it will also be addressing builds that are not principally geared toward combat. This may not seem "optimal" at first, but since this guide is not specifically a combat guide, it would be remiss of me not to address other optimal roles for an adventuring Inquisitor. At least initially, we're going to examine the roles of the **Archer Inquisitor**, the **Aegis Inquisitor** (who fights with weapon and shield, although the defensively geared Aegis is far more effective than the offensively geared Aegis) and the **Devastator Inquisitor** (who fights with one large weapon) when looking at combat builds. For the non-combat builds, we'll examine the **Virtuoso Inquisitor** (more commonly known as the Skill Monkey) and the **Acolyte Inquisitor** (which is another term for one who is primarily a spellcaster).

While the **Flurry Inquisitor** (a.k.a. the two-weapon fighter) does exist, you're not able to use all of your special abilities and powers to make it truly worth your while, since you'll only be able to use your Bane ability on a single weapon (unless you take the Double Bane feat). You'd

need to use feats to get really good weapon choices and you're not going to have great chances to hit or an armour class that warrants you taking a hit. You're best leaving the two-weapon fighting to the fighter-classes.





The Archer Inquisitor

The Archer Inquisitor is a very effective option for this class, although it's not my personal favourite. You can fight quite effectively at range with a bane weapon and your judgments function regardless of range, so you can stay far away from trouble. While staying mobile certainly helps, you may or may not wish to expend some feat choices to make better use of mounts; I don't recommend it. Any mount you could get probably won't survive a decent spell like *fireball* or *lightning bolt* or the attack of another character well-suited to ranged fighting, so be wary of investing in mounted archery combat.

So long as you keep your distance, you'll be able to focus on full attacks without having to worry about your foes being able to retaliate. This isn't anything unusual for an archer, but if you take the right feats, you'll be in the thick of combat and able to hold your own there, too.

It's not required for you to follow any particular deity to gain proficiency with a particular ranged weapon since you are proficient in a number of them already.

"... Now flames, the blazing fire, must devour the lord of warriors who often endured the iron tipped arrow shower, when the dark cloud loosed by bowstrings broke above the shield wall, quivering; when the eager shaft, with its feather garb, discharged its duty to the barb."

– from Beowulf

Ability Scores:

Your **Dexterity** is going to be your principal stat, as it is for all archer types. It determines your "to hit", your AC

bonus and your initiative, which are going to be critical combat ratings for you. The next important stat is your **Wisdom**, which will affect some of your class features and impact your spellcasting, as well as some of your important skills like Perception, Sense Motive and Survival. **Strength** is also important, as it helps you to deliver damage, which with archery, is very important since damage bonuses are a bit harder to get. **Charisma** some of your other principal skills, like Bluff, Diplomacy and Intimidate, but since you get bonuses to those anyway. You get some pretty good bonuses to key skills, but you're not going to be a skill monkey any time soon. **Constitution** affects your hit points, which are less important since will ideally be avoiding melee fighting most of the time. It's not a dump stat, but not critically important. **Intelligence** is your only true "dump stat", and since you get a good amount of skill ranks per level, you should be able to handle this just fine.

Recommended Point Builds:

10 Point Buy: Str 12, Dex 15, Con 10, Int 7, Wis 12, Cha 8

15 point Buy: Str 14, Dex 16, Con 10, Int 7, Wis 14, Cha 9

20 Point Buy: Str 15, Dex 16, Con 10, Int 7, Wis 15, Cha 10

25 Point Buy: Str 14, Dex 16, Con 12, Int 7, Wis 16, Cha 12

Race:

I include some of the non-standard races just because some players like variety.

Aasimar (Garuda-Blooded): With bonuses to both Dexterity and Wisdom, and no penalties, this race is worth a good look. The skill bonuses don't do much for you, but the ability to *see invisible* is worth its weight in gold. Dark-vision and some minor resistances round out this racial pick rather nicely.

Dwarf: Your racial bonus to Wisdom is good for the Inquis-

itor and the bonus to Constitution is useful for any class. After all, you can't make a good Inquisitor if you're dead. You get nothing toward your Dexterity, but if you think you're going to go up against giants, orcs and goblinkind, their racial bonuses can be quite useful. Ultimately, dwarfven archer Inquisitors are nothing to write home about. However, should you choose to go this route, you can add a level every other for the purposes of determining the effects of your judgment if this is your favoured class, and that's not to be ignored. Last note about Dwarves: If you go with the **Glory of Old** trait and select the **Steel Soul** feat, you get +5 to your saves against spells. At 11th level, your Stalwart class ability will seriously reduce the damage you take from spells.

Human: +2 to any ability score? Pop that bonus into Dexterity or Wisdom. You also get a free feat which you can use to enhance your skills. You don't have any vision enhancers, which doesn't help, but then again, you gain an extra skill rank every level, plus it grants you some extra spells as a favoured class option if you so choose, which sweetens the deal! This is your best choice!

Halfling: Halflings are an okay choice for an archer Inquisitor. They get bonuses to Dexterity, which is useful, and Charisma, which is not of great use to the Inquisitor, but it doesn't exactly hurt in any case. The penalty to strength hurts a bit, but they also get a +1 bonus to AC and a +1 to hit with bows. The fact that they have a slower speed than some other races isn't truly a handicap since they're going to try to avoid getting close anyway. You may want to give them a level in fighter to help boost their feat-choices, especially before 3rd level.

Tengu: The crow men are an unusual choice for the In-

quisitor, but they get bonuses to both Dexterity and Wisdom, though they do take a hit in their Constitution. Add in the bonuses to Perception and Stealth, which are both of great use for the Inquisitor. Also, their gifted linguist racial trait can be incredibly useful if you need to speak many languages.



Tiefling: If you choose the Tiefling, you want to be Asura-spawned for the correct combination of attribute bonuses. Their darkvision helps, but most of the rest of their racial abilities are geared toward helping them to be sorcerers, which isn't particularly helpful here. Still, they are a solid choice.

Undine: Getting bonuses in the right places, Undines take a hit to their Strength and do not have any specific qualities other than their darkvision that make them useful as archers.

Feats:

- **Point Blank Shot (1st):** This is a great pick for first level. You'll need to be willing to enter melee, but it could be useful if melee finds you. That +1 to hit and damage will be essential at low levels.
- **Precise Shot (1st):** You're going to want this feat, since you're going to be firing into melee a lot, ideally, to help out your party. Negating that -4 penalty to your attack roll is *Rilick*

significant.

- **Clustered Shots (9th):** Consider taking this feat if you're concerned about overcoming your opponent's damage reduction.
- **Improved Precise Shot (15th):** Eliminating those pesky cover bonuses that your oppo-

nents are relying upon is very handy. It can be used to turn the tide of battle.

- **Rapid Shot (3rd)**: This feat is a big one, since you'll be able to get two shots in for the price of one, doubling your offensive output.
- **Manyshot (9th)**: Putting two arrows into your foe with a full-attack, or an extra one on a full attack is quite powerful. I'd pick Deadly Aim before Manyshot, but it's still a great choice if you'd rather take it first.
- **Weapon Focus (1st)**: You're better off holding off on this for quite some time, but a +1 to hit can come in handy at any level.
- **Deadly Aim (3rd)**: This is like taking Power Attack for a melee fighter. Trading a -1 to hit for a +2 to damage is good, and it gets better as your levels go up. You're going to start doing some powerful damage with your arrows by the time you pick this up, and it'll get better further on down the line.
- **Improved Critical (11th)**: You're only improving your threat range with this feat.
- **Critical Focus (13th)**: Archery criticals are very nice, so being able to confirm them easier is of great benefit. It also opens up some very nice options.
- **Staggering Critical (19th)**: Staggering is a fantastic effect to use upon your enemies and prevents them from charging you.
- **Vital Strike (9th)**: While this feat will only help you on a Standard Attack, and you'll want to be making Full Attacks, but if you want to move on your action while making an attack, this feat improves your damage for no penalty to hit. This is a solid tactic for you.

Teamwork Feats to check into:

One of the great things about being an Inquisitor is that you get teamwork feats for free. While I don't expect any of your other party members to start grabbing teamwork feats just because you have them, if you're in a party with another Inquisitor, it doesn't hurt to coordinate character development a little bit and start taking advantage of one of your class features. Reflect on these following feats:

- **Duck and Cover (1st)**: Being able to use your ally's die result on a Reflex save is decent, but being knocked prone isn't that great of a trade off. Still, you get a +2 cover bonus to your AC if your ally has a shield, but chances are, if you're hanging back away from the thick of the fight, you'll be hanging out with another archer.

- **Enfilading Fire (6th)**: You need Point Blank Shot, Precise Shot and another teamwork feat to even consider taking this one, but if you meet the requirements and someone else has this feat as well, you can take a +2 bonus to your ranged attacks. A lot of hoops to jump through just for this, but you'll probably already have Point Blank Shot and Precise Shot by the time you can take this.
- **Lookout (1st)**: If you have an adjacent ally, you can act in the surprise round if you normally couldn't act (albeit at a lesser initiative), and then if you both could act in the surprise round anyway, you can make either a move and standard action, or a full round action. This feat works equally well for melee and archer builds depending on the circumstances of your positioning at the start of combat.
- **Paired Opportunists (1st)**: A +4 circumstance bonus on attacks of opportunity is a solid feat, but it's really best used with the **Snap Shot** feat chain; it's not great for an Archer.
- **Seize the Moment (11th)**: Make an attack of opportunity against a creature that just got critically hit by an ally with this teamwork feat. Sure, why not hurt them some more?
- **Shake It Off (1st)**: Get some bonuses to your saves if you're adjacent to an ally with this feat. What's not to like?
- **Target of Opportunity (9th)**: Get in an immediate attack against a nearby foe when an ally with this feat hits that foe. Solid choice.

Other Feats you may want to consider:

- **Combat Reflexes (1st)**: This pick only has merit if you plan on pursuing Snap Shot.
- **Dodge (1st)**: A +1 bonus to your dodge AC is very helpful, but not worth a feat pick. Still, hit allows you to pick up Mobility.
 - **Mobility (3rd)**: This allows you to retreat from foes that you're in range of with less danger of getting hit.
- **Extended Bane (1st)**: Additional time for your bane to be active.
- **Extra Bane (1st)**: If you have high Wisdom, you're better off taking Extended Bane anyway.
- **Favoured Judgment (1st)**: Gain a slightly higher bonus against specific types of enemies.
- **Fleet (1st)**: Extra movement is useful in gaining the best position and controlling range.
- **Improved Monster Lore (1st)**: Being able to identify

weaknesses is nothing to sneer at, since it could give you vital clues on how to defeat a monster. Consider this feat if you have one to spare.

- **Instant Judgment (9th)**: You can activate a judgment or change one as an immediate action!
- **Judgment Surge (1st)**: Being able to empower your judgments by a few class levels can come in handy, depending on what judgments you use.
- **Mounted Combat (1st)**: This feat is not particularly useful to you directly, but it can help a mount. It does, however, allow you to take Mounted Archery.
 - **Mounted Archery (1st)**: This is good for maneuverability and keeping yourself out of someone else's threat range.
- **Righteous Healing (1st)**: You gain a boost to your healing spells when you have a Judgment active; +2 to +8 for every cure spell you cast. Even archer Inquisitors need healing, but be wary, for it only works in combat since your Judgment ends when combat does.
- **Shared Judgment (9th)**: You can give your allies the benefit of your judgments. This doesn't do anything for you, but it's a good buff for an ally.
- **Snap Shot (9th)**: (Note: This also requires Weapon Focus and builds off of Rapid Shot) Threaten 5 feet around you and make AoO.
 - **Improved Snap Shot (13th)**: Threaten an additional 10 feet.
- **Steel Soul (1st)**: (*Dwarf only*) Your Hardy racial trait gets upgraded from a +2 to saves versus spells or spell-like effects to a +4. This is not to be ignored.

Favoured Class Bonus: You have a good amount of skill ranks each level, so you should consider investing in hit points if you're not feeling so beefy.

Archetypes to Consider:

- **Heretic**: If you go the route of the Heretic, you lose the Monster Lore, but you do get one useful trick, and that's the Judgment of Escape. This would be a lot more useful if you multi-class into Rogue, where you could sneak attack from range after re-establishing surprise. It might also do you well if you multi-class into Ranger, where you can build upon tracking skills. Still, this is a very useful choice even if you're single-classing for that Judgment of Escape alone.
- **Sanctified Slayer**: This archetype sacrifices your judgment ability for the studied target ability, which is quite nice, sneak attacks that make the studied target ability even better, and at later levels, slayer talents.

Where this archetype really benefits the archer is in gaining up to three feats via the ranger combat styles. It trades the utility of the inquisitor's judgments away for a pretty decent set of abilities, so don't overlook this archetype entirely. Just decide for yourself which one you prefer.

The Devastator Inquisitor

For this next Inquisitor type, you'll speak softly (or not) and carry a big weapon, and by big, I mean two-handed, for your main goal is to pile on the hurt. While solo devastator Inquisitors are quite effective warriors, these Inquisitors work even better in packs, and if you're faced with more than one of them at a time, you could run into trouble because of their teamwork feats.

You can be a front-line fighter, but there may be others in your party that are better suited to taking the heavy hits; perhaps those with greater hit dice than you'll have. That's okay, for in a well-balanced party, there should be some fighter-types taking the hits while you hand out punishment. So, your best option is to grab the biggest, most damaging weapon you can find, activate your judgments and swing away!

If you're in a party where you're the party's mainline damage and tank, you're going to want to armour up and protect yourself as much as you can. However, if you're not the primary warrior-type for your group, you're going to want to make sure that you're not sacrificing mobility for protection, since you're not the one who's supposed to be taking the hits.

"That I would rather live with men than kill them is certainly why you are alive."

– Tiberias

Ability Scores:

Strength is the key stat for the devastator Inquisitor since you're going to try to mete out as much punishment as you possibly can. **Wisdom** comes next, since it's important for your spellcasting, several prime skills and for your perception. Then comes your **Constitution**, which you'll need to avoid incoming hits. **Dexterity** is not quite as important as your Constitution, since you're a front-



line fighter anyway, so chances are, you're going to get hit. **Intelligence** affects your skill points, but you start with a good base of skill ranks, so this is not a critical skill for you. **Charisma** is your only true "dump stat", because you're kitted out for killing, not for converting.

Recommended Point Builds:

10 Point Buy: Str 16, Dex 9, Con 12, Int 7, Wis 15, Cha 7

15 point Buy: Str 16, Dex 11, Con 13, Int 8, Wis 15, Cha 7

20 Point Buy: Str 16, Dex 11, Con 14, Int 8, Wis 16, Cha 7

25 Point Buy: Str 16, Dex 12, Con 15, Int 10, Wis 16, Cha 7

Race:

I include some of the non-standard races just because some players like variety.

Duergar: Much like the dwarf, you're a hardy sort, but the penalties in areas of bright sunlight are a steep penalty. If you can manage that, the spell-like abilities give you a solid lift. Also, as a favoured class option, you can gain additional uses of your judgments, although only once every six levels if you continue to build it up. Consider playing as a duergar if you're not going to be out in the light

very much. If you are not going to spend any time out in the sun at all, this choice upgrades to **Duergar**.

Dwarf: The bonuses to Constitution and Wisdom are solid for you, and some of the racial traits grant you some situational bonuses against certain foes. The only real downside is the lack of

speed, but getting an additional level every other level for the purposes of determining the effects

of one type of judgment is pretty damn solid!

Last note about Dwarves: If you go with the **Glory of Old** trait and select the **Steel Soul** feat, you get +5 to your saves against spells. At 11th level, your Stalwart class ability will seriously reduce the damage you take from spells.

Half-Elf: This race gets a +2 bonus to any attribute of your choice, and they're an excellent choice for multi-classing, not that I recommend multi-classing in



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Sam

this guide. If you take the Ancestral Arms alternate racial trait, you gain a free Exotic Weapon Proficiency or Martial Weapon Proficiency feat instead of a Skill Focus. You can select any weapon you wish; I'd recommend the elven curve blade. Low-light vision and keen senses don't hurt, either.

Half-Orc: Darkvision helps out with this race and your orc ferocity is helpful in a pinch. Your enhancement to your Intimidate skill can also prove useful, as will your weapon familiarities (greataxe & falchion, or flails & heavy flails; plus treating dire flails and spiked chains as martial weapons). If you take this race, you're best off investing in Strength for your stat bonus.

Human: Go for a +2 bonus to your Strength and take the free feat that goes along with being a human. It's an excellent choice for the devastator, even though you don't have any vision enhancers. It also grants you some extra spells as a favoured class option if you so choose, which sweetens the deal.

Oread: With bonuses to Strength and Wisdom, but a penalty to Charisma, the Oread is a solid choice for this build. You get the benefit of darkvision and acid resistance, plus *magic stone* as a spell-like ability.

Tiefling (Devil-Spawned): The attribute assignments are good, you get some good resistances, darkvision, a spell-like ability and some bonuses to primary skills. This is a good choice.

Tiefling (Oni-Spawned): The attribute assignments are the best for this build, and otherwise, you get a host of other nice powers and resistances. Your skill bonuses are not quite as good, but you're not a skill-monkey, now are you?

Feats:

There are plenty of good choices for the Devastator Inquisitor, and since we're focused on you both taking hits and dealing out punishment, you're going to want to focus on both offense and defense.

- **Armour Proficiency, Heavy (1st):** You're going to want to armour up, unless you're going for mobility over armouring. Still, it's a good feat to take for this build, though you lose your Stalwart class feature if you wear heavy armour.

- **Exotic Weapon Proficiency (1st):** You might want to consider a fauchard. However, you can not only find a way around requiring this feat by either choosing a race or god that grants you proficiency with a two-handed exotic weapon, but you could alternatively select the **Heirloom Weapon Proficiency** trait.

- **Martial Weapon Proficiency (1st):**

If you're not already proficient with a two-handed weapon, you will want to pick this up so that you can



be. You can find ways around needing this feat just like the Exotic

Weapon Proficiency feat. The easiest way to do so is to worship a god that favours the weapon you want.

- **Power Attack (3rd)**: Trading off a -1 to hit for either a +2 (or if you're using a two-handed weapon, a +3, and you *should* be using a two-handed weapon) to damage is a fantastic deal, and as you get higher in level, the benefit only grows.
- **Furious Focus (3rd)**: Ignore the penalty from Power Attack on the first attack. This could make a difference. You have to hit first to do damage.
- **Dreadful Carnage (15th)**: Make a free intimidate check when you reduce an opponent to 0 or fewer hit points. Solid choice, particularly if you're going for Dazzling Display and the feats that branch off of it, but by itself, it's not critically important.
- **Cleave (3rd)**: This is a very handy feat if you find yourself surrounded by foes and needing to finish more of them off quicker. It is incompatible with Vital Strike.
 - **Great Cleave (7th)**: Get right into the thick of things, then lay into every foe within reach. You're going to do much better against the single big foe, but this feat can come in handy when that's already handled or there is no single big foe to fight against.
- **Cornugon Smash (7th)**: Whenever you get a hit in and do damage with Power Attack, you can make a free-action Intimidate check, which when combined with feats like Shatter Defenses can really make a big difference.
- **Weapon Focus (3rd)**: This is another solid choice for the devastator, since a +1 bonus to hit is nothing to sneer at. Focusing on using Falchions or Elven Curve Blades will likely get you the most bang for your buck.
- **Dazzling Display (3rd)**: Demoralise all of your foes within 30 feet. As an Inquisitor, this is quite the useful tactic.
 - **Performing Combatant (3rd)**: You're going to need this feat to utilise Dramatic Display and Savage Display in combat situations, but they're worthwhile. *It's useful to note that neither Dramatic Display nor Savage Display require you to take Performing Combatant as a prerequisite, but you need it to use them in combat situations.*
 - **Dramatic Display (3rd)**: Spend that swift action to get a +2 to attack rolls and combat maneuver checks. It's worth-
- while. Couple this with Savage Display to land harder hits.
- **Savage Display (3rd)**: +1d6 bonus damage until your next turn when you're going to make a performance combat check anyway (plus the bonus to it)? What's not to like? Couple this with the Dramatic Display feat for greater accuracy.
- **Shatter Defenses (8th)**: Making your intimidated opponents flat-footed to your attacks until the next round makes it easier to hit them, so you're going to be doing a lot more damage once you acquire this. All you need to do is hit them once and the rest of your attacks are going to land much, much harder. Certain archetypes really take advantage of this feat!
- **Intimidating Prowess (1st)**: Add your Strength modifier to your Charisma modifier to help you intimidate your foes. Since your Charisma is going to be your lowest stat, this could be critical in making your Intimidation a useful skill.
- **Vital Strike (9th)**: While this feat will only help you on a Standard Attack, and you'll want to be making Full Attacks, but if you want to move on your action while making an attack, this feat improves your damage for no penalty to hit. This is a solid tactic for you, but incompatible with the Cleave feat.
 - **Devastating Strike (13th)**: +2 to damage on all Vital Strikes (also +4 on Improved or +6 on Greater iterations), multiplied on critical hits. Your damage output will thank you.
 - **Improved Devastating Strike (19th)**: +2 bonus to confirm your critical hits (+4 with Improved Vital Strike). Can you imagine how often you'd confirm critical hits if you could add +4 to the roll? Your attacks will likely confirm critical hits far more often, because your bonuses on the confirmation might even add up to more than your bonuses just to hit!
 - **Improved Vital Strike (15th)**: Throw on your damage once more for a x3 multiplier (that doesn't multiply on a critical hit). Combine this with Improved Devastating Strike for gruesome critical confirmation chances.
 - **Improved Critical (11th)**: This doubles your threat range, which is a nice feature for you. Again, you'll probably want to pick either the Falchion or the Elven Curve Blade.

