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5-foot coverage and additional attack opportunities. 3RD LEVEL Investment Amnizu: Target can cause 1d4 Int damage with touch. Erinyes Investment: The goal can make enemies move closer and take no action. Harvester Devil's Investment: The target can deal with lingering wounds in melee attacks. Steel Devil's Investiture: Target gets a mundane bonus on Attacks and AC. 4TH LEVEL Investiture of the Barbed Devil: The goal can cause additional damage when fighting. Investing in Malebranche: Target acquires a powerful charge ability. Narzugon Investment: The goal acquires a paralyzing view of the attack. Orron's Investment: The target disrupts an extravagant movement within 20 feet and automatically causes sound damage to the attacker. CLERIC SPELLS 2ND LEVEL Denounce: Target outsider takes four on offense, saves and checks. Spinal Devil Investment: The target can run up to three spikes at a time. 3RD LEVEL Devil's Eye: See through the magical darkness up to 30 feet. The Bearded Devil's Investment: The target inflicts additional damage to the melee every round that it hits the enemy. Chain Devil's Investment: Target gets 5-foot coverage and additional attack opportunities. 4TH LEVEL Investment Amnizu: The target can cause 1d4 Int damage with a single touch. Erinyes Investment: The goal can make enemies move closer and take no action. Harvester Devil's Investment: The target can deal with lingering wounds in melee attacks. Steel Devil's Investment: Target gets a desecrated bonus on Attacks and AC. 5TH LEVEL Investiture From Narzugon: Target gets a paralyzing attack look. Orron's Investment: The target disrupts an extravagant movement within 20 feet and automatically causes sound damage to the attacker. 6TH LEVEL Investiture of the Barbed Devil: The target can cause additional damage when fighting. Investing in Malebranche: Target acquires a powerful charge ability. 7TH LEVEL Ice Devil Investiture: Target deals cold damage to No.1d6 and slows down enemies with successful melee attacks. 8TH LEVEL Investiture of the Horned Devil: The target stuns enemies with a successful melee attack. 9TH LEVEL Investiture Engine Hellfire: Target gets an iron hull and an 8d10 breathing weapon of hellfire. Investiture is a villain: the target gets powerful claw attacks, the ability to inflict sickness, or the ability to inflict terror. Righteous Exile: To harm evil beings and to expel evil outsiders. DOMAINS DIABOLIC DOMAIN Granted credentials: Once a day, as an immediate action, add your level of class as a bonus to one bluff, diplomacy, intimidation, or sense of Motive Verification. Protection spells from goodness: from 2 to AC and saves, counter-mind control, hedging good elementals and outsiders. Devil's Eye: See through magical magical Up to 30 Feet Devil's Ego: Get No.4 to Cha and change type to outsider for 1 min/level Hellfire: Explosion of Hellfire deals 1d8 damage/level 2 in a 10-foot radius. Planar Binding, Lesser: Traps extraplanary creature 6HD or less until it completes the task. Binding planar: As a smaller planar binding, but up to 12 HD. Hellfire Storm: Explosion of Hellfire Deals 1d8 Damage/Level in 20-Foot Demand Radius: How to Send as well as you can send an offer. Investing from Pit Fiend: Target gets powerful claw attacks, ability to inflict sickness, or ability to inflict terror. Denunciation: Target outsider takes four on offense, saves, and checks. SORCERER/WIZARD SPELLS 2ND LEVEL Trans Investiture of the Spined Devil: Target can launch up to 3 spikes at a time. 3RD LEVEL Trans Devil s Eye: See through the magical darkness up to 30 feet. The Bearded Devil's Investment: The target inflicts additional damage to the melee every round that it hits the enemy. Chain Devil's Investment: Target gets 5-foot coverage and additional attack opportunities. 4TH LEVEL Trans Investiture of Amnizu: Aim can cause 1d4 Int damage with touch. Erinyes Investment: The goal can make enemies move closer and take no action. Harvester Devil's Investment: The target can deal with lingering wounds in melee attacks. Steel Devil's Investment: Target gets a desecrated bonus on Attacks and AC. 5TH LEVEL Trans Investiture From Narzugon: Target gets a paralyzing attack look. Orron's Investment: The target disrupts an extravagant movement within 20 feet and automatically causes sound damage to the attacker. 6TH LEVEL Trans Investiture Of the Barbed Devil: The goal can cause additional damage when fighting. Investing in Malebranche: Target acquires a powerful charge ability. 7TH LEVEL Trans Investiture of the Ice Devil: Target deals cold damage to No.1d6 and slows down enemies with successful melee attacks. 8TH LEVEL Trans Investiture of the Horned Devil: The target stuns enemies with a successful melee attack. 9TH LEVEL Trans Investiture Hellfire Engine: Target gets an iron hull and an 8d10 breath weapon of hellfire. Investiture is a villain: the target gets powerful claw attacks, the ability to inflict sickness, or the ability to inflict terror. Resetas m's importantes M's recientes resetas m's importantes Hay 0 resetas y 0 valoraciones de Espa: This article needs additional quotes to verify. