

הַכֵּן פֶּאָדֶקֶט גִּימָאָלְהַכֵּן פֶּאָדֶקֶט גִּימָאָל הַכֵּן פֶּאָדֶקֶט גִּימָאָל

# SHATTERED SKIES

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## CAMPAIGN SETTING



# HELL PRIEST

## HYBRID CLASS

**OGL**  
3.5 SYSTEM COMPATIBLE

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**W**  
PUBLISHING



# HELLPRIEST

## HYBRID CLASS

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**AUTHOR** Robert Gresham  
**COVER ARTISTS** Jacob Blackmon  
**INTERIOR ARTIST** Brett Neufeld, Forrest Imel, Michael Jaeks  
**CREATIVE DIRECTOR** Robert Gresham  
**EDITOR** Robert Gresham  
**WAYWARD ROGUES PUBLISHING LOGO BY** Robert Gresham  
**PAGE BACKGROUNDS** Rick Hershey  
**LAYOUTS BY** Robert Gresham  
**PUBLISHER** Robert Gresham

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# HELLPRIEST

A hellpriest has made a pact with an infernal or abyssal entity believing that pain and suffering lead to the realization of the divine. Through this pact he has gained vile abilities to inflict unfathomable tortures.

**Role:** Hellpriests are insidious villains; sadistic foes who use their powers to corrupt good beings, so they may harvest their fallen souls for currency for their infernal, and abyssal masters. Practitioners of foul divine magic and forbidden sorcery, using these spells to horrific, devastating effect against good aligned enemies. When not wielding these powers, they rely on spiked chains and instruments of torture to inflict the most delicious pain imaginable.

**Alignment** Any Evil

**Hit Die:** d8

**Starting Wealth:**  $4d6 \times 10$  gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Parent Classes:** Cleric and Sorcerer

## CLASS SKILLS

The hellpriest's class skills are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks per Level:**  $2 + \text{Int}$  modifier.

## CLASS FEATURES

The following are the class features of the hellpriest.

### Weapon and Armor Proficiency:

Hellpriests are proficient with light armor and shields and with the following weapons: club, dagger, heavy mace, light mace, quarterstaff, spiked chain, sling, and whip.

**Spells:** A hellpriest casts divine spells which are drawn from the hellpriest spell list. A hellpriest must choose and prepare his spells in advance.

To prepare or cast a spell, a hellpriest must have a Wisdom score equal to at least  $10 + \text{the spell level}$ . The Difficulty Class for a saving throw against a hellpriest's spell is  $10 + \text{the spell level} + \text{the hellpriest's Wisdom modifier}$ .





TABLE: HELLPRIEST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Chain of barbs, mortified spellcasting, spells, lamentations	3	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Inured to Pain	4	3	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	3	2	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Grasping Chains	4	3	2	—	—	—	—	—	—	—
5th	+4	+4	+1	+4		4	4	3	2	—	—	—	—	—	—
6th	+4	+5	+2	+5	Deadened Flesh	4	4	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	4	3	3	2	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wounding Blade	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		4	4	4	3	3	2	—	—	—	—
10th	+7/+2	+7	+3	+7	Armor of Chains , stride of suffering	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	4	3	3	2	—	—	—
12th	+9/+4	+8	+4	+8	Greater Mortified Spellcasting	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8		4	4	4	4	4	3	3	2	—	—
14th	+10/+5	+9	+4	+9	Hurt Me	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9		4	4	4	4	4	4	3	3	2	—
16th	+12/+7 /+2	+10	+5	+10	Unnerving Gaze	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	4	3	3	2
18th	+13/+8/+3	+11	+6	+11	Soul Theft	4	4	4	4	4	4	4	3	3	2
19th	+14 /+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Hellish Aegis , slay mortal	4	4	4	4	4	4	4	4	3	3

Like other spellcasters, a hellpreist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Hellpriest. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells, in the *Pathfinder Core Rulebook*).

Hellpriests meditate for their spells through masochistic supplications to their hellish patrons. Each hellpriest must choose a time at which he must spend 1 hour each day in self-inflicted mortification of his own flesh to regain his daily allotment of spells. Time spent resting has no effect on whether a hellpreist can prepare spells. A hellpriest may prepare and cast any spell on the hellpriest spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily flagellation.

**Bonus Languages:** A hellpriest may substitute Abyssal or Infernal for one of the

bonus languages available to him because of his race.