- **Critical Focus (13th)**: Confirming your critical hits easier? Oh yeah, you're going to want this.
- **Bleeding Critical (15th)**: Throw on another 2d6 (stackable) bleed damage every round until healed on top of your normal critical hit damage. Pile on the misery!
- **Combat Reflexes (1st)**: It's a really good feat if you have high Dexterity, but high Dexterity is not really important to this build. Still, it can help you get a couple of extra shots in.
- **Step Up (3rd)**: When your foes try to step away from you, this will help to keep them close.
- **Following Step (3rd)**: You increase the distance that you may step up to follow your opponent.
 - **Step Up and Strike (9th)**: Your opponent moves away and you get to move up next to them and get a free strike? Yeah, it's a good pick.
- **Strike Back (15th)**: Prepare an action to strike back at anyone who strikes you for the round, even if the foe is outside of your reach. This can give you multiple "free attacks" and you don't have to worry about reach at all.
- **Deadly Finish (15th)**: Force an automatic Fortitude check if you reduce your opponent to negative hit points, and if your damage output is high enough (if you couple it with those Vital Strike variants, for example), you severely handicap their chances of surviving the strike. No stabilization for you, fool!

Teamwork Feats to check into:

One of the great things about being an Inquisitor is that you get teamwork feats for free. While I don't expect any of your other party members to start grabbing teamwork feats just because you have them, if you're in a party with another Inquisitor, it doesn't hurt to coordinate character development a little bit and start taking advantage of one of your class features. Reflect on these following feats:

- **Back to Back (3rd)**: Better armour when you and a friend are flanked and adjacent. Take it if you have a free teamwork feat, even though you're better off not allowing your enemies to flank you in the first place.
- **Improved Back to Back (5th)**: If you're stuck in the middle of enemies, gaining +4 (in total with Back to Back) to your AC can be a lifesaver for you and your allies, but since you can get an armour boost like that via a spell (or scroll, or wand), it's not a fantastic use of two feats.

- **Coordinated Defense (1st)**: +2 to +4 bonus to your CMD is a good pick for a teamwork feat, but not so special as to be something you're going to want to grab right away unless your GM is taking advantage of a weakness.
- **Coordinated Maneuvers (1st)**: It's like Coordinated Defense (above), except that you get the benefit applied to your CMB, and it's a nice pick... If you have nothing better to grab.
- **Escape Route (1st)**: Chinese fire drill time! Another decent grab if you've got nothing better to take, but hopefully, you'll never put yourself in the position of needing to move through someone else's space. Tunnel combat is usually bad for parties due to bottleneck issues anyway.
- **Lookout (1st)**: If you have an adjacent ally, you can act in the surprise round if you normally couldn't act (albeit at a lesser initiative), and then if you both could act in the surprise round anyway, you can make either a move and standard action, or a full round action. This feat works equally well for melee and archer builds depending on the circumstances of your positioning at the start of combat.
- **Outflank (6th)**: Better flanking bonus, and when you score a critical hit, your ally gets an attack of opportunity on your opponent. If you can both keep on scoring critical hits (best when combined with Critical Focus), you can keep trading hits on your opponent until you both run out of attacks of opportunity.
- **Paired Opportunists (1st)**: A +4 circumstance bonus on attacks of opportunity is a solid feat.
- **Precise Strike (2nd)**: Deal additional precision damage that stacks with other precision damage while flanking a foe? Yes, please! As the recommended builds do not meet the Dexterity requirements for this feat, you may need to find some Dexterity enhancing magics or use your level increases to address this deficiency. However, this does not diminish the usefulness of the feat.



- **Seize the Moment (11th)**: Make an attack of opportunity against a creature that just got critically hit by an ally with this teamwork feat. Sure, why not hurt them some more? Combine this with Outflank to really pile on the punishment! (Requires **Improved Critical** and **Combat Reflexes**.)
- **Shake It Off (1st)**: Get some bonuses to your saves if you're adjacent to an ally with this feat. What's not to like?

Other Feats you may want to consider:

- **Dodge (1st)**: A +1 bonus to your dodge AC is very helpful, but not worth a feat pick. Still, hit allows you to pick up Mobility.
 - **Mobility (4rd)**: This allows you to retreat from foes that you're in range of with less danger of getting hit.
- **Enforcer (1st)**: If you're doing non-lethal damage, this one is a great help to demoralize your target. Otherwise, it's not useful to you at all.
- **Exotic Weapon Proficiency (2nd)**: Fauchard, just for its reach.
- **Extended Bane (1st)**: Additional time for your bane to be active.
- **Extra Bane (1st)**: If you have high Wisdom, you're better off taking Extended Bane anyway.
- **Favoured Judgment (1st)**: Gain a slightly higher bonus against specific types of enemies.
- **Fleet (1st)**: Extra movement is useful in gaining the best position and controlling range.
- **Improved Monster Lore (1st)**: Being able to identify weaknesses is nothing to sneer at, since it could give you vital clues on how to defeat a monster. Consider this feat if you have one to spare.
- **Instant Judgment (9th)**: You can activate a judgment or change one as an immediate action!
- **Intimidating Bane (8th)**: Get a +2 bonus to intimidate the target of your Bane on a Dazzling Display attempt.
- **Judgment Surge (1st)**: Being able to empower your judgments by a few class levels can come in handy, depending on what judgments you use.
- **Righteous Healing (1st)**: You gain a boost to your healing spells when you have a Judgment active; +2 to +8 for every cure spell you cast. Even devastator Inquisitors need healing, but be wary, for it only works in combat since your Judgment ends when combat does.
- **Shared Judgment (9th)**: You can give your allies the

benefit of your judgments. This doesn't do anything for you, but it's a good buff for an ally.

- **Steel Soul (1st)**: (*Dwarf only*) Your Hardy racial trait gets upgraded from a +2 to saves versus spells or spell-like effects to a +4. This is not to be ignored.

Favoured Class Bonus: You have a good amount of skill ranks each level, so you should consider investing in hit points if you're not feeling so beefy.

Archetypes to Consider:

- **Sanctified Slayer**: This archetype sacrifices your judgment ability for the studied target ability, which is quite nice, sneak attacks that make the studied target ability even better, and at later levels, slayer talents. Where this archetype really benefits the devastator is in gaining up to three feats via the ranger combat styles. It trades the utility of the inquisitor's judgments away for a pretty decent set of abilities, so don't overlook this archetype entirely. It can also be quite powerful when combined with the ability to shatter your foes defenses, since you can use your sneak attack damage more frequently. Just decide for yourself style suits you best.

The Aegis Inquisitor

The "sword and board" Inquisitor can be feat intensive, and "sword and board" types typically work best for fighters, who have plenty of feats to play with. You're not going to get the most out of this build, especially since your Inquisitor abilities don't lend themselves to both your sword and your shield. This build does not play as well with a party, either, since armouring yourself up makes you a tougher nut to crack. If your GM is clever, they will take advantage of this, just as you and your party would, and they'd send your opponents against your more easily hit allies first. It's divide and conquer tactics, the same as you'd use in your own games. These factors make this build less optimal than some of the others, and for good reason.

Now, if you're not your party's tank, this becomes less of an issue, since your enemies are going to have something else to keep them occupied while you cut through their ranks. You're going to need to balance defensive investments with offensive choices. You don't want to be a meat shield, but you don't want to give up on good defense, either.

"A man with convictions finds an answer for everything. Convictions are the best form of protection against the living truth."

– Mas Frisch

Ability Scores:

Strength is the single most important stat for the aegis Inquisitor since you're going to try to mete out as much punishment as you possibly can. **Wisdom** comes next, since it's important for your spellcasting and several prime skills. Then comes your **Dexterity**, which will help you to avoid some of the damage you're bound to take. **Constitution** is less important to you, since your opponents will ideally not be able to land a hit, let alone crack your "power-turtle" shell. **Intelligence** affects your skill points, but you get a good number of skill ranks each level, so you should be all right. **Charisma** is your only true "dump stat", since it's not key to much of anything that you're going to be doing anytime soon.

Recommended Point Builds:

10 Point Buy: Str 16, Dex 12, Con 9, Int 7, Wis 15, Cha 7

15 point Buy: Str 16, Dex 13, Con 11, Int 8, Wis 15, Cha 7

20 Point Buy: Str 16, Dex 14, Con 11, Int 8, Wis 16, Cha 7

25 Point Buy: Str 16, Dex 15, Con 12, Int 10, Wis 16, Cha 7

Race:

I include some of the non-standard races just because some players like variety.



Catfolk: The attribute array lays out nicely as one of these feline people, and you get

that fantastic ability to reroll Reflex checks once a day. The sprinting is nice for withdrawing from combat (or charging in, for that matter) and you have low-light vision and a good set of skill bonuses.

Fetchling: While your bonuses head into Dexterity and Charisma, you can still boost your strength up with your build points. Shadow Blending provides a great defensive boost, you get two vision enhancers and a couple of skill bonuses. Nicely rounded, all in all.

Half-Orc: Darkvision helps out with this race and your orc ferocity is helpful in a pinch. Your enhancement to your Intimidate skill can also prove useful. If you take this race, you're best off investing in Strength for your stat bonus.



Human: Go for a +2 bonus to your Strength and take the free feat that goes along with being a human. It's an excellent choice for the devastator, even though you don't have any vision enhancers. It also grants you some extra spells as a favoured class option if you so choose, which sweetens the deal.

Ifrit: Aside from the good attribute array, you don't have much going for you other than darkvision. Still, it's a decent pick, plus if you go for the Immolator Archetype, you get some neat "firepowers".

Nagaji: These reptile-men get a natural armour bonus, get a bonus to Strength and Charisma (while taking a hit in Intelligence) and resist mind-numbing effects and poisons. Another decent, if unconventional choice.

Suli: This species of jann has

a decent stat arrangement, favouring Strength and Charisma, but eschewing Intelligence. Their negotiator racial ability also makes them well-suited to various types of Inquisitors. Give this race your consideration.

Feats:

There are many feat choices that can maximize the hurt you can dish out or your defensive capabilities. I have a few recommendations...

- **Exotic Weapon Proficiency (1st)**: You might want to consider a falcata. However, you can not only find a way around requiring this feat by either choosing a race or god that grants you proficiency with a two-handed exotic weapon, but you could alternatively select the **Heirloom Weapon Proficiency** trait.
- **Power Attack (3rd)**: Trading off a -1 to hit for either a +2 to damage is a good deal for you, and as you get higher in level, the benefit only grows.
- **Cleave (3rd)**: This is a very handy feat if you find yourself surrounded by foes and needing to finish more of them off quicker.
 - **Great Cleave (7th)**: Get right into the thick of things, then lay into every foe within reach. You're going to do much better against the single big foe, but this feat can come in handy when that's already handled *or* there is no single big foe to fight against.
- **Cornugon Smash (7th)**: Whenever you get a hit in and do damage with Power Attack, you can make a free-action Intimidate check, which when combined with feats like Shatter Defenses can really make a big difference.
- **Two-Weapon Fighting (1st)**: You're going to want the 20-point build or higher for this, since it's going to be tough getting the Dexterity for it, but you'll be able to use this to grant yourself some attacks with your shield. It greatly reduces your penalties to off-hand attacks!
 - **Improved Two-Weapon Fighting (8th)**: Get another attack in there, but it imposes a hefty penalty to hit.
 - **Greater Two-Weapon Fighting (15th)**: Get another attack, but it imposes a crushing penalty to hit.
 - **Two-Weapon Rend (15th)**: Hit your opponent with both weapons and deal much more damage. Even though you can only do it once per round, it's a pretty solid feat.

- **Double Slice (1st)**: Add your Strength to your off-hand attacks.
- **Improved Shield Bash (1st)**: You'll want to keep your AC bonus when attacking with your shield.
- **Shield Slam (8th)**: (Requires Two-Weapon Fighting) If you hit your opponent with your shield, you get a free bull rush attack that doesn't provoke an AoO. Solid.
 - **Shield Master (15th)**: Negate all penalties on all attack rolls with your shield. Combine this with the Two-Weapon Fighting feat tree to get equivalent attacks with both your primary weapon and your shield!
 - **Bashing Finish (15th)**: Score a critical hit with your weapon, then follow up with a free shield bash!
- **Improved Critical (11th)**: Open your mind up to the possibilities of the scimitar (or the falcata, if you're willing to use an **Exotic Weapon Proficiency (1st)** feat just to be able to use it).
- **Combat Reflexes (1st)**: It's a really good feat if you have high Dexterity, which you will have for this build. It will help you get a couple of extra shots in.

Teamwork Feats to check into:

One of the great things about being an Inquisitor is that you get teamwork feats for free. While I don't expect any of your other party members to start grabbing teamwork feats just because you have them, if you're in a party with another Inquisitor, it doesn't hurt to coordinate character development a little bit and start taking advantage of one of your class features. Reflect on these following feats:

- **Back to Back (3rd)**: Better armour when you and a friend are flanked and adjacent. Take it if you have a free teamwork feat, even though you're better off not allowing your enemies to flank you in the first place. Still, armouring up is your thing...
- **Improved Back to Back (5th)**: If you're stuck in the middle of enemies, gaining +4 (in total with Back to Back) to your AC can be a lifesaver for you and your allies, and every bit of armour class boosting helps this build.
- **Coordinated Defense (1st)**: +2 to +4 bonus to your CMD is a good pick for a teamwork feat, but not so special as to be something you're going to want to grab right away unless your GM is taking advantage of a weakness.
- **Coordinated Maneuvers (1st)**: It's like Coordinated

Defense (above), except that you get the benefit applied to your CMB, and it's a nice pick... If you have nothing better to grab.

- **Escape Route (1st)**: Chinese fire drill time! Another decent grab if you've got nothing better to take, but hopefully, you'll never put yourself in the position of needing to move through someone else's space. Tunnel combat is usually bad for parties due to bottleneck issues anyway.
- **Lookout (1st)**: If you have an adjacent ally, you can act in the surprise round if you normally couldn't act (albeit at a lesser initiative), and then if you both could act in the surprise round anyway, you can make either a move and standard action, or a full round action. This feat works equally well for melee and archer builds depending on the circumstances of your positioning at the start of combat.
- **Outflank (6th)**: Better flanking bonus, and when you score a critical hit, your ally gets an attack of opportunity on your opponent. If you can both keep on scoring critical hits (best when combined with Critical Focus), you can keep trading hits on your opponent until you both run out of attacks of opportunity.
- **Paired Opportunists (1st)**: A +4 circumstance bonus on attacks of opportunity is a solid feat.
- **Precise Strike (2nd)**: Deal additional precision damage that stacks with other precision damage while flanking a foe? Yes, please!
- **Seize the Moment (11th)**: Make an attack of opportunity against a creature that just got critically hit by an ally with this teamwork feat. Sure, why not hurt them some more? Combine this with Outflank to really pile on the punishment! (Requires **Improved Critical** and **Combat Reflexes**.)
- **Shield Wall (1st)**: Work with your allies and further increase your armour class bonus! You're trying to boost your AC up as high as you can, so take this.
- **Shake It Off (1st)**: Get some bonuses to your saves if you're adjacent to an ally with this feat. What's not to like?

Other Feats you may want to consider:

- **Eldritch Heritage (3rd)**: This feat is okay for the 1st level Bloodline abilities, but are you really going to be using your claws in combat (should they be from the bloodline you select) when you have so many other options? It will make those unarmed strikes more effective.
- **Improved Eldritch Heritage (11th)**: If you have

two feats to burn, this isn't a bad selection if you want to take the 9th level bloodline powers of either the Abyssal or Orc bloodlines for a +2 to your Strength (bumps up to +6 by 17th level for a +3 to hit and damage). However, you can get strong increases to both hit and damage without burning two feats to get them.

- **Enforcer (1st)**: If you're doing non-lethal damage, this one is a great help to demoralize your target. Otherwise, it's not useful to you at all.
- **Exotic Weapon Proficiency (1st)**: Take this in falata, which doesn't have quite as wide a critical confirmation range as the scimitar, but it triples damage output on a critical hit.
- **Extended Bane (1st)**: Additional time for your bane to be active.
- **Extra Bane (1st)**: If you have high Wisdom, you're better off taking Extended Bane anyway.
- **Favoured Judgment (1st)**: Gain a slightly higher bonus against specific types of enemies.
- **Fleet (1st)**: Extra movement is useful in gaining the best position and controlling range.
- **Improved Monster Lore (1st)**: Being able to identify weaknesses is nothing to sneer at, since it could give you vital clues on how to defeat a monster. Consider this feat if you have one to spare.
- **Instant Judgment (9th)**: You can activate a judgment or change one as an immediate action!
- **Judgment Surge (1st)**: Being able to empower your judgments by a few class levels can come in handy, depending on what judgments you use.
- **Righteous Healing (1st)**: You gain a boost to your healing spells when you have a Judgment active; +2 to +8 for every cure spell you cast. Even devastator Inquisitors need healing, but be wary, for it only works in combat since your Judgment ends when combat does.
- **Shared Judgment (9th)**: You can give your allies the benefit of your judgments. This doesn't do anything for you, but it's a good buff for an ally.

Favoured Class Bonus: You have a good amount of skill ranks each level, so you should consider investing in hit points if you're not feeling so beefy.

Archetypes to Consider:

- **Preacher**: The Determination ability grants you the ability to reroll an attack, get a +4 insight bonus to your armour class or force an attacker to re-roll an

attack against one of your allies. You lose your solo tactics, and if you want to use this ability more than once per day, you will give up bonus teamwork feats, but this can be quite useful in a pinch, especially if no one else in your party shares your teamwork feats.

The Virtuoso Inquisitor

Not every Inquisitor is specifically geared up for warfare. Some Inquisitors are more the Hercule Poirot or Thomas Aquinas type. While you possess a strong array of skills, your Inquisitor class abilities do not necessarily lend themselves well to this role. Still, with lots of skill ranks, you can kit yourself out to be Sherlock Holmes fairly well, and this guide will show you how to do it.

Here's the catch... You're going to be a secondary warrior at best, and not nearly as effective in a fight as the Archer, Devastator or Aegis Inquisitor, but you're not built for combat, so don't get upset about it. Your talents will be well-used by your party nonetheless. If you play your cards right, you can also function well as the party's face.

This character build is about as basic as it gets, and this portion of the guide could conceivably be used to build a virtuoso of any other class with some minor adjustments. This build isn't the most "optimal" for a skill monkey, because Inquisitors don't get the highest number of skill ranks per level, but if you're going for a skill monkey, this is one way to do it. This particular build is going to focus on being the party's face.

Ability Scores:

Your **Intelligence** is the number one attribute for you, since it impacts just how many skill points you're going to have. Raise it up as high as you possibly can. The next important stat is your **Charisma**, since it affects some of your important skills like Bluff, Diplomacy and Intimidation, and will be quite useful in functioning as the party's representative, edging out the next attribute only because you're going to want to do something other than know lots of random facts. **Wisdom** is also important, as it affects critical non-combat skills like Perception, Sense Motive and Survival. **Dexterity** is not quite as critical to you as a virtuoso, though there are some very important skills that require Dexterity to be more effective. **Constitution** affects your hit points, which are less important since will ideally be avoiding melee fighting most of the time. It's not a dump stat, but not critically important. **Strength** is

your only true "dump stat" as a non-combatant, though it does affect your Climb and Swim.

Recommended Point Builds:

10 Point Buy: Str 8, Dex 10, Con 8, Int 16, Wis 12, Cha 12

15 point Buy: Str 7, Dex 10, Con 9, Int 16, Wis 14, Cha 14

20 Point Buy: Str 7, Dex 10, Con 10, Int 16, Wis 15, Cha 15

25 Point Buy: Str 7, Dex 12, Con 12, Int 16, Wis 14, Cha 16

Race:

I include some of the non-standard races just because some players like variety.

"No! Lieutenant, you lie to Poirot. You say that you were in the barracks by midnight, but Poirot has proved this to be false. At a quarter to one in the morning you were seen over two miles away in the company of the woman who died. General, this is not a murder, as is suggested by the Palestinian police, but I do believe the lieutenant lied about his whereabouts, first out of panic and then, by sticking to this lie, but reinforcing it with lie after lie for weeks and weeks of deception, he has heaped suspicion and a deep shame on himself, his regiment, and his wife. General, the neck of this woman was not broken by the human hand but by a fall."