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. Find sources: Devil's Code II: The Tyrants of the Nine Hells - News Newspaper Book Scientist JSTOR (May 2014) (Learn how and when to delete this message template) Devil's Code II: The Tyrants of the Nine Hells Cover Fiendish Codex II Author Robin D. Laws and Robert J. Schwalb Genre Role game Publisher Wizards date Coast Publication December 2006 Media type Print (Hardback) Pages 160 ISBN 0-7869-3940-0 Fiendish II: The tyrants of the nine hells is an optional additional source code for 3.5 3.5 of Dungeons and Dragons role-playing game. The contents of Tirana's Nine Hells is expanding on previous editions of Dungeons and Dragons supplement books, namely the Book of Vile Darkness. It describes the origins of the devils, the rise of the most powerful devil Asmodei and the mystery of how he first got into the Nine Hells of Baator. It also describes in detail each layer of Hell, such as their physical characteristics, social structure, rulers, and even the personalities of those who rule each layer accordingly. Chapter One: All About The Devils This chapter describes the economics and society of the devils in hell, their relationship with demons, their origins, and their soul-cleaning mortals. Chapter Two: Nine Hells This Chapter describes nine layers of hell; Avernyas, Dees, Minauros, Flegos, Stigia, Malbolge, Maladomini, Kania and Nessus. Chapter 3: Rules of the game New Prestige classes Hellbreaker Hellbreaker specializes in penetrating the fortress devils and freeing them from their treasures. They are developing a number of methods useful for dealing with the forces of hell. Hellbreakers are always chaotic-good, chaotic-neutral, or chaotic evil and often start as crooks or ninjas. Hellfire Warlock Hellfire sorcerers belong to a secretive group of specialist sorcerers who have mastered the hellish fire, dangerous energy found only in hell. As warlocks develop this prestige class and advance in it, they reach great options in hellfire uses. Hellreaver Hellreavers are warriors who are outraged by the actions of the devils and their ability to corrupt and seduce without consequences. They become extremely effective combatants against the devils. Hellreavers are always well aligned and often start in combat class such as barbarian, paladin, fighter, ranger, or even as a clergyman or monk. Soulguard Soulguards openly oppose the practice of devils and are especially outraged by their dishonest dealings with mortals and their theft of souls. They go to great lengths to protect those who suffer from the power of Baathez. Soulguards are almost always paladins or clergymen, but they can also be druids or favored souls. Soulguards always have an alignment of either a legitimate-good or legal neutral. Chapter 4: Devils This Chapter Introduces New Types of Devils, Including Abishay, Amnizu, Killer Devil (Dogay), Iberbos Roy, Harvester Devil (Falxugon), Hellfarir Engine, Calabon, Legion Devil (Merregon), Malebranche, Narzugon, Nupperibo, Orton, Palerion, Pain Devil (Excruciarch), Pleasure Devil (Brachina), Each layer has an archdevil that governs them. Glyaja, the ruler of Maladomini - Baalzebul, the ruler of Kania - Mephistopheles, and the ruler Ness - Asmodeus. The story of the publication of Fiendish Codex II was written by Robin D. Law and Robert Schwalb and published in December 2006. The cover was Raven Mimura, with interiors by Dave Allsop, Thomas M. Bucks, Daarken, Eric Deschamps, Carl Frank, David Griffith, Warren Machi, Wayne Reynolds, Anne Stokes, Kieran Janner, and James Chang. Robert Schwalb explains how he became involved in this book: Ever since I became a freelance game designer, I've had a knack for planting jobs that have dealt with evil subjects. Chris Perkins pinged me to work on Fiendish Code I, but tragically I was inundated with a project for another company and so I had to take the pass. I kicked myself. I wouldn't have made the same mistake twice. So, I cleared my decks for that. [...] As for the interest in the devils, I have always been interested in dark elements in the cosmology of DNA. Maybe it's because my mother got scared a little (hello mom). The Devils have been some of the coolest for me since I got my hands on the 1st edition of the Monster Guide. I'm ashamed to admit it, but I had a love for Glaze with Monster Manual 2 - what can I say I love women with horns and tails . Admission This section is empty. You can help by adding to it. (January 2019) References to Devil Code II: The Tiranans of the Nine Hells. pen-paper.net archive from the original 2008-06-06. Received 2008-04-23. b Carroll, Bart (December 4, 2006). Product Spotlight: Devil Code II. The Wizards of the Coast. Received on August 16, 2013. Extracted from the fiendish codex 2 pdf download. d&d 3.5 fiendish codex 2 pdf

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