**Lamentations:** Hellpriests can prepare a number of lamentations, or 0-level spells, each day, as noted on Table: Hellpriest under “Spells per day.” These spells are treated like any other spell, but they are not expended when cast and may be used again.

**Spontaneous Casting:** The hellpriest can “lose” any prepared spell that is not a lamentation in order to cast any inflict spell of the same spell level or lower.

**Chain of Barbs (Su):** At 1st level as a standard action, a barbed chain made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit +1 per hellpriest level. It strikes the opponent you designate, starting with one attack in the round



the ability is activated and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The chain always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the chain. If the chain goes beyond the spell range, goes out of your sight, or if you are not directing it, the chain returns to you and dances.

Each round after the first, you can use a move action to redirect the chain to a new target. If you do not, the chain continues to attack the previous round's target. On any round that the chain switches targets, it gets one attack. Subsequent rounds of attacking that target allow the chain to make multiple attacks if your base attack bonus would allow it to. The chain has a range of 100 ft. +10/ hellpriest level. Switching between targets is a move action.

The chain cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The chain AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the chain strikes it. If the chain is successfully resisted, the spell is dispelled. If not, the chain has its normal full effect on that creature for the duration of the ability.

At 12th level, and every 4 levels

thereafter (16th and 20th level), the chain gains your choice of one of the following magic weapon special abilities: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*. Before or after the chain attempts all of its attacks for the round, you can redirect it to a different target as a swift action instead of a move action. You may use this ability a number of times per day equal to 3 + your Wis modifier, with a duration of 1 round per hellpriest level.

**Mortified Spellcasting (Ex):** A hellpriest powers spellcasting through his own blood. As a swift action, he may inflict 1 damage on himself per level of a spell he wants to increase in power. If he does so, he can cast a spell in the same round as if he is 1 level higher or he can increase the spell's saving throw DC by +1 without increasing its casting time. This stacks with the Heighten Spell and Spell Focus feats. He cannot use temporary hit points to power spells in this way.

**Inured to Pain (Ex):** At 2nd level, the hellpriest becomes accustomed to physical pain. He gains Diehard as a bonus feat.

**Grasping Chains (Su):** At 4th level, you may summon force chains that extend from your arms, grasping at the air around you, and granting you a +4 bonus on Climb skill checks. At 9th level, this bonus increases to +8 and you gain a Climb speed equal to 1/2 your base speed.

**Deadened Flesh (Ex):** At 6th level, you become so used to physical injury that you gain DR 1/—. At 10th level, and every 3 hellpriest levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. This damage reduction does not negate self-inflicted damage from mortified spellcasting or greater mortified spellcasting.

**Wounding Blade (Su):** At 8th level, you can give a weapon that you touch (or your



chain from your chain dance class feature) the *wounding* special weapon quality for a number of rounds equal to  $1/2$  your hellpriest level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Armor of Chains (Su):** At 10th level, you gain resistance 5 to cold and may summon force chains which wrap your body providing a +4 armor bonus to AC with no armor check penalty, maximum Dexterity bonus, or additional weight. At 16th level, the resistance increases to 10 and the armor bonus increases to +8.

**Stride of Suffering (Sp):** This ability functions like *damnation stride*, except you leave behind a burst of hellish force chains. Choose one corner of your starting square. A 10-foot-radius burst of barbed force chains explodes from that corner the moment you leave, dealing 4d6 points of force damage.

At 13th level, the burst of force created reeks of sulfur and brimstone and also acts like *stinking cloud* (with the same duration as that spell and a separate Fortitude save).

Once the you reach 16th level, you bring one unwilling adjacent creature with you. You may bring additional creatures, but each must be adjacent to you and each requires you to expend one daily use of this power. These creatures must first attempt a saving throw against the burst of force chains and *stinking cloud*, then can attempt a Will Saving Throw to resist being teleported with you.

You may use this power 3 times per day.

**Greater Mortified Spellcasting (Ex):** At 12th level, you can spend 2 damage per spell level of a spell you want to increase in power, raising your caster

level by +2 or the saving throw DC by +2. This stacks with the Heighten Spell and Spell Focus feat. You cannot use temporary hit points to power spells in this way.

**Hurt Me (Su):** At 14th level, you add your Wis modifier as an additional bonus on all saving throws against spells and spell-like abilities used by mortals. In addition when you are targeted by a harmful spell, spell-like ability, or supernatural ability from any source, and suffer no harm from it, whether because of a successful saving throw, spell resistance, the attack missing, or some other protection, as an immediate action you can make an Intimidate skill check to demoralize the creature that produced the effect, but only if the creature that used the harmful effect is within 30 feet and can clearly see and hear you. At 16th level, you can use this ability after succeeding at a saving throw to reduce the effects of an attack (if no save is allowed, you cannot use this ability).