– Hercule Poirot

Aasimar (Peri-Blooded): Bonuses in the right places, pyrotechnics as a spell-like ability, bonuses to Knowledge (Planes) and Spellcraft, darkvision and celestial resistances round out an excellent choice for the role of the virtuoso.

Elf: You get bonuses to your Intelligence and Dexterity, so that's decent, and you get a bonus to your Perception, plus low-light vision. All in all, it's decent. However, the Breadth of Experience feat is worth its weight in gold for this race! Also, you can add another spell known from your list as a favoured class option, so long as it's not from your highest spellcasting level. Bonus spells are good!

Half-Elf: That adaptability racial trait (which grants you Skill Focus as a bonus feat) is a good thing for the virtuoso to have, and then you get a bonus to your Perception as well. The other racial traits give you nifty bonuses, and

you can drop that +2 to any one attribute into your Intelligence to further boost your skill ranks. A strong choice indeed for this build.

Half-Orc: Drop your +2 into Intelligence and enjoy your darkvision and your bonus on Intimidation. If you're interested in dropping your darkvision, you can swap that out for being skilled like a human and gaining an additional skill rank per level, which upgrades this choice to **Half-Orc**.

Human: +2 to any ability score? Pop that into your Intelligence for more skill ranks per level. You also get a free feat which you can use to enhance your skills. You don't have any vision enhancers, which doesn't help, but then again, you gain an extra skill rank every level, plus it grants you some extra spells as a favoured class option if you so choose, which sweetens the deal! This is your best choice!

Ratfolk: A bonus to your Intelligence, a penalty to your dump stat, but that Tinker racial ability gives you bonuses to Craft (Alchemy), Perception and Use Magic Device. Throw on Darkvision and a bonus to Handle Animal checks to influence rodents. This is a prime choice for a virtuoso inquisitor.

Samsaran: A bonus to Intelligence and Wisdom, but a hit in Constitution. Low light vision and a pair of Knowledge skill bonuses (making them class skills) round out a good choice for the virtuoso.

Sylph: Bonuses in the right spots, a hit in Constitution, and darkvision. If you select the Whispering Wind alternate racial trait, you get a good bonus to your Stealth checks. It's a respectable choice and can certainly add something different to your game.



Tiefling: You'll want either the standard Tiefling, or the Daemon-Spawn, though I prefer the standard. Standard will get you bonuses to Bluff and Stealth, Daemon-Spawn will get you Disable Device and Sleight of Hand. Either way, you get some nifty Darkvision and some good resistances. If you really want to Bluff your way out of things with a big bonus, take the Beguiling Liar alternate racial trait, but you'll lose your other skill bonuses.

Wayang: Wayang get a bonus to their Intelligence, but a penalty to their Wisdom. Still, you can deal with it, but they don't get any decent skill bonuses, despite having darkvision.

Feats:

- **Any Skill Bonus Feat (1st):** You're looking at **Acrobatic** for Acrobatics and Fly, **Alertness** for Perception and Sense Motive, **Animal Affinity** for Handle Animal and Ride checks, **Athletic** for Climb and Swim, **Deceitful** for Bluff and Disguise, **Deft Hands** for Disable Device and Sleight of Hand, **Magical Aptitude** for Spellcraft and Use Magic Device, **Master Delver** for Knowledge (Dungeoneering) and Perception, **Persuasive** for Diplomacy and Intimidate, **Self Sufficient** for Heal and Survival, **Stealthy** for Escape Artist and Stealth.

- **Uncanny Alertness (1st):** Requires **Alertness**. Get an additional bonus on Perception and Sense Motive, plus bonuses to saves against sleep and charm effects.

- **Rhetorical Finish (1st):** Requires **Persuasive**. You can try to get a +4 bonus on your next Diplomacy check using your Bluff, if you succeed. If you fail by too much, you take a penalty.

- **Breadth of Experience (1st):** If you're an Elf (or Dwarf or Gnome) and 100+ years old, you gain a +2 bonus on all Knowledge and Profession checks, and can use those skills untrained. This is a gold mine!

- **Careful Speaker (1st):** A bonus on Bluff checks and certain Will saves. You could probably use that boost to your Will saves.

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- **Cosmopolitan (1st)**: You get a couple of languages and can make any two Intelligence-, Wisdom- or Charisma-based skills into class skills.
- **Experienced Vagabond (2nd)**: You can gain a variety of minor bonuses to skills when dealing with criminals and the underclass, and then if someone else has this feat, you get a bonus to your Perception to avoid surprise. Situational, but useful.
- **Free Spirit (1st)**: A bonus to Will saves, Escape Artist or grapple checks, if you're of Chaotic alignment and your Charisma is high enough.
- **Insightful Gaze (5th)**: Get two rolls on a Sense Motive to tell if someone's bluffing or not, and you get the higher result.
- **Intimidating Gaze (5th)**: Get two rolls on an Intimidate check and you get the higher result. The only downside is that it's a once a day thing.
- **Jackal Blood (1st)**: Bonuses to resist sleep and to Perception. Good stuff!
- **Jackal Heritage (1st)**: Bonuses to resist mind-affecting effects and to Perception.
- **Lost in the Crowd (1st)**: This one is good if you plan on playing games in urban areas. Get bonuses to Hide checks and to your Armour Class.
- **Noble Scion of [Lore/Magic/Peace/the Arts/War] (1st)**: For each of these, you get a +2 bonus to Knowledge (Nobility). Additionally, you get more bonuses. Lore gives you a +1 to all Knowledge skills, Magic gets you some languages and one Spellcraft check a day, Peace grants you a bit of an edge on Wisdom-based skill checks where you take a 10, the Arts gets you bonuses to Perform checks, and War can give you a bonus to Initiative checks.
- **Master of the Ledger (6th)**: You get a variety of skill bonuses, plus more. Consider this feat.
- **Prodigy (1st)**: Choose two Craft, Perform or Profession skills and get +2 bonuses to them. Put lots of ranks into them, and the bonus grows. Good stuff!
- **Scholar (1st)**: Like Prodigy, but for Knowledge.
- **Sea Legs (5th)**: Get a bonus to Acrobatics, Climb and Swim, but you have to have five ranks in Profession (Sailor). Yo ho!



- **Sharp Senses (1st)**: For Half-Elves only; Bump up your Perception bonus to +4.
- **Skill Focus (2nd)**: Get a +3 Skill bonus to *any* Skill that bumps up to +6 if you invest enough ranks in it! This feat right here is the bread and butter for anyone looking to pump up their skills. Take it multiple times to boost multiple skills.
- **Master of Disguise (5th)**: Gain a +4 bonus to impersonate a specific person; more when you get higher in level. Requires the **Skill Focus** feat in Disguise.
- **Skilled Driver (1st)**: You can get a +4 bonus to drive your chosen vehicle... If you're driving your chosen vehicle.
- **Sneaky Vagabond (1st)**: This is another good urban feat. Get bonuses to Stealth, Diplomacy and Knowledge (Local) checks, situationally, of course.
- **Stone Read (4th)**: When in the mountains or underground, gain bonuses to your Perception. Requires Knowledge (Dungeoneering).
- **Strong Comeback (1st)**: Get a +2 bonus on any skill you reroll!
- **Urban Forager (1st)**: Use your Survival skill to forage and track in urban locations.
- **Voice of the Sibyl (1st)**: Get a bonus to all Bluff, Diplomacy and Perform (Oratory) checks. It's small, but it bumps up if you invest in these skills. Make sure you have high Charisma so you can take this.

Teamwork Feats to check into:

One of the great things about being an Inquisitor is that you get teamwork feats for free. While I don't expect any of your other party members to start grabbing teamwork feats just because you have them, if you're in a party with another Inquisitor, it doesn't hurt to coordinate character development a little bit and start taking advantage of one of your class features. Reflect on these following feats:

- **Ensemble (5th)**: Your nearby allies can assist you with Perform checks if they also have this feat.
- **Shake It Off (1st)**: Get some bonuses to your saves if you're adjacent to an ally with this feat. What's not to like?
- **Stealth Synergy (1st)**: You and your allies in sight all take the highest Stealth roll and add your modifiers to it. Great when one of your allies always rolls high!
- **Team Pickpocketing (1st)**: If your ally bluffs your target, you get a bonus to your Sleight of Hand check to steal his stuff.

Other Feats you may want to consider:

- **Branded for Retribution (1st)**: Expend three uses of your Bane ability on a touch attack to make it as if all of your allies had the Bane quality on their weapons. If you have three or more allies, this could be useful, but otherwise, it's a waste.
- **Dodge (1st)**: A +1 bonus to your dodge AC is very helpful, but not worth a feat pick. Still, hit allows you to pick up Mobility.
- **Mobility (3rd)**: This allows you to retreat from foes that you're in range of with less danger of getting hit.
- **Osyluth Guile (8th)**: Use your Charisma bonus to help protect you from your foes.
- **Enforcer (1st)**: If you're doing non-lethal damage, this one is a great help to demoralize your target. Otherwise, it's not useful to you at all.
- **Extended Bane (1st)**: Additional time for your bane to be active.
- **Extra Bane (1st)**: If you have high Wisdom, you're better off taking Extended Bane anyway.
- **Fleet (1st)**: Extra movement is useful in gaining the best position and controlling range.
- **Improved Monster Lore (1st)**: Being able to identify weaknesses is nothing to sneer at, since it could give you vital clues on how to defeat a monster. Consider this feat if you have one to spare.
- **Instant Judgment (9th)**: You can activate a judgment or change one as an immediate action!
- **Judgment Surge (1st)**: Being able to empower your judgments by a few class levels can come in handy, depending on what judgments you use.
- **Shared Judgment (9th)**: You can give your allies the benefit of your judgments. This doesn't do anything for you, but it's a good buff for an ally. Since you're going to stay out of combat, this could be quite useful.

Favoured Class Bonus: You have a good amount of skill ranks each level, so you should consider investing in hit points if you're not feeling so beefy... Or you can just soak in more skill ranks; it's all good!

Archetypes to Consider:

- **Infiltrator**: Look over the abilities that this archetype grants you; they're fantastic if you're playing a straight virtuoso. You'll build up your Bluff and Diplomacy skills, detect as different alignments, more easily resist attempts to detect lies or force you to tell the

truth, and gain the ability to cast spells that opposed to your alignment. This could be a perfect match for the party's "face".

Please Note: The virtuoso build is a very generic build and you may only want to use portions of it in conjunction with another build. It is also very customizable, depending on the campaign you're playing, with various feats including (but not limited to) Black Marketeer, City Born - Magnimar, Osirionologist, Religious Pilgrim (Sacred/Profane), and Sociable.

The Acolyte Inquisitor

The Acolyte is the magical arm of the Inquisition; the one who focuses on magic over brute force to get the job done. This build is far more subtle than any of the others, because you can focus on either curing or harming, utility spells or buffs to your allies. This particular build could probably be broken down into several sub-builds, but rather than attempt to make this guide way too long to read and focus in on every single nuance, this guide will help you make a well-rounded combat caster.

You could be on a real witch-hunt with this build, or you could be the witch that the church uses to punish those who have fallen out of favour with the faith. Or, you could even be the tool that is used to do things that none other of the flock can do, simply because you wield the magical might of your god's powers.



While the cleric is the primary spellcaster of the church, the Inquisitor is more

like a battle-ready cleric, given that their powers are best used to enforce the church's will upon the masses. You can use your magics to empower your judgments or even to pass on your god's power to your allies. It's all in how you pray...

"We are the miracle of force and matter making itself over into imagination and will. Incredible. The Life Force experimenting with forms. You for one. Me for another. The Universe has shouted itself alive. We are one of the shouts."

– Ray Bradbury

Ability Scores:

Your **Wisdom** is your primary attribute, since it affects your spellcasting, concentration checks and determines just how high you can go in spell levels. The next important stat is your **Constitution**, as you're going to want to have as many hit points as possible to survive and it helps you out

with your Fortitude saves. **Intelligence** is another key attribute for you, as it determines your skill points, and is useful for a number of skills.

Your **Strength** will also assist you with landing touch attacks and assists with other skills. **Dexterity** will influence your ranged touch attacks, of which you have fewer as an Inquisitor, and it will influence your Reflex save. **Charisma** is the only attribute that isn't critical for you as a spellcaster. It may affect some of your skills, but you're not going to be your party's face. You're going for combat-caster, and you'll want your stats arrayed either for blasting, buffing or battlefield control.

Recommended Point Builds:

10 Point Buy: Str 10, Dex 8, Con 12,

Int 12, Wis 16, Cha 8

15 point Buy: Str 10, Dex 9, Con 14, Int 14, Wis 16, Cha 7

20 Point Buy: Str 10, Dex 10, Con 15, Int 15, Wis 16, Cha 7

25 Point Buy: Str 12, Dex 12, Con 16, Int 14, Wis 16, Cha 7

Race:

I include some of the non-standard races just because some players like variety.

Aasimar (Archon-Blooded): The bonuses are in all the right places, and you have darkvision and celestial resistances, but continual flame and skill bonuses to Intimidate and Sense Motive don't lend themselves to your being a spellcaster, even though they work for an Inquisitor quite well. Still, consider this race and heritage for use with this build.

Duergar: Much like the dwarf, you're a hardy sort, but the penalties in areas of bright sunlight are a steep penalty. If you can manage that, the spell-like abilities give you a solid lift. Also, as a favoured class option, you can gain additional uses of your judgments, although only once every six levels if you continue to build it up. Consider playing as a duergar if you're not going to be out in the light very much. If you are not going to spend any time out in the sun at all, this choice upgrades to **Duergar**.

Dwarf: Your racial bonus to Wisdom is good for the Inquisitor and the bonus to Constitution is useful for any class. After all, you can't make a good Inquisitor if you're dead. Should you choose to go this route, you can add a level every other for the purposes of determining the effects of your judgment if this is your favoured class, and that's not to be ignored. Last note about Dwarves: If you go with the **Glory of Old** trait and select the **Steel Soul** feat, you get +5 to your saves against spells. At 11th level, your Stalwart class ability will seriously reduce the damage you take from spells.

Elf: You get bonuses to your Intelligence and Dexterity, but those aren't extremely useful. You also get a bonus to your Perception, plus low-light vision. All in all, it's okay; not the best suited to the acolyte. However, the Breadth of Experience feat is worth its weight in gold for this race! Also, being able to add in a bonus spell as a favoured class option from any level (save your highest) makes this race a much better choice for the acolyte build!

Half-Elf: That adaptability racial trait (which grants you Skill Focus as a bonus feat) is a good thing for the virtuoso to have, and then you get a bonus to your Perception as

well. The other racial traits give you nifty bonuses, and you can drop that +2 to any one attribute into your Wisdom to further boost your skill ranks.

Half-Orc: Drop your +2 into Wisdom and enjoy your darkvision and your bonus on Intimidation. Otherwise, this race has nothing special going for it as far as the acolyte is concerned.

Human: +2 to any ability score? Pop that into your Wisdom. You also get a free feat which you can use to enhance your skills. You don't have any vision enhancers, which doesn't help, but then again, you gain an extra skill rank every level, and you get to have extra spells if you favour the Inquisitor as your class! This is your best choice!

Oread: Attribute array set up well for this type of Inquisitor, darkvision, resistance to acid or better natural armour, the option to get healing when you take acid damage, and some pretty spiffy racial traits. This stony humanoid can make for a solid option.

Samsaran: A bonus to Intelligence and Wisdom, but a hit in Constitution. Low light vision and a pair of Knowledge skill bonuses (making them class skills) make an acceptable choice for the Inquisitor, but there's nothing that really helps the Inquisitor to shine.

Tiefling: If you're going Tiefling, the best choices for you are the Devil-Spawn and the Oni-Spawn for their attribute arrangements, though you could work with the Asura-Spawn, Demodand-Spawn or Qliphoth-Spawn as well. The skill bonuses are nice, as are some of their racial feats, since they can modify your vision enhancers and resistances.

Vanara: Not the most ideal choice, but they've got a good attribute arrangement for this type of Inquisitor, a Climb speed (not that you'll really need it most times) and some low-light vision. Might be nice for a change of pace.

Feats:

Meta- and Magical Feats:

- **Bouncing Spell (1st):** Increase the spell's level by one to get the opportunity to target another creature if, for some reason, your spell fails to work. This can give you a second chance to make a first impression!
- **Dazing Spell (1st):** This metamagic targets the Reflex save of your opponents in an area of effect. I'm

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not confident that it's worth upping the spell slot by three levels, but since it's usually your opponents' weakest save, there is merit in considering it.

- **Elemental Spell (1st)**: The ability to alter the type of damage to suit your foes is nothing to sneer at, and with a single level increase, this feat is perfectly acceptable for your purposes.
- **Extend Spell (1st)**: For an increase of a single spell level slot, you gain double the duration on your spells. Since you're going to want to be buffing yourself and others quite frequently with the magics that you have available, this should be a regularly used feat.
- **Improved Initiative (1st)**: If you can go first, you can often set the tone of battle for both you and your allies. Having the time to activate your judgments can also be a life-saver.
- **Lightning Reflexes (1st)**: Your Reflex saves are weak, so this can give you a much-needed boost.
- **Lingering Spell (1st)**: You can cause your instantaneous spells to last until the beginning of your next turn. This can give you that extra oomph that you may not otherwise receive in combat by forcing your opponents to spend move actions to avoid your spell effects.
- **Persistent Spell (1st)**: Force your opponents to re-roll their saves, which can be quite potent on area of effect spells.
- **Piercing Spell (1st)**: This feat is invaluable, since your Monster Lore will likely tell you if you're going to need it. Apply it to a spell that you'll plan on using against a creature with spell resistance to get the edge.
- **Quicken Spell (13th)**: The higher in level you get, the

more useful this feat becomes. If you don't want your spells to use up a slot four levels higher, you could go for a metamagic rod that does this for you. Although you can conceivably take this feat at 1st level, you can't actually use it until you're 13th.

- **Reach Spell (1st)**: This is good for extending the reach of your touch-range spells. Since the level of the spell varies, you can use this to great effect to cast upon both friend and foe alike.

- **Selective Spell (10th)**: While there are few spells that will target both your allies and your enemies, and by the time you're able to select this metamagic feat, you may find yourself in need of it from time to time.

- **Spell Focus (1st)**: Bump the DC of spells from a particular school of magic. It's not great, but every little bit helps.

- **Spell Specialization (1st)**: Pick a spell from your focused school and treat it as if you were casting it two levels higher. This is a solid boost that doesn't increase the level of your spell, and you can always change the spell it applies to.

- **Spell Perfection (15th)**: This feat requires three metamagic feats before you take it, but since you're likely to have already taken three, that requirement is not an obstacle. This allows you to add a free metamagic feat of your choice to the spell you select to perfect without

affecting its level or casting time, with some restrictions. However, you get to double the effects of some of the other feats you combine with this one.

Combat Feats

To be honest, depending on the fighting style of your Inquisitor, you should choose from the lists compiled for other types of Inquisitors. I strongly recommend avoiding direct combat and mixing in feats from the archer Inquisitor.



Other Feats you may want to consider:

- **Branded for Retribution (1st)**: Expend three uses of your Bane ability on a touch attack to make it as if all of your allies had the Bane quality on their weapons. If you have three or more allies, this could be useful, but otherwise, it's a waste.
- **Dodge (1st)**: A +1 bonus to your dodge AC is very helpful, but not worth a feat pick. Still, hit allows you to pick up Mobility.
- **Mobility (3rd)**: This allows you to retreat from foes that you're in range of with less danger of getting hit.
- **Osyluth Guile (8th)**: Use your Charisma bonus to help protect you from your foes.
- **Extended Bane (1st)**: Additional time for your bane to be active.
- **Extra Bane (1st)**: If you have high Wisdom, you're better off taking Extended Bane anyway.
- **Fleet (1st)**: Extra movement is useful in gaining the best position and controlling range.
- **Improved Monster Lore (1st)**: Being able to identify weaknesses is nothing to sneer at, since it could give you vital clues on how to defeat a monster. Consider this feat if you have one to spare.
- **Instant Judgment (9th)**: You can activate a judgment or change one as an immediate action!
- **Judgment Surge (1st)**: Being able to empower your judgments by a few class levels can come in handy, depending on what judgments you use.
- **Shared Judgment (9th)**: You can give your allies the benefit of your judgments. This doesn't do anything for you, but it's a good buff for an ally. Since you're going to stay out of combat, this could be quite useful.
- **Steel Soul**: (*Dwarf only*) Your Hardy racial trait gets upgraded from a +2 to saves versus spells or spell-like effects to a +4. This is not to be ignored.

Favoured Class Bonus: You have a good amount of skill ranks each level, so you should consider investing in hit points if you're not feeling so beefy... Or you can just soak in more skill ranks; it's all good!

Archetypes to Consider:

- **Iconoclast**: The greatest ability that the iconoclast possesses is the ability to destroy minor artifacts. Helping to round out the list is the ability to innately *detect magic*, the ability to use a targeted *dispel magic* effect, denying an opponent the ability to use or ben-

fit from minor magical items for a short time, and a bonus to saving throws against effects that come from magical items. It's a decent archetype, but not the strongest, and unless your game master presents you with the opportunity to destroy minor artifacts often, you may not get the best utility out of this archetype.

