



## The Cabalist

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Sometimes referred to as Thaumaturgists, these infernal summoners are often the primary means of contact for the Demons from the Cabalist's Plane. For various reasons, from personal power to vengeance and more, arcane spellcasters have often attempted to reach into the nether realms, forging pacts with Infernal lords and their minions. The Demons gain more access to the Plane Prime and thus, the chance to gather more

souls, including those of the Cabalists and their servants/sacrifices. In exchange, the Cabalists gain information, power, and services that are normally unavailable to other spellcasters. Wizards, especially conjurers, make up most of the body of Cabalists, though sorcerers, and much more rarely bards, are also seen among the ranks of Cabalists.

**Hit Die:** d6

### Table The Cabalist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Level
1	+0	+0	+0	+2	Pact; Demonic Resistance	+1 Level of Existing class
2	+1	+0	+0	+3	Bonus Summoning Spell	+1 Level of Existing class
3	+1	+1	+1	+3	Pact	+1 Level of Existing class
4	+2	+1	+1	+4	Bonus Summoning Spell	+1 Level of Existing class
5	+2	+1	+1	+4	Pact	+1 Level of Existing class
6	+3	+2	+2	+5	Bonus Summoning Spell	+1 Level of Existing class
7	+3	+2	+2	+5	Pact	+1 Level of Existing class
8	+4	+2	+2	+6	Bonus Summoning Spell	+1 Level of Existing class
9	+4	+3	+3	+6	Pact	+1 Level of Existing class
10	+5	+3	+3	+7	Bonus Summoning Spell	+1 Level of Existing class

### Requirements

**Skills:** Knowledge (the planes) +8 ranks

**Feats:** Iron Will and Skill Focus, Knowledge (the planes)

**Spells:** Must be able to cast Arcane Magic as an innate, and must be able to cast Summon Monster I, II, and III.

**Special:** and must extensively role play the formation of their first pact with a demon in the Infernal Plane. Though most Cabalists are evil, there is no official alignment requirement.

### Class Skills

The Cabalist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

See Chapter 4 in the *Core Rulebook 1* for skill descriptions.

Skill Points at each additional Level: 2 + Int modifier per level

### Class Features

All of the following are class features of the Cabalist.

**Weapon and Armor Proficiency:** Cabalists are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Cabalists are not proficient with any type of armor nor with shields.

**Spells:** The Cabalist advances in spellcasting ability at the same rate as their former spell casting class. For purposes of effective

level for spellcasting purposes, add the Cabalist level to the prior class's level. If, for some strange reason, a character qualifies for Cabalist through more than one spellcasting class, the primary class must be chosen by the character as a first level Cabalist, and the character follows that class's spell advancement tables with each level of Cabalist.

**Demonic Resistance (Ex):** Through exposure to the demonic essence of the Infernal Plane and in dealing with demons, the Cabalist has an innate bonus of +2 on all saving throws versus demonic attacks and abilities.

**Pact (Ex):** Starting at first level, and at every odd level, the Cabalist gains a free Pact with a Demon of the Infernal Plane. Typically, the demon grants the following abilities to the Cabalist:

- 1) This demon may be called specifically by a Summon Monster spell of the appropriate power range, or by a bonus Summoning spell;
- 2) This demon may offer extended service for a particular purpose of itself or its minions, beyond the normal ranges of the Summon Monster spell, for up to a year and a day;
- 3) This demon may answer specific queries of the Cabalist regarding matters of the Infernal Plane or of worldly matters over which it or its lord holds domain; and
- 4) This demon may offer the diabolic abilities of itself or its lord, which may be accessed through the Lesser Invocation, Invocation and Greater Invocation spells. (These spells are described in detail under *Infernal Spells*.)

Often, this demon requires some form of sacrifice from the Cabalist (which must be worked out between the player and the



GM, preferably in role play) in order to maintain the relationship between the two. Should the Cabalist fail to uphold his end of the pact, he may find himself with a powerful enemy instead of an infernal ally.

**Bonus Summoning Spell (Sp):** Starting at second level, and at every even level thereafter, the Cabalist receives a bonus Summoning Spell per day at the highest level of spellcasting ability. This bonus spell may be used to:

- 1) Summon a specific demon with whom the Cabalist has a Pact;
- 2) Cast a summoning spell of one spell level higher than is normally available to the caster, providing it is used to summon infernal creatures.

## Some Infernal Spells:

### Lesser Invocation

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#### Conjuration (Summoning)

**Level:** Brd 2, Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** As per the ability granted  
**Target, Effect or Area:** As per the ability granted  
**Duration:** As per the ability granted  
**Saving Throw:** As per the ability granted  
**Spell Resistance:** As per the ability granted

Lesser Invocation allows a spellcaster to utilize a lesser diabolic ability granted to the spellcaster by an Infernal being through a Pact. The specific power is dependent on either the demon or its infernal superiors. Generally, the use of this spell grants the caster access to one use of that ability. Depending on the pact, sacrifices and renegotiation may occur after every third, fifth, ninth, or thirteenth use of the power, as determined by the original agreement between the spellcaster and the demon. Consult the specific demons' write ups for the lesser diabolic abilities that a demon may offer from either itself or its superiors.

### Invocation

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#### Conjuration (Summoning)

**Level:** Brd 4, Sor/Wiz 4  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** As per the ability granted  
**Target, Effect or Area:** As per the ability granted  
**Duration:** As per the ability granted  
**Saving Throw:** As per the ability granted  
**Spell Resistance:** As per the ability granted

Invocation functions just like Lesser Invocation, although it allows a spellcaster to utilize a standard diabolic ability granted to the spellcaster by an Infernal being through a Pact. Consult the specific demons' write ups for the standard diabolic abilities that a demon may offer from either itself or its superiors.

### Greater Invocation

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#### Conjuration (Summoning)

**Level:** Brd 6, Sor/Wiz 6  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** As per the ability granted  
**Target, Effect or Area:** As per the ability granted  
**Duration:** As per the ability granted  
**Saving Throw:** As per the ability granted  
**Spell Resistance:** As per the ability granted

Greater Invocation functions just like Lesser Invocation, although it allows a spellcaster to utilize a greater diabolic ability granted to the spellcaster by an Infernal being through a Pact. Consult the specific demons' write ups for the greater diabolic abilities that a demon may offer from either itself or its superiors.

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