



Rite Publishing Presents:

The Secrets of the Inquisitor

Knight Templar (Designer): Steven D. Russell
Well Intentioned Extremist (Additional Design):

Will McCardell

The Fundamentalist (Editor): James Smith

He Who Fights Monsters (Cover Artist):

Public Domain

The Ends Justify the Means (Interior Artwork):

Public Domain, Toby Gregory, Tamás Baranya, Joe Calkins

The Spanish Inquisition (Layout and Publisher):

Steven D. Russell

Dedication: To Will McCardell
—for being the perfect sounding board yet again.

Special Thanks to Owen K.C. Stephens.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

The Secrets of the Inquisitor © 2012 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Hérons of the Fountain

"By Our Smiling Lady of Hearth and Home, We vow that before we pass beyond the veil for the final time we shall break every curse, abolish every disease, poisons, and madness; while ending the abusive vices of both the alcoholic and the chemical. We shall do everything and stop at nothing, by her heron and her fountain, this we so vow!"- Dame Nicola Bittern, Heron of the Fountain

Yes, I am a Heron of the Fountain; our name comes from the belief that all you need to find happiness is drink water from a pure clean fountain. Those who love the bottle and the herb, especially those in my home city of Questhaven, refer to us disparagingly as Bitterns—we accept their disdain and move on. In truth we are part of the Temperance Inquisition primarily serving *Our Smiling Lady of Hearth and Home*. She is the patron deity of bakers, chefs, children, communities, construction, controlled fire, cooking, families, halflings, homes, inns, kale, masonry, menstruation, pregnant women, purity, temperance, warmth, and women. However there are several members of our inquisition that profess their faith to other deities yet have joined simply because they believe as I do in the value of an unsullied life. Nevertheless, regardless of the deity our members profess their faith in, Herons of the Fountain believe in creating a sober and pure world. We practice moderation in all things healthful and total abstinence from all things harmful.

We are zealous reformers who want to change the world for the better, to protect women and children, promote property rights, custody rights, and universal suffrage for all people, prevent arranged marriages and forced prostitution, along with promoting arbitration, children's education, and the rights of laborers. We are seldom welcome in non-democratic states, though some theocracies, monarchies, and oppressive governments, which seek to suppress alcohol or drug use, make use of us. Others seek us out as custom officials so they can gain revenue from the heavy taxation of these social ills, we assist them regardless of political ideology because it does help suppress these terrible vices. Questhaven itself makes use of us in the oppression of harmful drugs and the enforcement of taxes codes especially upon rumrunners. However we are a much larger political force in smaller towns and villages especially in the outer reaches of the Protectorate that have suffered various forms of social ills that were caused (or at least perceived to be caused) by a lack of temperance and/or purity on the part of the population.

We provide a number of services curing the sick, the poisoned, the cursed and the insane, but what often creates the most trouble for our order is our stance on various forms of intoxicants. The more foolish majority of the order look upon alcohol and drugs themselves as being the sin, and that the person themselves needs help and understanding. The smaller but more enlightened minority to which I belong focus on the reforming of social ills, we view blaming the drink or drug like unto



blaming food for the sin of gluttony. We view the abuser as the source of evil. The first faction marks themselves with emblems of a stone grey heron and they act as no better than brigand or pirates when they raid and destroy a warehouse of ale, a vineyard, and your favorite tavern (etcetera). Yet many folk see them as saviors when they open up sanatoriums to help those who seek to break the cycle of their addiction. The second faction, my faction is marked by emblems of a fiery red heron. You call us vigilantes when we hang someone accused of committing domestic violence while under the heavy influence of drugs and/or alcohol. Yet later you praise us when we defend your personal property, or build orphanages and public schools. Public schools are one of my favorite projects and long-term strategies for we can get to the children we can create a sentiment supporting their cause leading to purification and total abstinence.

Our order's membership ranges from wild-eyed idealists, extremist true believers, and the occasional, yet quickly excommunicated out-right hypocrite. We can be found working as custom officials hutting smugglers, wild-eyed bounty hunters seeking out vindictive spellcasters who cast baneful curses, private investigators helping find lost and wayward souls consumed by their additions, compassionate healers who run sanitariums for the insane, or religious fanatics hell-bent on the prohibition of alcohol and other chemical intoxicants.

Heron of the Fountain (Ex): At 1st level, a heron of the fountain adds Disable Device and Knowledge (local) to her list of class skills yet removes Knowledge (arcana) and Knowledge (planes) from her list of class skills.

Domain (Ex) At 1st level, a heron of the fountain must take the Temperance Inquisition Domain This ability replaces the inquisitor's normal domain ability.

Underworld Lore (Su) At 1st level, the heron of the fountain adds her Wisdom modifier on Knowledge (local) skill checks in addition to her Intelligence modifier, when making Knowledge (local) skill checks to identify legends, personalities, organizations, factions, houses of ill repute, inhabitants, laws, customs, traditions, and the abilities and weakness of humanoids. This ability replaces monster lore.

Detect Affliction (Sp) At 2nd level, the heron of the fountain can determine whether a creature, object, or area has been subject to an affliction or can cause an affliction. You can determine the exact type of affliction with a DC 20 Wisdom check. In all other respects this functions as the spell *detect poison* with a caster level equal to the inquisitor's level.

Trapfinding (Ex) At 2nd level, a heron of the fountain adds 1/2 her inquisitor class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). She can use Disable Device to disarm magic traps. This ability replaces cunning initiative.

Bane (Su) At 5th level, a heron of the fountain can imbue one of her weapons with the bane weapon special ability as a swift action. She must select an organization instead of a creature type when she uses this ability (she can use her underworld lore to help identify the organization the creature belongs too). For example, she might select a particular thieves' guild, merchant house, or even the city guard. The bane bonuses would apply to all members of the chosen organization, regardless of their creature type or subtype. Once selected, the organization can be changed as a swift action. This ability only functions while the heron of the fountain wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to her before the duration expires. This ability lasts for a number of rounds per day equal to her inquisitor class level. These rounds do not need to be consecutive. This ability replaces the normal inquisitor's bane ability.

Thief-Taker

"I want a drink, I want to love to grow old, I want a holiday in a country manor, I want a lot more gold. What I have is a cloak, a swordbreaker and a gun."
- Than of the Mar, Thief-Taker General of Questhaven

Now understand that I am a thief-taker, I am a private individual hired to capture criminals, this means the people who do the hiring decide who the criminals are. Rare is the place where in our world where professional watchmen exist. Often times rising crime rates in these unpoliced urban regions, along with bards, criers, and printed news sheets bringing shocking crimes create enough public outcry that the churches have stepped in to help. Recruiting from the devoted who recover stolen reliquary items and rogue's seeking atonement, various allied churches helped bring about the rises of we, the thief-takers. We are closely related to bounty hunters, but rather than open bounties we are hired directly by those who believe they are the victims of crime. Though we will not squabble about collecting bounties if they present themselves, it is not our stock and trade. Often being former criminals ourselves, or having close relations with criminal crews, we act as go-betweens, negotiating the return of stolen goods for a fee. Trust me, some thief-taker are far less morale than myself, they run extortion schemes, allowing criminals to pay them off rather than taking them before a magistrate. It is also much easier to earn our privately funded rewards by taking a patsy rather than the real harden criminal; I of course would never stoop to such scandalous activities. Regardless of what you have been told I do not run a gang of thieves, I have never arranged the return