- **Spellbreaker**: The ability to protect yourself from arcane schools of magic, foil the attempts of rival casters and eventually gaining immunity from a single school of magic - to the point where you can grant temporary immunity to one of your allies makes this one of the best archetypes to consider for your character. You're giving up Monster Lore, Solo Tactics and True Judgment in exchange, but it's still well worth the price. You'll be the bane of arcane casters everywhere. This archetype synergizes well with a potential witch hunter Inquisitor in your party.
- **Witch Hunter**: A good number of your standard abilities are replaced, but you gain some pretty nice benefits in exchange for them. You are able to weaken anything that casts arcane magics around you, gain bonuses to resist spells that you identify, get bonuses to your Spellcraft checks to identify spells in the first place or identify magical properties, and gain the ability to locate spellcasters after coming into contact with the effects of magical spells or magic items. Spellcasters won't be able to hide so easily from you, and this archetype synergizes well with a potential spellbreaker Inquisitor in your party.



Domains & Subdomains:

Note: Each subdomain is listed as an indented entry underneath its parent domain.

- **Air Domain:** With this domain, you gain a weak elemental attack and electricity resistance, which ultimately upgrades to electricity immunity. This is not a fantastic choice, given the spell selections that come along with it.
- **Cloud Subdomain:** Marginally better than the air domain, you still possess the weak elemental attack, but you trade the electrical resistances for the ability to summon up a *fog cloud* that has the potential to damage and deafen your foes.
- **Wind Subdomain:** This is somewhat better than the air domain. Although you still get electrical resistances, you also get the ability to generate a wind blast that can act as a bull rush attempt. You might use that to some effect to keep your enemies at bay.
- **Animal Domain:** You can *speak with animals* as per the spell, and you gain an animal companion as a familiar, though it's a bit weaker than a Druid's. It's not quite as useful as the animal companions of other classes, but there's still some utility here.
 - **Feather Subdomain:** You gain Fly as a class skill and benefit from enhanced maneuverability while flying. Also, you gain an animal companion, $\frac{1}{2}$ level on perception rolls, and a bonus on initiative when you can act during surprise round. Even without Boon Companion, this is great.
 - **Fur Subdomain:** You gain an animal companion, and you can give yourself a boost in base speed and low-light vision for a round. You can potentially move quite fast, but it is short-lived.
- **Artifice Domain:** You'll be able to repair damaged objects, or damage objects or constructs, and you can give your weapon the dancing property for several rounds a day. Other than having a dancing weapon, your powers are situational at best.
 - **Construct Subdomain:** With this subdomain, you'll possess the power to animate objects, and you also have the ability to repair objects or to damage objects or constructs.
 - **Toil Subdomain:** Artificer's touch is okay, and the aura of repetition is somewhat circumstantial, though you could use it at a critical moment to great effect. It's better than the artifice domain for that reason alone.

- **Chaos Domain:** You gain the ability to make your weapon anarchic, and you get a pretty nice debuff similar to the Witch's misfortune hex, even if you can't extend it. Still, this is a pretty solid choice.



- **Azata Subdomain (Chaos):** You can make your weapon anarchic, and with a touch, you can grant a variety of minor bonuses, including the ability to re-roll a failed saving throw. Not a bad little package.
- **Demon Subdomain (Chaos):** You still get the ability to make your weapons anarchic, and as a swift action, you can give yourself a bonus on attack rolls, damage rolls and combat maneuver bonuses. Unfortunately, it only lasts a round, but your bonus can get as high as +10, though you take a -2 penalty to your armour class.
- **Entropy Subdomain:** You get the same debuff effect as the Chaos domain, and you are also able to hasten the ending of beneficial magical effects on a successful melee strike.
- **Protean Subdomain:** The aura of chaos is too easy to negate, even if the touch of chaos is pretty decent. The chaos domain is much better.
- **Whimsy Subdomain:** This subdomain grants you the power to make your weapon anarchic, but since you do not channel energy, the whimsical channel does absolutely nothing for you. Skip this subdomain.
- **Charm Domain:** You can daze creatures that are weaker than you are, but it only works for one round and it's a standard action. Your charming smile ability can be quite useful, even though it doesn't last all that long.
- **Love Subdomain:** Charming smile comes standard with this subdomain, and you get an imme-

diate action that can thwart a foe. This isn't half bad.

- **Lust Subdomain:** Your daze effect is okay, and if you can get your anything to please effect to work, it's a pretty useful thing to do.

- **Community Domain:** Remove some conditions, heal nonlethal damage and grant your saving throws to nearby allies. This is just okay, not great.

- **Family Subdomain:** You get to transfer conditions onto yourself, and also grant your saving throws to nearby allies. It's not even quite as good as the Community domain.

- **Home Subdomain:** You get to heal nonlethal damage, which is nothing special. You can also ward a selected area to alert those within and provide them with sacred bonuses. That's not half bad, but not fantastic either.

- **Darkness Domain:** First, you gain Blind-Fight as a bonus feat. You also get a debuff effect granting a 20% miss chance for up to ten rounds. On top of that, your vision is not impaired by any means of darkness at 8th level. This domain is a fairly solid choice.

- **Loss Subdomain:** Touch of darkness is a solid ability, and the aura of forgetfulness could be a pretty powerful ability, if your opponents don't succeed in their Will saves. Give this subdomain a look.

- **Moon Subdomain:** This domain grants you the power to cloud an opponent's vision with a touch attack for a brief time, and the moonfire ability grants you a spell-like attack as a standard action that does up to 10d8 damage and can dazzle creatures for a while. This is a pretty solid ability, even if you can reflexively save for half damage and negate the dazzle effect, though you can only use it a few times per day.

- **Night Subdomain:** The eyes of darkness grant you the power to see in any sort of darkness, but your night hunter power makes this truly worthwhile, as it can make you invisible to creatures who do not have darkvision, depending on where you are. It only lasts for a short while, but you can make a big difference by using it.

- **Death Domain:** You gain a weak magical attack and the ability to heal from both positive and negative energy. This domain grants rather circumstantial powers.

- **Murder Subdomain:** Your bleeding touch is weak, and your killing blow is only useable a

handful of times per day. It's not a powerful ability and it only works some of the time.

- **Undead Subdomain:** You can make touched creatures take on some characteristics of the undead a few times per day, and you can heal damage from negative energy. These benefits are circumstantial at best.

- **Destruction Domain:** The aura of destruction power is worth quite a bit to a melee-based Inquisitor, especially the part of it that automatically confirms close-range critical threats. The destructive smite is also quite useful.

- **Catastrophe Subdomain:** You possess the destructive smite ability, and you can summon up a storm that provides a variety of effects, but you cannot have the same effect occur twice in consecutive rounds.

- **Rage Subdomain:** You possess the destructive smite ability, and you also gain access to Barbarian rage and rage powers to a lesser degree than any true Barbarian. This is an excellent choice for a melee-based Inquisitor like the devastator or aegis Inquisitor builds.

- **Torture Subdomain:** You can make a painful smite, which allows you to inflict nonlethal damage and get an Intimidate check to demoralize them as a free action if the attack succeeds. You also possess the aura of destruction as the destruction domain does.

- **Earth Domain:** With this domain, you gain a weak elemental attack and acid resistance, which ultimately upgrades to acid immunity. This is not a fantastic choice, much like the other elemental domains.

- **Caves Subdomain:** You possess a weak elemental attack, and you gain a variety of effects that help you to move through tunnels and caves with greater ease. It also includes darkvision, but you probably already have that from your race. The good thing is, it stacks with any existing darkvision.

- **Metal Subdomain:** You get the same elemental resistances as the Earth domain. You can also make your fists metal, giving you enhanced unarmed strikes that can ignore some hardness. It's a fair ability, but you can only use it a few times a day.

- **Evil Domain:** You gain the ability to sicken touched foes and make your weapon unholy. This is not as strong a domain choice as the Chaos domain.

- **Daemon Subdomain:** You can touch your foes to sicken them, or you can hypnotize an enemy using a litany-like effect. This isn't an overly impressive subdomain, given your choices.
- **Demon Subdomain (Evil):** You can make grant your weapon the unholy quality, and as a swift action, you can give yourself a bonus on attack rolls, damage rolls and combat maneuver bonuses. Unfortunately, it only lasts a round, but your bonus can get as high as +10, though you take a -2 penalty to your armour class.
- **Devil Subdomain (Evil):** Give your weapon the unholy quality, and you can impose a -2 penalty on all saving throws. Considering that you need to make a melee touch attack, the disadvantage on opposed skill checks doesn't seem very useful.
- **Fear Subdomain:** You can deal extra damage to creatures that are already suffering from a fear condition, and you can cause them to become sickened as a melee touch attack. It's all right, but not great.
- **Fire Domain:** With this domain, you gain a weak elemental attack and fire resistance, which ultimately upgrades to fire immunity. This is not a fantastic choice, much like the other elemental domains.
 - **Arson Subdomain:** You gain the fire resistances of the fire domain, and you also can call fire to you, granting you an even weaker elemental attack that can also be used to either extinguish or light a flammable object.
 - **Ash Subdomain:** You have a weak elemental attack, much like the fire domain. Additionally, the wall of ashes that you can summon can obscure the vision of your foes or even blind them. You can also reveal invisible creatures within or adjacent to the wall.
 - **Smoke Subdomain:** Standard fire immunities as per the fire domain, and you can generate a cloud of smoke that imposes a modest penalty against attack rolls and Perception checks, plus grant creatures inside concealment. This has fair utility.
- **Glory Domain:** As you do not channel energy, this is not the most beneficial domain for you. Your divine presence is a decent enough effect, but it's easy enough to overcome. The touch of glory is all right, too, but chances are, you may be the one needing the touch for the bonus.
- **Heroism Subdomain:** The touch of glory is okay, but the aura of heroism isn't as good as what a bard can do. Still, it's not awful.
- **Honor Subdomain:** Divine presence is all right, but your honor bound ability just grants you extra saves. It's okay, but not fantastic.
- **Good Domain:** Give your weapon the holy weapon quality for a time and grant a touched creature up to a +10 sacred bonus on a variety of actions, but only for one round. If you have a high Wisdom modifier, you'll gain a fair number of uses of this power per day. This can be a very wise domain choice, particularly for the touch of good ability.
 - **Agathon Subdomain:** You can grant a bonus to a touched creature for a round on a variety of actions just like the Good domain, plus you can generate an aura that functions much like *protection from evil*.
 - **Archon Subdomain (Good):** Grant the same bonus on a variety of actions that the Good domain grants for a round. In addition, you can create an aura that causes enemies to suffer a penalty to their armour class, attacks and saves so long as they remain within the aura's effect. This subdomain is worth consideration.
 - **Azata Subdomain (Good):** You can make your weapon holy, and with a touch, you can grant a variety of minor bonuses, including the ability to re-roll a failed saving throw. Not a bad little package.
 - **Friendship Subdomain:** You can grant your weapon the holy quality, and you can communicate telepathically with a nearby ally. This is a reasonably solid subdomain.
- **Healing Domain:** Your healing spells are 50% more effective at healing, and you can heal a dying creature for a small amount of damage. Unfortunately, this isn't the most effective domain. This domain might be classified as **Healing Domain** if you're a primary healer, but that might waste some of your other benefits.
 - **Restoration Subdomain:** You have more effective healing spells, and you can remove conditions with a touch much like a paladin can.
 - **Resurrection Subdomain:** You get a mild healing effect that you can only use on creatures below zero hit points, and you can revive a creature that has died within the last minute for a few minutes. This could turn the tide of battle, but it's no permanent fix.

- **Knowledge Domain:** All Knowledge skills become class skills, so this might be good for a virtuoso, but monster lore makes lore keeper redundant, even though remote viewing could be quite useful.
- **Memory Subdomain:** Remote viewing could be useful, just as with the Knowledge domain, and your recall ability can give a decent bonus depending upon how wise you are on a retry attempt. It's situational, but a bit more useful than the Knowledge domain itself.
- **Thought Subdomain:** Lore keeper is redundant, but the ability to read minds could grant you a wealth of information. This subdomain is one that you might want to consider for that ability alone.
- **Law Domain:** Axiomatic weapons are nice enough, and the touch of law lets you take all rolls for one round as an 11. It's all right, but not spectacular, considering what powers other domains possess.
- **Archon Subdomain (Law):** You have the touch of law like those who have chosen the law domain. In addition, you can create an aura that causes enemies to suffer a penalty to their armour class, attacks and saves so long as they remain within the aura's effect. This subdomain is worth consideration.
- **Devil Subdomain (Law):** Give your weapon the axiomatic quality, and you can impose a -2 penalty on all saving throws. Considering that you need to make a melee touch attack, the disadvantage on opposed skill checks doesn't seem very useful to you.
- **Inevitable Subdomain:** Your *command* ability is decent, and axiomatic weapons are fairly good as well, but there's nothing all that special about this subdomain.
- **Loyalty Subdomain:** You get to make your weapon axiomatic, and you can give willing creatures a bonus to resist charm and compulsion effects with a touch. It's got quite a good duration on it, so this subdomain has decent utility.
- **Slavery Subdomain:** This subdomain grants you the touch of law just like in the law domain. However, at 8th level, you get master's yoke; an ability that grants you the power to *dominate* monster for a few rounds. However, they can ignore your orders, but they take Constitution damage if they do and become staggered. You can't use it often, but it could be put to great use if your opponent doesn't make their Will save.
- **Tyranny Subdomain:** Like the law domain, you have the touch of law, which is all right. The delayed lash ability is pretty fantastic as a means to get an opponent to do what you wish. Even though it's only usable a few times a day, it's pretty awesome and can be of greatest use when applied to a critical hit. The only problem is, it's language dependent.
- **Liberation Domain:** You generate an aura of *freedom of movement* for your allies for a few rounds every day and you can allow them to ignore a host of debuffing conditions. This is a fantastic choice of domain.
- **Freedom Subdomain:** You can allow allies to ignore a host of debuffing effects, but liberty's blessing isn't as good as what you can get with the Liberation domain, even though it does have situational use.
- **Revolution Subdomain:** This subdomain grants you a personal, limited-time *freedom of movement* ability, and the powerful persuader ability could be quite useful, but a static bonus might have been a lot more useful. Still, this is a fair choice for an Inquisitor, particularly a virtuoso or one that's acting as the party face.
- **Luck Domain:** This domain allows you to reroll any action and take the second result several times per day. You can also grant this bit of fortune to a touched creature. Good mojo!
- **Curse Subdomain:** You have good fortune and can reroll recent actions just like the Luck domain. You also have the ability to place a modest penalty on a target when they're trying to resist your spells, but it doesn't last long. Personally, I'd skip this one.
- **Fate Subdomain:** You can grant touched creature the ability to reroll an action like the Luck domain, and you can do the same at 8th level to any creature you can see. Solid.
- **Madness Domain:** You can use your visions of madness as both a buff and a debuff at the same time for *three* rounds instead of the typical one. If you choose to use it on yourself, you could use your Judgment of Purity to mitigate the negative effects to your own saving throws. On top of that, your aura of madness ability confuses your enemies, even though it's fairly simple to resist.
- **Insanity Subdomain:** Your aura of madness ability is the same as the one for the Madness domain, and insane focus can help to protect you from

confusion and mind-affecting effects. This subdomain is worth looking at.

- **Nightmare Subdomain:** Aura of madness doesn't get any better in the nightmare subdomain than it was in the madness domain, and you can make a creature that you touch more susceptible to fear, not actually in a state of fear. Not a great choice.

• **Magic Domain:** You gain the ability to *dispel magic*, and you can make short ranged attacks with a melee weapon several times per day. There are other domains that grant greater power, and I personally feel that this domain should have been more magic-oriented, perhaps granting a free metamagic feat.

- **Arcane Subdomain:**

You generate an aura that grants arcane casters either a +1 bonus to their caster level or a +1 to the DC of an arcane spell for a round, which you can use several times a day. This doesn't really do you any good, but it could be a useful buff in an arcane caster-heavy party. Beyond that, you get a dispelling touch. Nothing fantastic, especially for you.

- **Divine Subdomain:** You

can *dispel magic* by touch, and when you're the target of a divine spell, you get to grant a divine boon as a swift action to each ally within 15 feet. So long as you have a party member who can buff you, you can auto-buff allies.

- **Nobility Domain:** You'll gain Leadership and Persuasive as bonus feats at 8th level; great for virtuoso Inquisitors! Your inspiring word power is a very handy ability as well, granting a modest bonus for up to 10 rounds to a variety of checks, skills and saving throws.

• **Leadership Subdomain:** You get Leadership and Persuasive as bonus feats at 8th level like the Nobility domain, plus your inspiring command grants a modest bonus to a variety of things for a round, but it's language dependent. Not quite as good as the Nobility domain.

• **Martyr Subdomain:** You get the same inspiring word as the Nobility domain, and you also gain a sacrificial bond that might help to save the life of an ally, but depending on how your fight goes, it might be situationally useful instead of universally so.

• **Plant Domain:** For short durations, you sprout mildly damaging thorns from your body that affect foes who do not have reach and strike you either with melee weapons or an unarmed strike. Wooden fists has too short of a duration to make it truly useful for a barehanded combatant.

• **Decay Subdomain:** Aura of Decay is rather strong, but you'll usually have allies within 30 feet and friendly fire isn't appreciated.



- **Growth Subdomain:** Enlarge yourself as a swift action and gain the ability to sprout those mildly damaging thorns. This subdomain is an okay choice.
- **Protection Domain:** You gain bonuses to your saves, increasing in power as you do. You also can put out an aura of protection that grants both deflection bonuses to armour class and resistances against all elements, but this doesn't stack with rings of protection. You're also able to grant your resistance bonuses as a standard action to an ally for one minute, but you lose them yourself.
- **Defense Subdomain:** You can put out the same kind of aura of protection as per the Protection domain. Additionally, you can put out a shorter-range aura of deflection that provides a modest bonus to armour class and combat maneuver defense.
- **Purity Subdomain:** Your purifying touch is pretty nifty, although it only has limited use. The ability to transfer your resistance bonus isn't all that special, though.
- **Repose Domain:** You can stagger an opponent as a touch attack and eventually ward against death effects, energy drain and other effects that cause negative levels. Its powers are situational at best.
- **Ancestors Subdomain:** You can stagger opponents as a touch attack and eventually ask a single question of a dead creature as if using *speak with dead* several times a day. This has situational uses.
- **Souls Subdomain:** You can easily hit incorporeal creatures, which is situational, but very effective when you need it. The ward against death ability isn't anything to write home about, though.
- **Rune Domain:** First, you gain scribe scroll as a bonus feat, but that probably won't serve to do all that much for you, given your spell selections. Beyond that, your blast and spell runes are nothing to write home about until 8th level, where you can attach a spell to go off right along with them. Your traps end where your creativity does.
- **Language Subdomain:** You get the blast rune that the rune domain possesses, which is mediocre, considering how easy it is to dispel. However, as a swift action at 6th level, you can place the blast rune in a location occupied by a creature for a quick, but weak, blast.
- **Wards Subdomain:** You get the blast rune that the rune domain possesses, which is mediocre, considering how easy it is to dispel. You also get a warding rune ability that functions in similar fashion to the *sanctuary* spell, but only if a creature triggers your blast rune first. It's too easy to bypass.
- **Scalykind Domain:** You get an animal companion, which you can handle as a free action. It's a little stronger than the one you'd get if you took the Animal domain. You also get a weak gaze attack with a modest range.