**Unnerving Gaze (Su):** At 16th level, your foes begin to see flashes of the faces of dead loved ones when they look at your face. You gain a gaze attack with a range of 30 feet. All foes who fail a Will save (DC = 10 +  $1/2$  your hellpriest level + your Wis modifier) become shaken for 1d3 rounds.

**Soul Theft (Sp):** Starting at 18th level, you gain the ability to cast *trap the soul* 1/per day, using your hellpriest level +10 + Wis modifier as the DC.

**Hellish Aegis (Su):** At 20th level, you gain immunity to cold and DR 10/good and silver.

**Slay Mortal (Su):** A you may attempt to slay a mortal with a touch once per day. If the you succeed at a melee touch attack (or hit with your chain of barbs) the mortal must make a Fortitude saving throw (DC 10 + hellpriest's level + Wis modifier) or die instantly.



## ALTERNATE CLASS FEATURES

**Channel Energy (Su):** The hellpriest may channel energy as an evil cleric, using his hellpriest level for all associated channel energy abilities.

This power replaces *chain of barbs*, *inured to pain*, *mortified casting*, and *greater mortified casting*.

**Pain Is Power (Su):** At 8th level, after taking damage from any source, you may attempt a DC 25 concentration check as an immediate action. If you succeed, you gain the benefits of a blessing of fervor spell for a number of rounds equal to 1/2 your hellpriest level. If you fail, this ability is expended with no effect. You can use this ability once at 8th level, plus an additional time for every 4 levels you are beyond 8th.

This power replaces *wounding blade*.

**Shadow Scream (Su):** Once per hour as a standard action, a hellpriest can unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the hellpriest is affected by *deeper darkness*. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 18 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 18 Will save or be afflicted by a random insanity—roll on the insanity table to determine which. A hellpriest's shadow scream lasts for 3 rounds and remains centered on the hellpriest even if it moves. The hellpriest can end the shadow scream at will. The scream also ends if the hellpriest is killed or is affected by the spell *dimensional*

*lock*, which prevents this ability's use for as long as the spell in effect. The save DCs are Charisma-based.

This ability replaces *hurt me*.

**Evisceration (Ex):** When a hellpriest grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to take 1d8 points of ability drain—the exact ability score drained is chosen by the hellpriest. The victim can resist this effect with a DC 28 Fortitude save. The save DC is Dexterity-based.

This ability replaces *hurt me*.

**Paralyzing Unnerving Gaze (Ex):** A creature that succumbs to an hellpriest's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the hellpriest. At the end of any round it remains paralyzed in this way, the victim must make a DC 31 Will save or take 1d4 points of Wisdom drain from encroaching madness. This is a mind-affecting fear effect.

This ability replaces the hellpriest's normal *unnerving gaze* and the *soul theft* ability.

**Graft Flesh (Su):** Once per day, a hellpriest may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the hellpriest the effects of a *heal* and a *greater restoration* spell (caster level 20th).

This ability replaces the *slay mortal* ability and the hellpriest must already possess the *evisceration* ability.

**Immune to Pain (Su):** A hellpriest is immune to nonlethal damage, as well as to all magical effects associated with extreme pain, such as a *symbol of pain*, another creature's pain attack, or similar effects at the GM's discretion.

This power replaces the *immunity to cold* aspect of *hellish aegis*.





## ALTERNATE CLASS FEATURES

**Dwarf:** Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Fire and creatures with the fire subtype.

**Elf:** Add 1/2 to the number of times per day you may use your Chain of Barbs ability.

**Gnome:** Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Shadows and creatures with the shadow subtype.

**Half Elf:** Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to spells that deal the chosen energy damage cast by the hellpriest.

**Half Orc:** Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to spells that deal the chosen energy damage cast by the hellpriest.

**Hobgoblin:** When casting hellpriest spells with the fear descriptor, add +1/3

to the effective caster level of the spell, but only to determine the spell's duration.