- **Dragon Subdomain:** You get the weak gaze attack like the Scalykind domain, but you also get the ability to have a breath weapon like a dragon, and your breath weapon can get quite strong. This is a very solid choice!
- **Saurian Subdomain:** You get an animal companion link, the ability to share your spells with your animal companion, and a serpent companion. Additionally, you get the weak gaze attack. This is a decent choice, but I'd recommend the feather subdomain if you're interested in an animal companion.
- **Strength Domain:** Might of the gods is mediocre, considering that it only works for Strength and Strength-based checks. The strength surge is better, but it only lasts for a single round and requires you to touch a creature as a standard action. You can probably skip this domain choice.
- **Ferocity Subdomain:** You get might of the gods like the Strength domain, but you can also deal extra damage upon making a successful melee attack several times per day.
- **Resolve Subdomain:** Bestow resolve can give nearby allies a little boost, but your strength surge is no better than it is in the strength domain.
- **Sun Domain:** Not being able to channel energy means that you can't use sun's blessing. Nimbus of light is all right if you're fighting against the undead, but otherwise, this domain has nothing to offer an Inquisitor.
 - **Day Subdomain:** Like the Sun domain, you can't channel energy, so you lose one of your subdomain powers. Your day's resurgence power isn't anything fantastic, either, considering that it takes ten minutes to use. I'd skip this.
 - **Light Subdomain:** You get nimbus of light like with the Sun domain, but the blinding flash only works on weaker creatures. Luckily, it works on multiple targets within range.
- **Travel Domain:** Increase your base speed by 10, gain increased mobility for a few rounds per day as a free action, and eventually gain the ability to teleport up to a maximum distance of 120 feet per day as a move action, usable in five foot increments.
 - **Exploration Subdomain:** You get the same ability to teleport as you would get with the Travel domain, and you're also able to tell what's on the other side of any door if you lay a hand upon its surface, though it takes a little while. Not quite as good as the Travel domain, but still pretty good.
- **Trade Subdomain:** You're able to teleport short distances, and you get bonuses to Bluff, Diplomacy and Sense Motive checks a few times a day as a free action. This will be most useful.
- **Trickery Domain:** Bluff, Disguise and Stealth become class skills, and you get a single *mirror image* double that lasts for a few rounds. You also get the ability to hide yourself and your nearby allies for a short time, as per the spell *veil* for one round per level; rounds that don't need to be consecutive.
 - **Deception Subdomain:** Bluff, Disguise and Stealth are class skills, and you can still hide yourself and your nearby allies for a short time, but you get to teleport after a failed melee attack to a space that you can see within ten feet. Good for repositioning.
 - **Thievery Subdomain:** Copy cat grants you that *mirror image* double, and thief of the gods is nice, but only if you use Disable Device or Sleight of Hand a lot. Since they're not class abilities, I'd really only consider it if you're multiclassing with Rogue.
- **Void Domain:** A modest bonus to saving throws against mind-affecting effects, but on top of that, you can use the part the veil ability to cause confusion along with any other effects your spells might have. Granted, a Will save can negate this effect, but why not pile on the punishment?
 - **Dark Tapestry Subdomain:** You possess the part the veil ability as the Void domain grants, and you can summon one more-advanced creature when you cast a summoning spell. Unfortunately, since you don't summon monsters, the second ability is useless.
 - **Stars Subdomain:** This domain grants you a modest bonus to saving throws against mind-affecting effects, but since you don't get actually get access to any of the subdomain spells, this domain is a poor choice.
- **War Domain:** You get the ability to increase a touched creature's damage for a round as a standard action, which is all right. At 8th level, however, you get to use any combat feat that you don't possess as a swift action for several rounds per day; the rounds don't need to be consecutive. This could turn the tide of battle!
 - **Blood Subdomain:** Like the War domain, you can increase a touched creature's damage, and you can give your weapon the wounding quality for a few rounds.

- **Tactics Subdomain:** Seize the initiative can give an ally a much-needed boost, particularly useful to use on rogues. Also, weapon master allows you to use a combat feat you do not have, but meet the prerequisites for, for a brief period of time. Nifty stuff.
- **Water Domain:** With this domain, you gain a weak elemental attack and cold resistance, which ultimately upgrades to cold immunity. This is not a fantastic choice, much like the other elemental domains.
- **Flotsam Subdomain:** The same weak elemental attack that the Water domain has, but the ability to draw valuable objects out of the water has some merit, though they disappear after 24 hours.
- **Ice Subdomain:** If it weren't for the weak elemental attack, this would probably be rated much higher. The body of ice ability is very solid, even with its weakness! Not bad for an elemental subdomain!
- **Oceans Subdomain:** Same cold resistances as the water domain, and the surge ability can help you reposition the field of battle. As usual, this is better than its parent domain.
- **Weather Domain:** Storm burst gives you a weak attack, but the lightning lord ability grants you a much harder punch, functioning like *call lightning* with a few added conditions.
 - **Seasons Subdomain:** You have the lightning lord ability like the weather domain, but your untouched by the seasons ability is mediocre.
 - **Storms Subdomain:** Storm burst is a decent offensive ability that does a modest amount of damage, but it's nonlethal. However, its ability is fairly short range, but it does impose a small attack penalty, and it's not something a target can just shrug off. Also the gale aura reduces the movement of foes in an area, making it much more difficult for them to get at you. This one is definitely worth your time.

Inquisitions:

Inquisitions are like domains. Other classes that use domains can take inquisitions but inquisitions are typically weaker than the domains those classes can already choose because they do not grant domain spell slots or domain spells. While Inquisitors often take on the domains permitted to the clerics of the faith, they are privy to special lore not open to priests and other agents of their religion.

"Torquemada... Do not implore him for compassion. Torquemada... Do not beg him for forgiveness. Torquemada... Do not ask him for mercy. Let's face it, you can't Torquemada anything!"

– Chief Monk, the Spanish Inquisition, History of the World Part I

These divine pursuits, called inquisitions, grant Inquisitors the tools necessary for the fight against enemies of the faith. An Inquisitor may select an inquisition in place of a domain.

- **Anger Inquisition:** You gain Rage like a Barbarian, though you're not quite as good at it as they are. This is to be expected, but you're much better at it than if you had selected the rage subdomain anyway. This is perfect for an aegis or devastator Inquisitor. Though you do not gain any rage powers, you do get a nifty ability called hateful retort that allows you to counterattack a foe that hit you as an immediate action with your highest attack bonus. (*Followers of Gorum or Rovagug only.*)
- **Banishment Inquisition:** You get to make unarmed touch attacks that can either inflict the shaken condition or the frightened condition against evil creatures, so long as they fail their Will save, but you only get to do it a handful of times per day, and who wants to drop their weapon to do this? It's a decent ability if you're a spellcaster who uses a lot of touch attack spells, I suppose. At 8th level, you can cast *dismissal* once per day once you've made a successful unarmed touch attack against an evil outsider, and it's got a stronger DC to save against than it otherwise would. These benefits are rather circumstantial and extremely limited in use. (*Followers of Iomedae, Sarenrae or Torag only.*)
- **Black Powder Inquisition:** You'll gain the Gunsmithing and Exotic Weapon Proficiency (Firearms) feats for free and when you shoot spellcasters, they'll take brief concentration check penalties if they fail Fortitude saves. This inquisition is nothing to write home about because the powers are relatively weak, especially compared to other inquisitions. (*Requires GM approval.*)
- **Conversion Inquisition:** If you've got high Wisdom, this inquisition will help you with your Bluff, Diplomacy and Intimidate, because you can base your skills



domain/subdomain/inquisition choice. (*Followers of any deity*.)

- **Damnation Inquisition:** You can make a nearby creature carry out a simple action that takes no more than one round; maybe penalizing good and neutral creatures if they do not obey and giving a modest bonus to evil creatures that do for a short time. This ability is language dependent, and the collector of souls ability is a weak version of *phantasmal killer* that you get only once per day. (*Followers of Asmodeus, Pharsma or Zon-Kuthon* only.)
- **Fate Inquisition:** *Augury* is nice to have, since it's a second-level spell that you get at first level, and the agent of fate ability is quite useful, but the really big downside is that you only get to use these once per day. (*Followers of Nethys, Norgorber or Pharsma* only.)
- **Fervor Inquisition:** Your fire of belief ability is like the fire bolt ability of the fire domain, but it's much more limited. The fervent action ability is, however, an extremely useful ability and would be great if it wasn't usable only once per day. (*Followers of Calistra, Cayden Cailean, Gozreh or Shelyn* only.)
- **Heresy Inquisition:** Righteous infiltration is alright; nothing to rave about, but still decent. Blessed infiltration is useful if you do a lot of Bluff, Diplomacy or Stealth, making Bluff an even more key skill when used in conjunction with righteous infiltration. Word

of anathema is easily halted and only works as a weakened bestow curse. (*Followers of Abadar, Asmodeus, Calistra, Desna, Erastil, Gorum, Gozreh, Iomedae, Lamashtu, Nethys, Norgorber, Pharsma, Rovagug, Sarenrae, Shelyn, Torag, Urgathoa or Zon-Kuthon* only.)

- **Illumination Inquisition:** Illuminating touch is a pretty solid buff that you can use a few times per day, and the aura of enlightenment grants a modest bonus and can counter or dispel some darkness effects. This is a fairly solid selection. (*Followers of Desna, Erastil, Irori or Sarenrae* only.)
- **Imprisonment Inquisition:** The caging strike ability is short-term, but a decent debuff to a foe. Divine prison would be wonderful if not for the fact that you can only use it once per day, which really makes this inquisition suffer. (*Followers of Abadar, Asmodeus or Torag* only.)
- **Justice Inquisition:** The judicious force ability negates the need to pick up the critical focus feat, but it doesn't work all the time, and won't work as a prerequisite for any of the feats that build off of critical focus, so it's not as good as a straight-up feat addition. Chains of justice could be really cool if it wasn't for the fact that you can break it with a Will save or by moving far enough away. (*Followers of Iomedae or Pharsma* only.)
- **Oblivion Inquisition:** An aura that adds stackable bonuses to stabilization checks is nice, but the stare of oblivion is a weakened version of the *feeblemind* spell. I'd think twice before choosing oblivion. (*Followers of Desna, Lamashtu, Pharsma or Zon-Kuthon* only.)
- **Order Inquisition:** Your mantle against chaos will come in handy, I'm sure... At least until you acquire the ability to cast *magic circle against chaos*, so planned obsolescence isn't so hot. Then you have the commanding order power which is a weakened version of greater command. This inquisition is not a stand-out choice. (*Followers of Abadar, Iomedae or Sarenrae* only.)
- **Persistence Inquisition:** Relentless footing is a very handy ability, but it's not a constant ability, and it doesn't stack with magics or magical items, and inner strength works in similar fashion to a Paladin's lay on hands ability, but you only get to use it once per day. Both of these function as swift actions, so there's little worry about getting to use them. (*Followers of Asmodeus, Iomedae or Urgathoa* only.)

- **Possession Inquisition:** Self control confers a modest bonus to some of your saves, and beast ride is a nifty little ability that would work wonderful if you somehow acquire an animal companion or familiar of some sort. The body snatch ability is circumstantial, but could be a fun way of staying alive, particularly if you're able to heal your own body with the one you've snatched. It's not a guaranteed way to stay alive, but there's hope. (*Followers of Calistra, Lamashtu, Nethys, Norgorber or Urgathoa only.*)
- **Revelation Inquisition:** The burn shroud ability is a weak fire-based touch attack that can affect creatures that have altered their appearance with greater efficacy. Reveal form does what it says it does, but it's easily negated with a Will save. (*Followers of Desna, Irori, Sarenrae or Shelyn only.*)
- **Sin Inquisition:** The sin sense ability is of limited value as it is circumstantial, even if it provides a good bonus. The indulge ability isn't all that strong, either, and it's easily defeated. (*Followers of Asmodeus, Calistra, Norgorber, Rovagug, Urgathoa or Zon-Kuthon only.*)
- **Spellkiller Inquisition:** You get a small suite of minor powers upon selecting this inquisition that only work when you've defeated a foe, and a sixth-level Fighter feat. It's not a bad inquisition to consider, but you may find it a bit limiting. (*Requires GM approval.*)
- **Tactics Inquisition:** You can forego your actions for a round to grant an ally haste for one round. It's not a huge burden to bear since casting a haste spell is a standard action anyway, especially if you're safe where you are, and you can use it several times a day. Your grant the initiative ability gives you and your nearby allies a moderate-to-hefty bonus to their initiative. I'd consider this inquisition. (*Followers of Gorum, Irori or Torag only.*)
- **Torture Inquisition:** Torturer's presence and torturer's touch are nothing to write home about, as they are weak benefits, and your critical precision wastes a torturer's touch to give a benefit to critical confirmation rolls that doesn't stack with critical focus. (*Followers of Asmodeus, Calistra, Norgorber or Zon-Kuthon only.*)
- **True Death Inquisition:** Back to the grave is handy for putting down undead with your cure spells, and hallowed rite is useful, but it's a long, drawn-out version of the hallow spell. (*Followers of Abadar, Cayden Cailean or Pharamsa only.*)
- **Truth Inquisition:** Justice's true path grants a pretty nice bonus to an ally, but it's short lived and only usable a few times a day. The grasp of honesty doesn't grant you anything that you can't already get, and it's a bit weaker, to boot. (*Followers of Iomedae, Pharamsa or Sarenrae only.*)
- **Valor Inquisition:** Touch of resolve will allow you to remove fear on a single creature several times a day, and at 8th level, you become immune to fear. This will certainly be useful in keeping your judgments active. (*Followers of Cayden Cailean, Erastil, Iomedae or Sarenrae only.*)
- **Vengeance Inquisition:** Divine retribution grants you a relatively weak environmental attack that you can use a few times a day, and your final vengeance ability gives you one last attack when you're about to be reduced to negative hit points. (*Followers of Calistra, Lamashtu, Norgorber, Rovagug or Urgathoa only.*)
- **Zeal Inquisition:** Zealous surge can be a literal life-saver, but you can only use it once per day. Still, it's potent. Scourge of the enemy, however, grants you a favoured enemy religion, with all the bonuses that come along with the Ranger favoured enemy ability. They don't stack with other bonuses, but getting a +2 to +6 against the followers of another faith is pretty significant, if circumstantial. In certain campaigns, though, this power would be useless; if you never meet any members of that religion, you'll never enjoy the benefit. (*Followers of Erastil or Nethys only.*)

Inquisitor Spells

Spells available to the Inquisitor will be fewer in number than spells allowed to clerics or oracles, as they're primary spellcasters and that isn't necessarily your function as an Inquisitor, at least most of the time. Choose your spells wisely, and as always, consult with your GM to make sure that everything is allowed at your gaming table.

0th level spells (Orisons):

- Acid Splash:** Very light attack, but higher level spells at least scale.
- Bleed:** Why waste your magic on this when you can just hit a dying creature again and make sure it's dead?
- Brand:** This spell creates a non-permanent mark on a person that does minor damage and can be easily resisted.
- Create Water:** This has better utility for other casting classes, but for you, it's really just an average sort of spell.
- Daze:** Useful against low-level creatures, but very easy to resist. However, when it works, it works well.
- Detect Magic:** This is one of the best utility spells available to starting characters. Being able to detect magical auras is a staple-spell in a magical world.
- Detect Poison:** You can do almost everything this spell can do with your Heal skill. Skip it.
- Disrupt Undead:** *"I wouldn't touch that corpse with a ten-foot pole!"* Well, now you don't have to. This spell's damage is very light and doesn't scale. It's also only situationally useful unless you're constantly fighting hordes of the undead.
- Guidance:** You'll give a +1 bonus to any one attack roll, saving throw or skill check for a minute, and since competence bonuses are rare, this usually stacks with just about everything.
- Light:** This is an excellent utility spell to not only light your way, but to be used on rocks or arrows to tell distance or depth in areas of darkness. Let your light shine!
- Read Magic:** This helps you to read scrolls and spellbooks, but you can do what this spell does if your Spellcraft checks are high enough.
- Resistance:** You get a +1 to saving throws, which is nice, but you don't need this spell ever again once your party gains access to Cloaks of Resistance.
- Sift:** This spell is actually worse than doing a straight-up Perception check. Next!

- Stabilize:** You can stabilize from a short distance away, which is nice. Better if you're the party healer than if you just have this occupying a spell slot.
- Virtue:** Gain a single hit point for a minute? This spell is pretty much a waste of your time.

1st level spells:

- Abadar's Truthtelling:** This spell doesn't force targets to tell the truth, it only lets you know when they're not. It isn't even guaranteed to work.
- Alarm:** This spell is situationally useful as a ward to alert you while you're sleeping, but a creative GM could use it against you, tripping it with small, harmless creatures.
- Animal Purpose Training:** Temporarily teach old dogs new tricks. I doubt it's something that you're going to be using often.
- Aspect of the Nightengale:** Gain a small bonus to Perform (Sing) and Diplomacy checks, plus you can reroll saves against Charm effects. It's got an acceptable duration.
- Bane:** This would be a fantastic debuff spell for low-to-mid level enemies that affects multiple creatures and lasts the entire fight, but it's very easy to resist.
- Bed of Iron:** Sleep in your armour comfortably. This spell is exciting, isn't it?
- Bless:** The opposite of Bane, this is a good little buff spell for low levels. At higher levels, it becomes less useful, and I'd recommend swapping it out for something you might use more often when that comes to pass.
- Bless Water:** You should either buy holy water or create it during your down-time. It's useful stuff to have, but not a useful spell to expend a spell slot by casting.
- Blessing of the Watch:** This spell is just like bless, except that it lasts much longer, but it only works in your home city.
- Bowstaff:** This spell is useful for an Archer build, but worthless to other builds. Swift action, short duration... But if your allies are worthwhile, your enemies shouldn't get close.
- Burst Bonds:** This is a spell that you're not likely to get a lot of utility out of, unless you get bound and restrained a lot. You could use it to escape a grapple, but that's pretty situational, too. You're not likely to need it very often at all.
- Cause Fear:** This is a decent debuff, until you're fighting enemies with six or more hit dice. Then it's completely useless.

- **Command:** If your target fails their will save, this spell could turn the tide of battle. It's quite good for low-level targets when you get it to work.
- **Compel Hostility:** You're probably not taking the hits for your group, so this isn't the most wonderful spell for you, unless, of course, you are acting as the meat-shield for your party.
- **Comprehend Languages:** This isn't a spell that you're likely to need all that often, and in the rare circumstances that you might, it's better that you have a scroll of it.
- **Cure Light Wounds:** This spell is a great investment if you like staying alive, whether you're the primary healer for your group or not.
- **Curse Water:** Unholy water can be useful if you're playing a game where your characters are evil, but it's more useful to use this in your down-time or to just buy unholy water.
- **Deadeye's Arrow:** Fire an electric arrow that either does a small amount of extra damage, or works as a beacon. The beacon function is much more useful, since this spell takes an action to cast.
- **Deadeye's Lore:** If you find yourself in the unlikely position of being the party tracker, this spell could be helpful, but Rangers or Druids will be much better at this than you.
- **Detect Chaos/Evil/Good/Law:** If creatures have no aura to detect, you won't get much utility out of this spell (at least not until mid-levels), but once you encounter creatures or objects you can use this on, it's a very handy spell to have; except for Inquisitors, who get the ability to Detect Alignment and therefore have absolutely no need for this spell.
- **Detect Demon/Undead:** Chances are, by the time that your targets are within 60 feet, they've already revealed themselves. Of course, you can probably also spot them with Perception checks.
- **Disguise Self:** This is an excellent spell for an Inquisitor; great for exactly those sorts of situations where you need to quickly infiltrate a secret hideout or a cult. The only downside... Someone who sees you gets a Will save to penetrate your disguise.
- **Divine Favour:** If you have no luck bonuses to stack on, this spell is incredibly useful in combat, but you should cast it *before* combat begins. Since most battles are over in less than a minute, the short duration shouldn't be a problem.
- **Doom:** A modest debuff, but at low levels, that can make or break combat. It takes an action to cast, and you can negate it with a simple Will save, so it's good when it works.
- **Ear-Piercing Scream:** Here's where we get into good direct-damage spells, with an effect piled on. It does scaling damage (even if the cap is low) and the Fortitude save only partially negates the effect, plus sonic resistance isn't so common. Bread and butter.
- **Expeditious Retreat:** This spell could be used to close melee distances early in combat, so don't just pass it by or think of it as a getaway spell. Remember, the mobile warrior has the advantage.
- **Fallback Strategy:** Cast this spell to make a reroll on certain actions or checks. It's got a good duration on it, but you have to take the second result.
- **Forbid Action:** This spell gets nerfed by a Will save, but if you manage to get it to work, you could prevent a fighter-type from fighting for a round, buying you time to perform another action of your own, or perhaps even preventing a character from drawing a weapon, spell component, potion, etc... Creative uses can potentially devastate foes.
- **Forced Quiet:** This spell is a better buff spell than a debuff; get a bonus to Stealth checks and bonuses to saves against Sonic effects. Since a simple Will save defeats this spell, it's not so hot as a debuff.
- **Gorum's Armour:** This is a nifty spell if you're fighting creatures who make natural attacks, and as you get more powerful, so does the spell, and it works wonders against lawful creatures when you attain 15th level.
- **Haze of Dreams:** Make your target move slower, but only if it fails its Will save. It's too easy to counter.
- **Heightened Awareness:** Gain a small bonus on Perception and Knowledge checks, or dismiss it to gain a hefty bonus to an Initiative check. Great duration on this spell, so consider it.
- **Hex Ward:** This spell is very situational; how often are you facing witches? Also if you have a strong Cloak of Resistance, this spell won't stack with it and therefore, it'll be useless.
- **Hide from Undead:** It's situationally useful; fantastic if you are in undead-heavy games, useless if you're not.
- **Horn of Pursuit:** One if by land, two if by sea, three if by air! That's about all this spell is useful for. Sure, you can send a message up to two miles with this spell, but the code has to be so simple that a monkey could figure it out.
- **Inflict Light Wounds:** You deal damage in better

ways, so unless you're healing undead with this spell, you can skip it.

- **Interrogation:** If you need information, there are better ways to get it, and you'll only really be using it if you're evil anyway.
- **Invisibility Alarm:** Like *alarm*, but against invisible creatures. Even more situational than the other spell.
- **Keep Watch:** Stand watch all night without any ill effects. It's okay if you don't do anything other than keep watch, but otherwise, it's lackluster.
- **Know the Enemy:** Gain information about monsters after the fact; it has its uses, but not so many that you're going to waste a daily spell slot on it.
- **Lend Judgment:** Give one of your allies the benefit of your judgment for a very brief time. This could turn the tide of combat in your favour, depending on who you give your judgment to.
- **Linebreaker:** It takes an action, but gives you a +20 foot bonus to your speed and a modest bonus to make bull rush attempts. It would be a much better spell if you could cast it on someone else.
- **Litany of Sloth:** It's language-dependent, which hurts it a bit, but denying your opponent the chance to make attacks of opportunity is a big bonus.
- **Litany of Weakness:** Temporarily knock your foes down a notch, but it's not very strong.
- **Lock Gaze:** This spell would be fantastic if you have some sort of gaze-attack, but it's got a short duration and a Will save negates it.
- **Longshot:** This spell adds a small bonus to your weapon distance. If you already have a long range on your weapon, this spell is not all that beneficial. If your ranged weapons are short ranged, then it has a more useful application.
- **Lucky Number:** The duration on this spell is amazing, and getting to either reroll or get a small bonus is nice. Think it over.
- **Magic Weapon:** This spell grants a small bonus to your melee attacks with a good duration, but it doesn't scale at all.
- **Peacebond:** You could slow your enemy down, but there's two saves to try to get this spell to work.
- **Peasant Armaments:** (*Worshippers of Milani only*) Turn improvised weapons into simple or martial ones, plus give their bearers proficiency with them. If you're commanding NPCs frequently, this could see some decent use. If that's not something that happens to you often, skip preparing this spell.
- **Persuasive Goad:** Do a small amount of damage and

gain a hefty bonus to Intimidate at the same time. Too bad a Fortitude save negates it.

- **Petulengro's Validation:** You can use this spell to determine whether a sample of a creature belongs to the creature you touch. It's good for forensic evaluations, if you want to identify bodies.
- **Pick Your Poison:** Turn poison already affecting a target into booze for a short while, but it turns back into poison. I suppose it could be good for a laugh.
- **Poisoned Egg:** Transform one regular egg into poison for a few minutes. Really?
- **Protection from Chaos/Evil/Good/Law:** Depending on what kinds of opponents you face, each of these spells is equally useful. You gain a modest bonus to your armour class and some other protective enhancements as well.
- **Recharge Innate Magic:** You regain a single use of a minor innate power. This could be situationally useful, but it's better suited to having it on a scroll or wand.
- **Refine Improvised Weapon:** Kind of like *peasant armaments*, but it only works on one weapon and turns it into a masterwork weapon.
- **Remove Fear:** It's situational, but critical when you need it. You don't want to run away from a fight, nor do you want your allies to do so.
- **Returning Weapon:** Cast this spell, and for a time, it's like your thrown weapons have the *returning* quality. If you fight with knives, spears or chakrams, this spell will be of great benefit.
- **Sanctify Corpse:** If you're in a campaign where the undead rise frequently, this spell will be a great boon. Otherwise, it's so situational, it's nigh-useless.
- **Sanctuary:** This spell helps to prevent damage, and it's great for you if you're functioning as either the primary or a secondary party healer. It's negated by a simple Will save and you cannot attack or use attack spells, otherwise you break the spell.
- **Secret Speech:** Speak normally *and* in code at the same time. It has some utility.
- **Shield of Faith:** This spell adds a scaling deflection bonus to your armour class and has a good duration.
- **Shield of Fortification:** This is the sort of spell that you'd want to cast on a woman with bikini armour, 'cause it protects vital areas from critical hits or sneak attacks. It doesn't last as long as I'd like, nor does it stack with *fortification* effects.
- **Stalwart Resolve:** You can use this spell to avoid the effects of ability damage, though it can still lead to un-

consciousness or death. Ability damage doesn't come along all that often, so you probably won't need to have this spell on hand.

- **Stunning Barrier:** A small bonus to deflection and saves for a short duration, but it discharges when it stuns a target, which a Will save negates.
- **Sure Casting:** Take an action to overcome some spell resistance. It's situationally useful, particularly given the fact that if you're fighting against something with spell resistance already, your spells probably aren't going to do much to it no matter what.
- **Theft Ward:** Get a big Perception bonus to notice someone stealing an object from you for a day. If it's a really important object, I can see the utility in this spell; like a quest item. Otherwise, it's not going to help you often.
- **Tireless Pursuit:** You can ignore the effects of harsh travel, but you can't help anyone else with this spell. Its applications are quite limited and it's not likely that you'll use it often.
- **Touch of Combustion:** You can use this spell to cause a fair amount of damage, but the damage doesn't scale. It's resisted with a Reflex save, which is a point in its favour, and it can damage people around your target. There are better spells, but this one isn't horrid.
- **True Strike:** +20 insight bonus on a single attack roll? Yes, please! You can even strike concealed targets; invisible creatures, beware! The fact that it takes an action to cast is the only downside to an excellent spell!
- **Unerring Weapon:** It's a short-duration spell, but it grants a scaling bonus to your attack rolls to confirm critical hits. Use it wisely.
- **Vocal Alteration:** You get a hefty bonus to Disguise checks when you're trying to fool listeners. You could combine this spell with a *ventriloquism* spell and have fun with it. You could probably keep a scroll of this handy, but it's worth a spare spell slot, too.
- **Wartrain Mount:** Situationally useful, but most animals will have the tricks it grants, especially if they're a worthwhile mount.
- **Weapons Against Evil:** Gain a very faint light aura on your weapon and ignore damage reduction against evil creatures provided that their damage reduction does not exceed 5 and it's not epic. Quite handy to have if you're a good-aligned Inquisitor, and useful for offing allies that have outlived their usefulness if you're evil.

- **Weaponwand:** Hide a wand inside your weapon and you can use its powers while wielding your weapon instead of attacking with your weapon. It lasts for a decent amount of time, so this spell could have good uses if you have a worthwhile wand.
- **Winter Feathers:** You can grant a feathered creature some protection from cold environmental conditions or a strong bonus to Stealth checks in ice and snow. Extremely situational; less so if you're a Tengu and hang out in cold environs.
- **Wrath:** A modestly scaling bonus to attack rolls, damage, and caster level checks to overcome spell resistance. At 12th level, you also gain the benefits of the Improved Critical feat.

2nd level spells:

- **Abeyance:** Suppress a curse for a day.
- **Acute Senses:** This spell gives a fantastic bonus to your Perception checks that lasts for a long period of time. Best used either as a scroll or as a potion, but still a very useful sort of spell.
- **Aid:** This spell gives a minor morale bonus on several traits plus some temporary hit points for a few minutes. This spell might also make for a good potion or scroll, but the *heroism* spell is better in every way.
- **Align Weapon:** This spell can help you to overcome damage reduction, which your foes shouldn't have much of at low levels, but at mid-levels, it becomes more useful. It's got a lengthy duration on it, too.
- **Bestow Insight:** (*Human only*) Give a modest, yet scalable insight bonus to skill checks, while at the same time making untrained skills treated as trained and for a fairly long duration, you can roll your checks twice and take the better result. This spell is excellent.
- **Bestow Weapon Proficiency:** This spell has too short of a duration to rely upon, even though it's got a fair duration, but it's also situational. It might be useful if you scavenge a better weapon off a foe and you aren't proficient in it (but you plan to become so). If you're going to use this spell, get a scroll of it.
- **Blessing of Luck and Resolve:** (*Halfling only*) Fear is not an option; at least your saves against it will be better. It's got a good duration on it, and at the level where you'll acquire this spell, fear effects are a legitimate concern.
- **Blistering Invective:** Set multiple foes on fire, but you'll want to keep your Intimidate skill as high as you can to use this spell effectively.

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- **Bloodhound:** Gain the Scent special quality and a bonus to several skills. It's quite useful, even if you won't use it all the time.
- **Brittle Portal:** (*Worshippers of Rovagug only*) This reduces the hardness of surfaces; you could use it to break a bridge or smash through a doorway if you're able to weaken it enough.
- **Brow Gasher:** This spell is pretty impressive; the damage on it is all right, but it's the cumulative penalty and the added conditions that make this spell pretty spectacular.
- **Bullet Ward:** If you find yourself the target of firearms frequently, this spell is awesome! Otherwise, it's useless to you.
- **Calm Emotions:** You could use this spell to end combat if the combatants all fail their Will saves. However, unless *everybody* fails the save, you only delayed combat for a brief moment in time. That can be useful upon occasion, but there are better ways to go about it. You also have to concentrate to keep it going, so that's a point against it.
- **Castigate:** This spell would be fantastic if it affected multiple targets, but as it is, it only affects one, but there's still an effect if your foe makes their Will save. It's worthwhile.
- **Confess:** While it's language-dependent, which is somewhat limiting, it still has decent damage and sickens your foes, and you can still use it on creatures who are unable to answer.
- **Consecrate:** Bless an area with positive energy to disrupt undead foes. Useful, but not fantastic. Best used to counter *desecrate*.
- **Corruption Resistance:** You can use this for protection against alignment-based attacks, which probably won't come up often, but can be quite useful if you need it.
- **Cure Moderate Wounds:** Curative spells are always good. This one is a no-brainer.
- **Darkness:** With a bit of creativity, you can find a lot of uses for this spell; it can be used as a debuff against



creatures without darkvision, and it can be quite useful if you wanted to set up an ambush or counter magical light.

- **Death Candle:** (*Ifrit only*) Use a creature's death energies to summon up a small fire elemental. Not exactly a good act, but a decent effect, though a Fortitude save negates it.
- **Death Knell:** Draw forth death energies from a target and gain some hit points and a temporary boost to your Strength. A Will save negates this, and it's a decidedly evil act.
- **Defending Bone:** An awesome duration and a pretty strong defense, especially for a second level spell. It might seem gruesome, but it's pretty awesome. Think it over.
 - **Delay Disease:** Grant temporary immunity to disease, though the disease takes effect when the spell ends. You're better off curing than delaying.
 - **Delay Pain:** Delay ongoing penalties from pain; it's so situational that it's likely that you won't use it.
 - **Delay Poison:** Gain temporary immunity to poison. This spell will be somewhat helpful at lower levels, but it's situational and it will become obsolete later.
 - **Desecrate:** If you summon undead, it's a good booster for your undead allies, but it's best used to boost your *animate dead* spells, since you can double the amount of undead you create. You can also use it to cut off the connection to a deity in an area, and it counters consecrate.
 - **Detect Relations:** Now you'll know that your arch-nemesis and your best friend are brothers *before* your best friend betrays you! For that once-in-a-blue-moon occasion.
 - **Detect Thoughts:** My strongest recommendation for use of this spell is to use it to penetrate thin barriers to detect if there are enemies on the other side. It's not excep-

tionally useful except, perhaps, as an early warning system. Use a wand or scroll.

- **Discovery Torch:** Use the light to gain a modest enhancement to a few skills; if you have a judgment active, it illuminates a greater area. It's a decent, but not fantastic, spell.
- **Disguise Other:** It's slightly better than disguise self, since you can disguise other creatures with it as well.
- **Display Aversion:** Use this spell against vampires to attempt to get them to shy away. It's incredible situational.
- **Distressing Tone:** A simple Fortitude save defeats this spell that grants the sickened condition, but it doesn't work at all on creatures immune to critical hits.
- **Early Judgment:** You can use this spell to inflict either a fascination, confusion or shaken effect upon a foe, depending on their alignment, but a simple Will save negates it.
- **Effortless Armour:** You can use this spell to reduce your armour check penalties, which is very effective. The only downside is that it only lasts for a few minutes. Still, consider it.
- **Enshroud Thoughts:** Ward yourself for a while against certain mind-affecting magics or divinations. It has its uses, but they're situational.
- **Enthrall:** It's language-dependent and defeated by a Will save, and it's a full-round cast. If you're trying to distract a weak-willed crowd, it has utility, but I'd skip it.
- **Escaping Ward:** (*Halfling only*) This spell gets better as you get more powerful, and it's a decent protective spell, especially if battlefield placement tactics are important to your fighting style.
- **Fairness:** This spell is a good boost if you haggle often with merchants who cannot make the Will save. Otherwise, I'd skip it.
- **Find Traps:** You can gain a bonus to finding traps for the duration of the spell. If you're a trapspotter, this spell is a great boost.
- **Flames of the Faithful:** You can give your weapon the *flaming* quality (or the *flaming burst*) for a few minutes. It doesn't stack with current flaming or flame burst properties, but there is no restriction against casting it upon weapons with other enchantments.
- **Fleshy Facade:** If you're undead, this could help you pass yourself off as alive. Otherwise, it's useless to you.
- **Focused Scrutiny:** Gain a monstrous bonus to certain

checks against a target creature, plus a very strong bonus to certain checks to influence the target.

- **Follow Aura:** You can follow the aura of a specific non-neutral alignment type, provided the aura is strong or overwhelming, though at higher levels, you can detect moderate alignment auras as well.
- **Force Anchor:** A strong attack spell that can pin your foes in place; force damage isn't diminished by elemental resistances. This is a very good spell.
- **Ghostbane Dirge:** It's situational, but if you have no way of hitting ghosts, it can save your life. You'll see the best use of this spell in undead-heavy games, where its rating becomes considerably better.
- **Ghostly Disguise:** Make yourself appear as a ghost, but it's defeated by a Will save if anyone interacts with your glamor. It's got a good duration, but provides no specific mechanical benefit.
- **Hold Person:** This spell is a staple of combat, but a Will-save negates it. It's got great range, though, and a fantastic effect, so it's worth your while.
- **Holy Ice Weapon:** An upgradable weapon that deals some elemental damage, plus damage from holy water. Good duration, too. It's worthwhile.
- **Honeyed Tongue:** Augment your diplomacies for a long time. If you use your Diplomacy skill a lot, this spell is quite good for you.
- **Howling Agony:** A Fortitude save negates the effects of this spell, but it's got a decent suite of effects if you can get it to work. However, screaming as a move action can dismiss all of the penalties this spell inflicts for the remainder of its turn. It's a flavorful spell, but if it works, it's likely to only cost your foe their move action.
- **Hunter's Lore:** Use this spell to make full-round actions to identify a foe's weaknesses, even if you're untrained.
- **Inflict Moderate Wounds:** You deal damage in better ways, so unless you're healing undead with this spell, you can skip it.
- **Inheritor's Smite:** This spell is fantastic if you're a follower of Iomedae! Get it! A +5 bonus to hit, plus an auto Bull Rush maneuver on a successful hit (that you potentially don't even need to move along with). It's a swift-action cast, too!
- **Inner Focus:** Ignore divine focus components, like your holy symbol.
- **Instrument of Agony:** Bless a weapon with divine fury to get a benefit to Intimidate checks. You can discharge the effect to inflict the nauseated or sickened

condition for a few rounds, depending on whether your target succeeds at a Will save or not.

- **Invisibility:** Another staple of spellcasters everywhere. Simply put, take it. Whether you use it on yourself or an ally, there's no end to the utility that you'll get out of this spell.
- **Knock:** If you want to open doors, secret doors, boxes, chests, shackles, chains or magically held enclosures. It's a solid spell.
- **Light Prison:** It's a lame *hold person* spell, since you can walk out of it, take a small amount of damage, and a round of blindness. There's no save against the damage or the blindness, but then it's over. If they can't leave the prison, then it works great!
- **Litany of Defense:** Double your armour enhancement bonus and make yourself immune to fear for a single round. Since it's a swift-action cast, this isn't that much of a problem.
- **Magic Siege Engine:** If you're working a lot with siege engines, this spell has decent utility, but if you don't work with an army all the time, skip it.
- **Muffle Sound:** Give a few allies a modest bonus to Stealth, but a greater chance of spell failure.
- **Perceive Cues:** Get a long-lasting and hefty bonus to Perception and Sense Motive.
- **Protection from Chaos/Evil/Good/Law, Communal:** Split your protection among your friends in one-minute intervals.
- **Protection from Outsiders:** Do you come up against outsiders often? If so, it's good. If not, it's going to be absolutely useless to you.
- **Qualm:** Throw down a heavy penalty on checks for several minutes, but it's beaten by a simple Will-save or spending an entire turn doing nothing.
- **Remove Paralysis:** Free a creature from paralysis effects or grant multiple creatures bonuses to save again against their paralysis. It's solid, especially against *hold person* spells.
- **Resist Energy:** You gain limited protection from energy damage. For its level and duration, this is a good defensive spell.
- **Restoration, Lesser:** It's likely to be of situational use, and it takes three rounds to cast, so it has no combat utility anyway. However, it does what it's supposed to do.
- **Returning Weapon, Communal:** You can grant the returning quality to several recipients. It's not significantly better than *returning weapon*.
- **Righteous Blood:** Damage opponents that damage

you. It's got a good duration on it, so it can come in quite handy.

- **Rovagug's Fury:** Knock some creatures prone. It can work like a charm!
- **Sacred Bond:** It's a long-lasting, but close-range spell that allows both of you to cast healing spells upon each other, that have a range of touch, at a distance.
- **Savage Maw:** Gain a bite attack for a few minutes that can also deal some bleed damage. You can end it early to make an Intimidate check. It's a solid transmutation spell.
- **See Invisibility:** This is a situationally useful spell. It's very good for what it does, but you won't need to use it at all times, unless your GM is pitting you and your party against invisible creatures frequently.
- **Shared Suffering:** If your opponent is weaker than you are, this is a particularly nasty surprise. You can coup-de-grace a foe with fewer hit points than you have, but only if you get past their spell resistance first.
- **Shield Other:** You grant some small bonuses to your target and share the damage that creature takes with them. It's all right for protecting creatures or party members that are weaker than you are, but it's not essential.
- **Silence:** This is a good debuff spell, but it's easy to resist. Still, not everyone who enters its radius of effect will make the save, so consider it.
- **Spell Gauge:** You get a sense of what spells your opponent has, up to a certain point. What you do with the information is up to you. If you're going to use it, a scroll of wand would be sufficient.
- **Spiritual Weapon:** This spell is a complex way of getting a weapon into your hands if you don't have one, but it's a wonderful utility spell and can bypass some forms of damage reduction.
- **Stricken Heart:** Inflict a small amount of damage as a touch attack that can also stagger your target.
- **Surmount Affliction:** You temporarily suspend one harmful condition, but it's not end it. Given its casting time and duration, it's of lessened utility.
- **Tactical Acumen:** Gain increased benefits from battlefield positioning. If you use these tactics often, this spell is of extreme benefit.
- **Tactical Miscalculation:** If your foe makes attacks of opportunity frequently, or if you're going to do things to provoke them, then this spell can help you out with that.
- **Telepathic Censure:** Inhibit or disrupt telepathic

communication. It's a pretty situational-use spell, but it could come in handy. This would be a spell for a scroll or a wand.

- **Tongues:** This spell has a good duration and you can use it in combination with one of your language-dependent spells to overcome their primary limitation.
- **Unholy Ice Weapon:** An upgradable weapon that deals some elemental damage, plus damage from unholy water. Good duration, too. It's worthwhile.
- **Undetectable Alignment:** Great for hiding your alignment, but it doesn't mask it with another, it simply hides it completely, making you even more suspect.
- **Vexing Miscalculation:** If it weren't for the fact that a Will save negates this spell, it would be awesome!
- **Weapon of Awe:** Give your weapon some modest bonuses to damage and granting a shaken effect to targets critically hit by the weapon. For what it does, it's a great spell with a great duration.
- **Whispering Wind:** You can send a long-range message of up to 25 words to a familiar location. However, your message may not reach its intended recipient, and it takes time to travel.
- **Zone of Truth:** A simple Will save negates this effect, and affected creatures are aware of the spell's enchantment. Affected creatures can leave the zone of influence and can be elusive, so this spell is easy to counter.

3rd level spells:

- **Adjustable Disguise:** Like *disguise self*, with its limitations, but you can change the disguise multiple times.
- **Agonizing Rebuke:** If you get past the Will save, you inflict nonlethal damage against your target every time they take action to harm you for a few rounds.
- **Align Weapon, Communal:** The communal version of it isn't fantastic, but it's still a decent sort of spell.
- **Anti-Summoning Shield:** A wonderful spell that's foiled by a simple Will save. Too bad, because it would have worked great against summoners.
- **Apparent Treachery:** Yet another fine spell that a will save negates.
- **Arcane Sight:** You can see magical auras like *detect magic*, only it works quicker, lasts longer and doesn't require concentration.
- **Banish Seeming:** You can dispel illusions with a touch or return creatures to their natural form. It functions similarly to *dispel magic* with bonuses, though it only

affects illusions, or supernatural or spell-induced form changes. However, the bonus is modest, and dispel magic has much more utility.