**Human:** Add a +1 bonus on caster level checks made to overcome the spell **resistance of outsiders.**

**Oyapok:** Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

**Udaeus:** Add +1/2 to negative energy spell damage, including inflict spells.





## HELLPRIEST SPELLS

### 0 level spells (Lamentations)

bleed, daze, detect magic, ghost sound, guidance, light, mending, message, prestidigitation, read magic, resistance

**1st Level Spells-** bane, barbed chains, cause fear, command, comprehend languages, curse water, deathwatch, detect good/law, detect undead, divine favor, doom, entropic shield, inflict light wounds, magic weapon, obscuring mist, protection from good/law, shield of faith, summon monster I

**2nd Level Spells-** align weapon, alter self, arcane lock, black bile†, blessing of courage and life, bloodbath, blur, boneshaker, bulls strength, burning gaze, contact entity I, create pit, curse terrain lesser, darkness, darkvision, death knell, desecrate, detect thoughts, dust of twilight, enthrall, fleshy façade, flickering lights, gentle repose, ghostbane dirge, glide, grace, hold person, inflict moderate wounds, knock, levitate, locate object, misdirection, owl's wisdom, remove paralysis, resist energy, restoration lesser, rope trick, scare, sense fear, sense madness, shatter, silence, sound burst, spider climb, stone call, summon monster II, summon swarm, whispering wind

**3rd Level Spells-** abyssal body†, anarchic body†, animate dead, appearance of life, bestow curse, blindness/deafness, bloodburst†, blood biography, clairsight/clairvoyance, contact entity II, contagion, continual flame, damnation, deeper darkness, dispel magic, flesh puppet, glyph of warding, inflict serious wounds, invisibility purge, locate object, magic circle against good/law, magic vestment, meld into stone, pain strike, protection from energy, screaming flames, searing light, seek thoughts, shadow wound†, speak with dead, spiked pit, suggestion, summon monster III, symbol of exsanguination, twilight knife, vampiric touch, versatile weapon, waves of blood, wrathful mantle

**4th Level Spells-** acid pit, airwalk, animate dead, ball of lightning, bestow curse, black tentacles, calcific touch, chaos hammer, crushing despair, curse terrain, detonate, dimensional anchor, displacement, divine power, dreadscape, earthbane†, enervation, fear, flesh puppet horde, freedom of movement, hallucinatory terrain, horrific doubles, hunger for flesh, imbue with spell ability, inflict critical wounds, magic weapon greater, phantasmal asphyxiation, planar ally lesser, rest eternal, restoration, rigor mortis, sending, shadow projection, shadow conjuration, shout, spell immunity, spiritual ally, summon monster IV, tongues, torpid reanimation, true form, unholy blight

**5th Level Spells-** blood ties, break enchantment, charnel house, command greater, contact entity III, contact other plane, decollate, dismissal, dispel good/law, disrupting weapon, flame strike, ghostbane dirge mass, hungry pit, inflict light wounds mass, insect plague, mirage arcana, nightmare, overland flight, pain strike mass, passwall, planar adaptation, planar binding lesser, profane nimbus, raise dead, righteous might, scrying, shadow walk, slay living, slough, spell resistance, suffocation, summon monster V, symbol of pain, telekinesis, true seeing, unhallow, vile dog transformation

**6th Level Spells-** animate objects, antilife shell, blade barrier, create undead, cruel jaunt, curse terrain greater, dispel magic greater, flesh wall, getaway, glyph of warding greater, harm, heal, inflict moderate wounds mass, mislead, planar adaptation mass, planar ally, planar binding, suggestion mass, summon monster VI, symbol of fear, unwilling shield, wall of iron, wind walk, wither limb, word of recall

**7th Level Spells-** banishment, blasphemy, contact entity IV, deflection, destruction, dictum, ethereal jaunt, hunger for flesh mass, inflict serious wounds mass, phase door, planar adaptation mass, plane shift, plundered power, repulsion, restoration greater, scrying greater, summon monster VII, symbol of stunning, symbol of weakness

**8th Level Spells-** antimagic field, create greater undead, curse of night, curse terrain supreme, death clutch, dimensional lock, discern location, divine vessel, earthquake, euphoric tranquility, firestorm, inflict critical wounds mass, iron body, maze, planar ally greater, sacramental seal, shield of law, shout greater, spell immunity greater, storm bolts, summon monster VIII, symbol of death, symbol of insanity, unholy aura

**9th Level Spells-** astral projection, energy drain, etherealness, gate, implosion, massacre, maze of madness and suffering, storm of vengeance, suffocation mass, summon monster IX, wall of suppression, world wave

† 3rd Party spell found at [d2opfsrd.com](http://d2opfsrd.com)



# SHATTERED SKIES

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