- **Battle Trance:** This personal enchantment has a good duration with a number of physical benefits, though you do take some temporary Intelligence damage. If that's not a problem, this is a strong choice.
- **Bite the Hand:** You can cause spell-summoned creatures to turn on their summoners. This can cause serious harm to conjurers, but it won't affect eidolons, familiars or a paladin's mount.
- **Blessing of the Mole:** Darkvision and a modest bonus on Stealth checks. It's got a decent duration and affects multiple targets.
- **Blinding Ray:** You fire multiple rays that can cause blindness for a brief amount of time, but a simple Fortitude save negates this effect. It's more effective against creatures that are vulnerable to light.
- **Blood Biography:** You can use this spell to identify victims. It's limited in scope, but can be a useful forensic tool.
- **Blood of the Martyr:** An interestingly gruesome spell that's bad for the target, good for their allies. Nerfed by a Fortitude save, though.
- **Blood Scent:** Grant the scent ability for the purposes of detecting injured creatures, and it provides a greater benefit to raging creatures. Good duration, multiple targets. This spell may not be a staple, but it's got utility.
- **Bloody Arrows:** Imbue your arrows with the potential to make the target bleed. It's cumulative, up to a point.
- **Burst of Speed:** For a brief duration, you gain a bonus to your speed and can avoid attacks of opportunity. Swift action cast, so this could be quite useful for battlefield repositioning.
- **Cast Out:** A modest amount of damage on a touch attack and the potential to dispel certain types of enchantments on the target creature. The Will save doesn't even negate the effects in full. The only detriment to this spell is the circumstantial utility of the dispelling effect.
- **Channel Vigor:** Gain a suite of benefits to choose from! I would strongly recommend this spell to anyone looking for self-buffs.
- **Cleromancy:** Not a great duration, and it's rather random in its benefit. Use with caution.
- **Continual Flame:** A permanent, magical, heatless flame. It is a decent spell, but not one you'll be casting

with any degree of frequency. How many continually burning objects do you need at one time?

- **Coordinated Effort:** Grant your teamwork feats to others. As an inquisitor, this spell can make your party members frighteningly more effective. Do not underestimate the utility of this spell; it affects multiple creatures and has a lengthy duration.
- **Countless Eyes:** A long-duration anti-flanking spell.
- **Cure Serious Wounds:** Another curative spell? Yes, please.
- **Daybreak Arrow:** Enchant ammunition to be radiant, making them more harmful to undead and other creatures harmed by sunlight. Long duration, can be used to mark battlefields at night, and can enchant up to 50 pieces of ammunition.
- **Daylight:** Impermanent daylight effect that doesn't count as daylight for the purposes of damaging or destroying creatures that are exposed to daylight. It's just a larger radius light spell.
- **Deadly Juggernaut:** For several minutes, you get more powerful as you destroy your enemies, though your opponents must be reasonably able to present a challenge to you in order to qualify for the effect.
- **Deeper Darkness:** A longer lasting, larger darkness spell. Use it to control battlefield positioning and conditions.
- **Delay Poison, Communal:** Works like delay poison, except that you can split the effect among multiple creatures.
- **Dimensional Anchor:** You can use this spell to prevent creatures from travelling extradimensionally. It's a powerful and useful debuff spell.
- **Dispel Magic:** End magical effects if you're strong enough; a staple of magical prowess.
- **Disrupt Link:** If it weren't for the Will save negating this spell, you could use it to great effect against targets with familiars or animal companions. It's a modest sort of debuff.
- **Domination Link:** A more powerful form of detect thoughts that also allows you to detect the thoughts of any creature dominating your target. A scroll or a wand will be sufficient if you choose to use this spell at all.
- **Eldritch Fever:** Inflict the eldritch ague spellblight upon your target. Although a Fortitude save negates this effect, spellcasters don't always have the highest Fortitude saves.
- **False Alibi:** (*Worshippers of Norgorber only*) You can modify a target's memory in a specific way that trig-

gers upon conditions you set. Once the condition triggers, the spell is permanent.

- **Fearsome Duplicate:** You can create the illusion of a larger and more fearsome version of yourself that offers a modest benefit to Intimidate checks, controlling it like a puppet. It has a decent duration, but a Will save disbelieves it, and you have to concentrate on it to keep it going.
- **Fester:** This spell makes the target resistant to healing effects and diminishes the effects of non-spell healing. It doesn't last especially long, but it can make a critical difference if used at the right time.
- **Frosthammer:** (*Worshippers of Kostchtchie only*) Create a pretty decent weapon that attacks using a ranged touch attack. You can even use it to trip foes. Too bad it's a one-shot item.
- **Glyph of Warding:** This is essentially a magical trap that does a moderate amount of damage. It takes a long time to cast; too long for combat, but you can prepare as many of them as you wish.
- **Halt Undead:** You can render a few undead creatures immobile; it works perfectly on mindless undead, but a Will save negates it, so think twice before using this on a vampire.
- **Heroism:** Gain or grant a modest morale bonus to several abilities that lasts for a lengthy duration.
- **Hidden Speech:** Make communicating hidden messages much easier, though it is language-dependent. Unless you like sending hidden messages frequently, skip this.
- **Hunter's Eye:** Greatly enhance your ability to sense targets, including invisible ones, and ignore all concealment spell effects save darkness. This is much more powerful and versatile than *see invisibility*, even if it doesn't last as long.
- **Improve Trap:** Increase the danger of a trap, which is of situational benefit.
- **Inflict Serious Wounds:** Inflict modest damage at a touch with a Will save for half damage. You've got better attack spells.
- **Invisibility Purge:** By the time you get this spell, it's going to last for 4 minutes and you'll be able to see any invisible creatures within 20'. The radius and the duration keep getting better; there's no cap. It's a situational, but incredibly effective spell.
- **Isolate:** Separate a target from their allies by making them invisible and silent to them. It's an interesting sort of debuff.
- **Keen Edge:** This spell is quite good, unless you either

have a keen weapon or Improved Critical, at which point it becomes useless. User discretion is advised.

- **Light of Iomedae:** In its primary function, this spell is less effective than *invisibility purge*, though the Stealth penalty is hefty. There is a secondary effect if the undead fail the Will save, and undead losing the benefits of channel resistance is situationally very effective.
- **Litany of Eloquence:** Swift action spell that gives no save, causing a single target to do nothing but listen for a round. It's solid, especially if you want someone else to get a hit in quick.

- **Litany of Entanglement:** Spend a swift action to entangle your target, if they fail their Will save.

- **Litany of Righteousness:**

This spell would help you make those evil foes pay... If only you had an aura! It's only useful if you're working with another character that does.

- **Litany of Warding:** A decent defensive spell if you can't make many attacks of opportunity or fall prey to them often.

- **Locate Object:** Lost your wagon-keys somewhere nearby? It's all right, but one would hope that you wouldn't need it all that often unless you don't remember where you left your toothbrush on a consistent basis.

- **Locate Weakness:** This spell is definitely worthwhile; raise your chances of doing greater damage on critical hits for a lengthy duration.

- **Magic Circle against Chaos/Evil/Good/Law:** Similar to protection from spells, but a greater range and duration.

- **Magic Vestment:** Great duration defensive spell, particularly if you're not wearing magical armour. The only downside is that the more powerful you are, the less effective it's likely to be, since you're likely to have upgraded your armour.

- **Magic Weapon, Greater:** Great duration offensive spell, like *magic vestment*, but with similar drawbacks.
- **Mantle of Calm:** You suffer from some minor penalties, but you can debuff targets affected by rage effects, if you let them hit you. If you become the target of a rage effect, this spell is negated. I'm not convinced that the benefits outweigh the drawbacks.
- **Mythic Severance:** Great for disrupting mythic powers, spells and path abilities, if your target fails their Will save.
- **Night of Blades:** (*Worshippers of Norgorber only*) Decent duration trap that might slow down or weaken pursuers a bit.
- **Nondetection:** Situationally useful, and it's not impossible to overcome.
- **Obscure Object:** This spell works perfectly, but only for 8 hours, and it's only useful in certain situations.
 - **Prayer:** Minor benefits for allies on a variety of rolls, minor penalties to foes within range.
 - **Protection from Energy:** Absorb energy damage; the spell gets stronger on up through 10th level.
 - **Remove Curse:** Removes certain types of curses, but unless you encounter them frequently, skip it.
 - **Remove Disease:** Doesn't automatically work, nor does it offer extended protection, and is situationally useful.
- **Resist Energy, Communal:** Split the protection by splitting the duration. It's okay, but you have to calculate closer when you're going to need it.
- **Retribution:** Impose penalties upon those who strike you. It's pretty solid.
- **Righteous Vigor:** Decent duration, some healing, and can make your attacks stronger the more you hit.
- **Riversight:** It's very situationally useful. Do you spend a lot of time on rivers? If so, I suppose this is a very useful spell for you to avoid surprises.

- **Sadomasochism:** Grant your attackers a better chance of dealing damage to you, but they must succeed against their Will save or become demoralized.
- **Searing Light:** It's a pretty good attack spell with no save. You can even keep this spell effective at higher levels via the *Intensified Spell* metamagic feat.
- **Seek Thoughts:** It's a concentration spell that a Will save negates. You may want to stick to non-magical forms of interrogation, since it doesn't give you answers, just lets you know if they're thinking about what you're looking for.
- **Shield of Fortification, Greater:** Better protection than the original version of this spell.
- **Speak with Dead:** You can interrogate the dead, though they can try to lie to you; situationally useful.
- **Stunning Barrier, Greater:** Slightly better protection than the original, and isn't discharged after the first stun. The Will save still sucks, though.
- **Terrible Remorse:** You're not hurting the target, they're hurting themselves! It's not your fault at all, and it still has an effect even if they save!
- **Ward the Faithful:** This spell works great if your allies worship your god/goddess and your enemies don't.
- **Witness:** Great for keeping a close watch on allies who waltz into danger, but it leaves you vulnerable. Use with caution, since a Will save negates this; it's not a great spell for creating an unwitting or unwilling spy.
- **Blightburn Weapon:** Add some damage and a disease effect to a weapon for a decent amount of time.
- **Brand, Greater:** It's a better version of Brand, but not a fantastic spell. You could use it to mark enemies of the faith if you wish.
- **Burst of Glory:** A modest suite of benefits to everyone within range. All in all, it's solid, but it's got a limited range.
- **Chaos Hammer:** It's a decent direct damage spell if you're surrounded by lawful foes (better against outsiders), and it's not wasted if your opponent(s) make the save. Not nearly as effective against neutral foes.
- **Charon's Dispensation:** Extraordinarily situational. If you plan on taking a dip in the River Styx, keep this on a wand.
- **Coward's Lament:** This spell would be great, if not for the caveats. The Will save is the first point not in its favour, and doing whatever you can to prevent the target from hitting you reduces this spell to nearly useless. It might be useful if you have a couple of meat-shields keeping your target busy, so long as they don't grapple.
- **Crusader's Edge:** Not a bad buff, but it only works against evil outsiders.
- **Cure Critical Wounds:** Healing spell. Enough said.
- **Curse of Magic Negation:** Throw down a spellblight if your target fails their Will save.
- **Daze, Mass:** Like Daze, but it affects more targets. Not really any better than the original.
- **Death Knell Aura:** This is one of those save-or-die spells, and save-or-die spells are generally bad. This one carries the caveat that the creatures that it kills must have negative hit points.
- **Death Ward:** This spell grants a hefty morale bonus to protect you from death-oriented spells.
- **Deathless:** If not for the limited duration on this spell, it would be a definite keeper at all times. That, and it takes a round to prepare. However, if you're anticipating a rough fight, this is a handy "get out of death free" card versus hit point damage.
- **Defile Armour:** A good spell for damage reduction if you're evil.
- **Denounce:** If not for the fact that it was language-dependent and it's negated by a Will save, this would be a great spell for turning your foes against one another. However, if it works, it works reasonably well.
- **Detect Scrying:** Paranoia much? You might just be justified. You won't need it all the time, though, so keep it on a scroll or wand.

4th level spells:

- **Ardor's Onslaught:** It's a respectable direct damage spell to use against neutral-aligned foes (better against outsiders), but it does nothing against foes at the far edges of the alignment axes. Not a waste if your foes make the save, but if they do... Congratulations! Now you have to do something else next round!
- **Aura Sight:** It's a better version of a *detect (alignment)* spell. It's just too bad that you still don't need this spell at all.
- **Awaken the Devoured:** Not a bad attack spell. It's got good range, good damage, and isn't completely negated by the save. Too bad it only works on one daemon.
- **Battlemind Link:** For a good duration, you and another ally get to share combat capabilities if you're both attacking the same target. It won't be universally applicable, but it's a good spell for what it does.
- **Beacon of Luck:** It's a decent aura that grants your allies a one-shot minor bonus to saves.

- **Discern Lies:** A Will save negates this spell entirely, and it doesn't reveal the truth; it just lets you know when a target is lying if you concentrate on them. Skip it.
- **Dismissal:** Force an extraplanar creature back to its home plane (or elsewhere) if it fails its Will save.
- **Divination:** There's no guarantee that you'll get useful information out of the casting. Use at your own risk.
- **Divine Power:** Scaling combat bonuses, plus an additional attack on full-attack actions. An extremely useful spell.
- **Dungeonsight:** This spell would work wonders, if it wasn't limited to a 60 ft. radius. You're not likely to see much of the dungeon within the area of effect. However, it is useful for finding secret doors and hidden passages.
- **Enchantment Foil:** Strong save bonus against enchantment effects, plus a monstrous bonus to convincing others that you didn't make the save. It's got a great duration on it, too! Consider this for protection against mind-meddling magics.
- **Fear:** It's a decent sort of spell to shake some of your enemies up.
- **Find Quarry:** You have to know your target well, and you know about how far away and in what direction it is, if it's within 20 to 45 miles of you. It's no help if you don't know your target. There are better ways of finding your targets.
- **Fleshworm Infestation:** This is a particularly nasty spell. There are ways to get rid of it, but while it's in effect, your target is in for extreme nastiness.
- **Forced Repentance:** When your target fails their Will save, you can get a full confession. However, as you may have noticed, save or the spell has no effect spells do not come highly recommended.
- **Forceful Strike:** This is one of my personal favourites. It adds force damage and a knockback effect to a melee strike. A Fortitude save reduces the effectiveness of the spell, but it doesn't negate it. Well worth taking.
- **Freedom of Movement:** The ability to move is critical in any tactical game. You want to keep this spell on standby.
- **Geas, Lesser:** A Will save negates this spell, it only works up to a certain hit-die target, and it's language dependent. Having said that, it's not a completely useless spell.
- **Healing Warmth:** (*Ifrit only*) Protection from fire, which you can sacrifice for healing. For what it does, it's all right, but lower level spells do more.
- **Hold Monster:** Generally, I hate save-or-no-effect spells, but this one works so incredibly well when they fail the save.
- **Holy Smite:** It's a decent direct damage spell if you're surrounded by evil foes (better against outsiders), and it's not wasted if your opponent(s) make the save. Not nearly as effective against neutral foes.
- **Inflict Critical Wounds:** You can do better than this.
- **Interrogation, Greater:** The greater version of this spell really isn't a big improvement over the lesser.
- **Invisibility, Greater:** A better version of a classic staple.
- **Judgment Light:** For you, this spell works beautifully. I highly recommend it. Variable effects, and nothing is rendered useless via a saving throw.
- **Leashed Shackles:** It would be great, if not for that pesky Reflex save!
- **Litany of Escape:** Remove a friend from a grapple. It's worthwhile.
- **Litany of Sight:** It's a very short duration, but it works like a charm.
- **Magic Siege Engine, Greater:** If you're working a lot with siege engines, this spell has decent utility, but if you don't work with an army all the time, skip it.
- **Mark of the Reptile God:** It can easily be defeated by a Fortitude save, but it's a pretty nasty spell nonetheless. If you take it, it's probably for the amazing flavour.
- **Named Bullet:** Too many ways to negate the effect of this spell just to score extra damage with ammunition. However, it does let you target the Touch AC of your opponent, so you're more likely to do normal damage anyway.
- **Neutralize Poison:** You won't need it all the time, but when you need it, you need it. Put it on a wand or scroll.
- **Order's Wrath:** It's a decent direct damage spell if you're surrounded by chaotic foes (better against outsiders), and it's not wasted if your opponent(s) make the save. Not nearly as effective against neutral foes.
- **Persistent Vigor:** This spell might not last especially long, but it's got a very good set of defensive capabilities. It's a very good buff spell.
- **Planeslayer's Call:** Another pretty good buff spell, but given its duration and its focus upon a single alignment subtype, I can't call it a great one.

- **Protection from Energy, Communal:** The original spell is great. The communal version doesn't offer any specific enhancement, just the ability to split it.
- **Rebuke:** This is better than some of its peers at this level; more effective against followers of your own faith. Burst radius, decent range, and only partially negated on a Fortitude save. It's worth considering.
- **Remove Radioactivity:** Situationally useful, though it's good at what it does. Not something you're likely to need often unless the campaign calls for it.
- **Reprobation:** Use this spell wisely against heretics to punish them for their heresy. Permanent effects. If you're hunting heretics, it's invaluable. If not, it's not something you'll need.
- **Restoration:** You won't need this spell often (I hope), but it works beautifully!
- **Sanctify Armour:** A scaling enhancement bonus that adds in damage reduction when you're using your judgments or smites.
- **Sending:** Deliver short messages to anywhere, instantly, but it does have a small chance of failure.
- **Shadow Barbs:** You can use this to reduce illumination, and as a scaling-bonus weapon that can disarm or trip. It does some pretty wicked damage, though if your target makes a Will save when the spell ends, some of the damage vanishes.
- **Shared Wrath:** Like the 1st level spell, Wrath, but some of your buddies can join in on the pain-storm.
- **Sleepwalk:** Long duration, but requires a touch, and a Will save negates it. However, when you can get it to work, you can use it to safely capture foes capable of sleeping.
- **Smite Abomination:** You can essentially copy a paladin's smite against undead creatures. It's pretty fantastic, all things considered, though if you're thinking to stack it with a paladin's smite, think again, because that's a non-starter. In a campaign where you're fighting undead frequently, this is a beautiful spell to take, but if you rarely ever see undead, you may want to keep this on a scroll or wand.
- **Spell Immunity:** Make yourself immune to a specific, low-level spell for a decent duration. If there's a spell or magical effect that your foe loves to lob at you, provided that it can be resisted by spell resistance, you can take it like a champ and move in to take them down!
- **Sphere of Warding:** This is a decent spell for use against incorporeal creatures and for ending possession effects, including those from spells like *magic jar*.

- Do you come up against such effects often? If so, take this. If not, then it's best left on the shelf.
- **Stoneskin:** The protective benefits of this spell are phenomenal. The only downside is the expense.
- **Tireless Pursuers:** Like *Tireless Pursuit*, you're all better off on horseback here.
- **Undeath Ward:** It's got an okay duration, completely keeps low-level undead at bay, and causes some mild damage to stronger undead. It's decent.
- **Unholy Blight:** It's a decent direct damage spell if you're surrounded by good foes (better against outsiders), and it's not wasted if your opponent(s) make the save. Not nearly as effective against neutral foes.
- **Ward Shield:** Give a shield the ability to confer some spell resistance to the person who carries it for a fair amount of time. It won't block every spell, but it's a good buff.

5th level spells:

- **Atonement:** This is not a spell that you'll need frequently, and it's expensive, but when you need it, you need it.
- **Banishment:** If the extraplanar creature(s) make the save, you've wasted your spell. However, you can increase the DC to save and reduce spell resistance. You can make it work if you're prepared.
- **Break Enchantment:** You can use this spell to free your target of spells, curses and effects. Not a bad spell, but you probably won't need it all the time.
- **Castigate, Mass:** Affects multiple targets and can cause a variety of targets to either stop their actions or at least slow them down. Thankfully, it's not completely nerfed by a Will save, but it takes an action to cast.
- **Chains of Light:** Can be used to paralyze and prevent extradimensional travel, but a Reflex save negates it, and your target gets to save every round.
- **Command, Greater:** Like the previous version of the spell, it's great if you can get it to work.
- **Commune:** Make a personal call to your favourite deity, but only get a yes or no response.
- **Cure Light Wounds, Mass:** Only a little bit of healing, but you can affect many targets. You can also use it to do harm to multiple undead targets.
- **Daze, Mass:** Just like the weaker version of the spell, but it affects multiple creatures in an area. When it works, it works well against your opponent's minions.
- **Dispel Balance:** Slightly weaker than dispel chaos/

evil/good/law, but still effective against neutrally-aligned creatures.

- **Dispel Chaos/Evil/Good/Law:** All equally effective spells, depending upon your target. You get a substantial deflection bonus and can drive extraplanar creatures back to their home plane or dispel enchantments of the appropriate type.
- **Disrupting Weapon:** Decent duration, and has the potential to destroy undead that are weaker than you. Grab it if you fight undead often.
- **Divine Pursuit:** Use this spell to pursue foes that you've damaged more easily, but don't let them get too far ahead of you, or the spell will end.
- **Flame Strike:** This direct-damage staple is pretty effective. Half damage from fire, half from holy, but a Reflex save can cut it in half. Still, 10d6 minimum damage (before a Reflex save) isn't shabby at all.
- **Forbid Action, Greater:** This is a mass version of *forbid action*. The Will save nerfs it.
- **Freedom's Toast:** This spell is pretty specific, but it can be useful. If you carry around flagons, you could make a prison break happen.
- **Geas/Quest:** A much better version of lesser geas that can penalise your target. It takes a while to cast, but works wonders!
- **Ghostbane Dirge, Mass:** Now you can affect multiple targets, but it's no better of a spell than the lesser version of it.
- **Hallow:** Make a holy site anywhere. While you won't need it all the time, and it takes 24 hours to cast, if you have the time to prepare this spell, it's worth it.
- **Hunter's Blessing:** It's like an anti-ranger spell, though you don't have to cast it on a target specifically to foil rangers' favoured terrain and enemy abilities.
- **Inflict Light Wounds, Mass:** The cure spells are always better than the inflict, unless you respond positively to negative energy.
- **Lend Judgment, Greater:** Give one of your allies the benefit of all of your active judgments for a very brief time. This could turn the tide of combat in your favour, depending on who you give your judgments to.
- **Litany of Thunder:** Deafen and confuse a target for a round as a swift action. There are better spells.
- **Litany of Vengeance:** As a swift action, make your target more susceptible to damage. It doesn't last long, but it's a pretty good spell.
- **Mark of Justice:** You set a mark that can bestow a curse, and you can only cast it on a willing or restrained creature. I wouldn't recommend it.
- **Pesh Addiction:** Like a geas, but you can only cause an addiction to pesh.
- **Resounding Blow:** A swift action cast that causes some sonic damage. It gets better when you're using your judgments, and even better on a critical hit. It also stacks with the thundering weapon property. It's handy to have around.
- **Righteous Might:** Become bigger and more powerful in combat. The suite of bonuses makes this spell a great pick.
- **Sabotage Construct:** It's a *confusion* spell that affects constructs. Far more narrow in scope than *confusion*, so it's ultimately less useful.
- **Soulswitch:** Swap bodies with your familiar (if you have one), as if you had cast *magic jar*, but your familiar takes control of your body as well. This spell has the potential to really alter the nature of some of your encounters, but you can't target just anyone.
- **Spawn Ward:** (*Dhampir only*) Make your target resistant to energy and blood drain attacks for a lengthy duration. Useful when you need it, but you shouldn't need it often.
- **Spell Immunity, Communal:** Like *spell immunity*, but you divide the duration amongst multiple targets. Good thing it's got a long duration.
- **Spell Resistance:** Grant some pretty major spell resistance for a respectable amount of time.
- **Stoneskin, Communal:** Divide the duration of a *stoneskin* spell amongst multiple recipients, and it lasts for a fair amount of time. I don't usually recommend communal spells, but this one is worth it.
- **Telepathic Bond:** Share some telepathy with willing creatures. Distance is not a problem, and the duration is pretty good.
- **True Seeing:** This spell can be put to great use, and has a pretty good duration on it.
- **Unhallow:** Make an unholy site anywhere. While you won't need it all the time, and it takes 24 hours to cast, if you have the time to prepare this spell, it's worth it.
- **Unwilling Shield:** You can use another target to share the hit point damage that you take, but a Will save negates the spell. The luck bonus to AC and saving throws is minimal, and it doesn't last too long, but it should get you through a combat or two.

6th level spells:

- **Arbitrament:** Great radius of effect, spectacular list of conditions, and it's not made completely irrelevant by a Will save. The only downside to this spell is that

you can't really use it on neutral-aligned creatures, since it only affects creatures at the extreme points of the alignment axes. Definitely useful if you want to clear a path through an invading army of low-level antagonists.

- **Bite the Hand, Mass:** Like the previous version of the spell, but it affects multiple summoned creatures. Handy.
- **Blade Barrier:** I've always enjoyed the imagery of this spell. It's got great duration, and a Reflex save doesn't gimp the spell. You also get some cover from the spell.
- **Blasphemy:** You can use this spell to affect non-evil creatures in an area and, at the very least, daze them. It's got a good range, but a Will save will reduce the effectiveness of the spell.
- **Blessing of Luck and Resolve, Mass:** (*Halfling only*) Fear effects are less of a concern by the time you can cast this spell, but it's still useful for mass protection.
- **Circle of Death:** This is literally a save-or-die spell. These are the types of spells that you want to avoid. It's only useful for killing low-level antagonists, or as I like to call them... Mooks.
- **Cleanse:** A modest healing spell that cures you of a plethora of unfortunate conditions, like a *break enchantment* spell.
- **Cure Moderate Wounds, Mass:** Mass healing? Why wouldn't you take it?
- **Death Knell Aura, Greater:** This spell is no better than the lesser version, as it has some severe drawbacks. You really only get to take advantage of creatures that are already dying.
- **Dictum:** You can use this spell to affect non-lawful creatures in an area and, at the very least, daze them. It's got a good range, but a Will save will reduce the effectiveness of the spell.
- **Dispel Magic, Greater:** A better version of an adventurer's standard.
- **Fester, Mass:** Prevent healing on a massive scale. If you're into handicapping others, this spell helps a lot.
- **Find the Path:** You can use this spell so that you don't get lost along your journey, and avoid being geographically sidetracked. It can also counter the *maze* spell.
- **Forbiddance:** Permanently seal a spell against travel spells and summoning, though any creatures can travel normally into the warded area. However, depending on their alignment as compared to yours, various effects befall them. It's powerful warding magic, indeed.

- **Glyph of Warding, Greater:** This is more powerful than the lesser spell, obviously. It's a good trap-spell.
- **Harm/Heal:** They each affect to an equal degree, but a Will save reduces the effectiveness of Harm, and heal has more benefits than Harm does.
- **Heroes' Feast:** This is another massive healing spell that cures certain afflictions. It also grants some morale bonuses. Consider it.
- **Holy Word:** You can use this spell to affect non-good creatures in an area and, at the very least, daze them. It's got a good range, but a Will save will reduce the effectiveness of the spell.
- **Inflict Moderate Wounds, Mass:** These spells are never as effective as the cure spells, unless you need negative energy.
- **Legend Lore:** The results of this spell can be so extreme in their outcome, there could be no legends to tell or you could be bombarded with information. Basically, this is a spell that asks for GM fiat. I'm always leery of such spells, and your GM should provide you adequate information about legends in the campaign anyway.
- **Litany of Madness:** You can confuse a creature until it saves against the confusion effect.
- **Named Bullet, Greater:** This spell just does a little more damage than the lesser version.
- **Overwhelming Presence:** Remember that scene in Star Wars: Return of the Jedi when the Ewoks believed C3PO was a god? Yeah, you're C3PO, so long as the Ewoks fail their save.
- **Plague Bearer:** A short-term spell that can affect creatures that are near to your target as though they'd been hit with the *contagion* spell. Too bad that a Fortitude save negates the effect, but if you're looking to unleash a plague, this could be one way to go about it.
- **Repulsion:** This is a great protective spell, if your target fails their Will save.
- **Tactical Insight:** If you're using mass combat rules, this spell is quite useful. Generally speaking, you're probably not going to get a lot of use out of this spell.
- **Undeath to Death:** This is a save-or-die spell against undead. Maybe you can end a small zombie apocalypse with this spell.
- **Vision of Lamashtu:** Send your target a nightmare plus another spell effect. Watch that Will save, though.
- **Word of Chaos:** You can use this spell to affect non-chaotic creatures in an area and, at the very least, daze them. It's got a good range, but a Will save will reduce the effectiveness of the spell.

Divinities

"Since boredom advances and boredom is the root of all evil, no wonder, then, that the world goes backwards, that evil spreads. This can be traced back to the very beginning of the world. The gods were bored; therefore they created human beings."

- Soren Kierkegaard

There's a lot to consider when you're looking to take that leap of faith that so many others have taken before you. You've got to consider which god best fits your personality, or at least accessories best with your ensemble. A lot of players will choose the god that they worship largely based upon what spells they grant and what weapons that they favour. There's no specifically wrong way to decide for yourself which god or goddess to worship, and there may be external factors that influence your choice. For example, if your party is primarily devoted to good acts and there's a paladin hanging about in the group, it's rather unlikely that you're going to choose to worship Asmodeus or Norgorber, though Pharamsa might work out decently well.

Here are some helpful hints that might be of use in pointing you in the right direction:

Rule #1: What can your religion do for you? First, consider what your god or goddess does for you. I know that this sounds a little strange, but in the fantasy RPG world, your god or goddess is going to grant you benefits, whereas in the real world, you might ascribe to a particular religion that fits with your personal belief sys-

tem. In Pathfinder, though, gods and goddesses can grant you access to specific spells or weapons that might fit in with your particular character concept or flavour.

Rule #2: Believe in stuff. Your deity isn't there *solely* for mechanical benefit. If the tenets of the deity that you're choosing for mechanical advantage do not fit in with how you want to play your character, things are probably going to work out poorly, and you might end up having some conversations with your GM about how you've upset your deity. You might even get a divine visitor, and if you do, you want to make sure that the visit is a welcome one.

Rule #3: Don't give your deity a reason to smite you. I know that this might seem like something that goes without saying, but it happens at tables, so it has to be said. If you're going to completely ignore the will of your god or goddess, this is going to cause bad mojo. In Pathfinder, your deity isn't some pasty, long-bearded hippy that leaves you to your own devices and may or may not have words with you in the afterlife before either letting you into paradise, sending you back for another go-round via reincarnation, or casting you into a pit of eternal torment. Granted,

your deity in Pathfinder may do one or more of those things anyway, but they're probably going to take a more active role in keeping you on the straight and narrow. Upset your divine benefactor at your own risk (and your GM's sufferance).

Divine Inspiration

The following list is, by no means, exhaustive. However, it gives you a quick and dirty rundown of deities that are well-suited to different builds, what weapons they favour, what spells they grant access to (if any), what alignments are allowed for their followers, and what domains they oversee.

Abadar – Lawful Neutral

- **Allowable Alignments:** Lawful Good, Lawful Neutral, Lawful Evil, True Neutral
- **Favoured Weapon:** Light crossbow
- **Accessible Spells:** None
- **Domains:** Earth, Law, Nobility, Protection, Travel
 - **Subdomains:** Defense, Inevitable, Leadership, Martyr, Metal, Trade
- **Inquisitions:** Heresy, Imprisonment, Order, True Death
- **Optimal Builds:** Archer, Virtuoso

Asmodeus – Lawful Evil

- **Allowable Alignments:** Lawful Neutral, Lawful Evil, Neutral Evil
- **Favoured Weapon:** Mace
- **Accessible Spells:** None
- **Domains:** Evil, Fire, Law, Magic, Trickery
 - **Subdomains:** Arcane, Ash, Deception, Devil, Divine, Smoke
- **Inquisitions:** Damnation, Heresy, Imprisonment, Persistence, Sin, Torture
- **Optimal Builds:** Aegis, Virtuoso

Calistra – Chaotic Neutral

- **Allowable Alignments:** True Neutral, Chaotic Good, Chaotic Neutral, Chaotic Evil
- **Favoured Weapon:** Whip
- **Accessible Spells:** None
- **Domains:** Chaos, Charm, Knowledge, Luck, Trickery
 - **Subdomains:** Azata, Curse, Deception, Lust, Memory, Thievery
- **Inquisitions:** Fervor, Heresy, Possession, Sin, Torture, Vengeance
- **Optimal Builds:** Acolyte, Aegis, Virtuoso

Cayden Cailean – Chaotic Good

- **Allowable Alignments:** Neutral Good, Chaotic Good, Chaotic Neutral
- **Favoured Weapon:** Rapier
- **Accessible Spells:** None
- **Domains:** Chaos, Charm, Good, Liberation, Strength, Travel
 - **Subdomains:** Azata, Exploration, Ferocity, Love, Lust, Resolve
- **Inquisitions:** Fervor, True Death, Valor
- **Optimal Builds:** Acolyte, Aegis, Virtuoso

Desna – Chaotic Good

- **Allowable Alignments:** Neutral Good, Chaotic Good, Chaotic Neutral
- **Favoured Weapon:** Starknife
- **Accessible Spells:** None
- **Domains:** Chaos, Good, Liberation, Luck, Travel
 - **Subdomains:** Azata, Curse, Exploration, Fate, Freedom, Revolution
- **Inquisitions:** Heresy, Illumination, Oblivion, Revelation
- **Optimal Builds:** Acolyte, Aegis, Virtuoso

Erastil – Lawful Good

- **Allowable Alignments:** Lawful Good, Lawful Neutral, Neutral Good
- **Favoured Weapon:** Longbow
- **Accessible Spells:** None
- **Domains:** Animal, Community, Good, Law, Plant
 - **Subdomains:** Archon, Family, Feather, Fur, Growth, Home
- **Inquisitions:** Heresy, Illumination, Valor, Zeal
- **Optimal Builds:** Archer, Virtuoso

Gorum – Chaotic Neutral

- **Allowable Alignments:** True Neutral, Chaotic Good, Chaotic Neutral, Chaotic Evil
- **Favoured Weapon:** Greatsword
- **Accessible Spells:** None
- **Domains:** Chaos, Destruction, Glory, Strength, War
 - **Subdomains:** Blood, Ferocity, Protean, Rage, Resolve, Tactics
- **Inquisitions:** Anger, Heresy, Tactics
- **Optimal Builds:** Devastator, Virtuoso

Gozreh – True Neutral

- **Allowable Alignments:** Lawful Neutral, Neutral Good, True Neutral, Neutral Evil, Chaotic Neutral
- **Favoured Weapon:** Trident
- **Accessible Spells:** None
- **Domains:** Air, Animal, Plant, Water, Weather
 - **Subdomains:** Cloud, Decay, Growth, Oceans, Seasons, Wind
- **Inquisitions:** Fervor, Heresy
- **Optimal Builds:** Aegis, Virtuoso

Iomedae – Lawful Good

- **Allowable Alignments:** Lawful Good, Lawful Neutral, Neutral Good
- **Favoured Weapon:** Longsword

- **Accessible Spells:** None
- **Domains:** Glory, Good, Law, Sun, War
 - **Subdomains:** Archon, Day, Heroism, Honour, Light, Tactics
- **Inquisitions:** Banishment, Heresy, Justice, Order, Persistence, Truth, Valor
- **Optimal Builds:** Aegis, Virtuoso

Irori – Lawful Neutral

- **Allowable Alignments:** Lawful Good, Lawful Neutral, Lawful Evil, True Neutral
- **Favoured Weapon:** Unarmed Strike
- **Accessible Spells:** None
- **Domains:** Healing, Knowledge, Law, Rune, Strength
 - **Subdomains:** Inevitable, Language, Memory, Restoration, Resolve, Thought
- **Inquisitions:** Illumination, Revelation, Tactics
- **Optimal Builds:** Acolyte, Virtuoso



Lamashtu – Chaotic Evil

- **Allowable Alignments:** Neutral Evil, Chaotic Neutral, Chaotic Evil
- **Favoured Weapon:** Falchion, Kukri
- **Accessible Spells:** None
- **Domains:** Chaos, Evil, Madness, Strength, Trickery
 - **Subdomains:** Deception, Demon, Ferocity, Insanity, Nightmare, Thievery
- **Inquisitions:** Heresy, Oblivion, Possession, Vengeance
- **Optimal Builds:** Acolyte, Aegis, Devastator, Virtuoso

Nethys – True Neutral

- **Allowable Alignments:** Lawful Neutral, Neutral Good, True Neutral, Neutral Evil, Chaotic Neutral
- **Favoured Weapon:** Quarterstaff
- **Accessible Spells:** None
- **Domains:** Destruction, Knowledge, Magic, Protection, Rune
 - **Subdomains:** Arcane, Catastrophe, Divine, Defense, Thought, Wards
- **Inquisitions:** Fate, Heresy, Possession, Zeal
- **Optimal Builds:** Acolyte, Virtuoso

Norgorber – Neutral Evil

- **Allowable Alignments:** Lawful Evil, True Neutral, Neutral Evil, Chaotic Evil
- **Favoured Weapon:** Short Sword
- **Accessible Spells:** False Alibi, Night of Blades
- **Domains:** Charm, Death, Evil, Knowledge, Trickery
 - **Subdomains:** Daemon, Deception, Memory, Murder, Thievery, Thought
- **Inquisitions:** Fate, Heresy, Possession, Sin, Torture, Vengeance
- **Optimal Builds:** Acolyte, Aegis, Virtuoso

Pharasma – True Neutral

- **Allowable Alignments:** Lawful Neutral, Neutral Good, True Neutral, Neutral Evil, Chaotic Neutral
- **Favoured Weapon:** Dagger
- **Accessible Spells:** None
- **Domains:** Death, Healing, Knowledge, Repose, Water
 - **Subdomains:** Ancestors, Ice, Memory, Resurrection, Souls, Thought
- **Inquisitions:** Damnation, Fate, Heresy, Justice, Oblivion, True Death, Truth
- **Optimal Builds:** Aegis, Virtuoso

Rovagug – Chaotic Evil

- **Allowable Alignments:** Neutral Evil, Chaotic Neutral, Chaotic Evil
- **Favoured Weapon:** Greataxe
- **Accessible Spells:** Brittle Portal
- **Domains:** Chaos, Destruction, Evil, Weather, War
 - **Subdomains:** Blood, Catastrophe, Demon, Protean, Rage, Storms
- **Inquisitions:** Anger, Heresy, Sin, Vengeance
- **Optimal Builds:** Acolyte, Devastator, Virtuoso

Sarenrae – Neutral Good

- **Allowable Alignments:** Lawful Good, Neutral Good, True Neutral, Chaotic Good
- **Favoured Weapon:** Scimitar
- **Accessible Spells:** None
- **Domains:** Fire, Glory, Good, Healing, Sun
 - **Subdomains:** Agathion, Day, Heroism, Light, Restoration, Resurrection

- **Inquisitions:** Banishment, Heresy, Illumination, Order, Revelation, Truth, Valor
- **Optimal Builds:** Aegis, Virtuoso

Shelyn – Neutral Good

- **Allowable Alignments:** Lawful Good, Neutral Good, True Neutral, Chaotic Good

But wait! You forgot the section on...

This is where the disclaimer goes about this being a work in progress. It was last updated on **Sunday, March 8th, 2015** and last included materials from the **Monster Codex**. If you feel that something from before that is missing, it might be because it's not optimal for your character, but you're welcome to come over to the Paizo Message Boards and look for *Bodhi's Guide to the Optimal Inquisitor* in the Advice forum to discuss it there. There's a thread for it.

Now I'm sure you'll note that I don't talk *much* about archetypes in this guide either, and that's because the archetypes largely trade out the common abilities for new ones, and those aren't always an optimal choice for most games. They may be perfectly suited to unique games or to whatever scenarios that your game master presents to you, but even this guide can't account for *everything* at your tabletop.

If you're a game master and you're looking at this guide, please share the tips you find here with your players who choose to play inquisitors, and use what you find here to optimise selectively. Fully optimised opponents can frustrate characters who can't keep up, and nothing should ruin your games.

Above all, Pathfinder should be fun, and if the use of this guide isn't helping to make your games fun, please don't use it. If you *are* using this guide, please exercise your best judgment. If your game master doesn't want you to fully optimize your character or feels that you're mini-maxing by using this guide, alter things accordingly or find a workable solution.

Happy gaming!

— Bodhi

- **Favoured Weapon:** Glaive
- **Accessible Spells:** None
- **Domains:** Air, Charm, Good, Luck, Protection
 - **Subdomains:** Agathion, Cloud, Defense, Fate, Love, Purity
- **Inquisitions:** Fervor, Heresy, Revelation
- **Optimal Builds:** Devastator, Virtuoso

Torag – Lawful Good

- **Allowable Alignments:** Lawful Good, Lawful Neutral, Neutral Good
- **Favoured Weapon:** Warhammer
- **Accessible Spells:** None
- **Domains:** Artifice, Earth, Good, Law, Protection
 - **Subdomains:** Archon, Caves, Construct, Defense, Metal, Toil
- **Inquisitions:** Banishment, Heresy, Imprisonment, Tactics
- **Optimal Builds:** Acolyte, Aegis, Virtuoso

Urgathoa – Neutral Evil

- **Allowable Alignments:** Lawful Evil, True Neutral, Neutral Evil, Chaotic Evil
- **Favoured Weapon:** Scythe
- **Accessible Spells:** None
- **Domains:** Death, Evil, Magic, Strength, War
 - **Subdomains:** Blood, Daemon, Divine, Ferocity, Murder, Undead
- **Inquisitions:** Heresy, Persistence, Possession, Sin, Vengeance
- **Optimal Builds:** Acolyte, Devastator, Virtuoso

Zon-Kuthon – Lawful Evil

- **Allowable Alignments:** Lawful Neutral, Lawful Evil, Neutral Evil
- **Favoured Weapon:** Spiked Chain
- **Accessible Spells:** None
- **Domains:** Darkness, Death, Destruction, Evil, Law
 - **Subdomains:** Catastrophe, Devil, Loss, Murder, Night, Undead
- **Inquisitions:** Damnation, Heresy, Oblivion, Sin, Torture
- **Optimal Builds:** Acolyte, Virtuoso