

The Genius Guide to: The Hellion



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

GENIUS GUIDE TO THE HELLION

The hellion is a master of dark energies, especially afflictions and hexes, who draws his power from deals cut with one or more supernatural patrons. In many ways the hellion is a more martial version of the witch, sharing the witch's power to draw on hexes and spells but with significantly more options (and inclination) to damage foes directly. What hellions give up in terms of more powerful hexes and spells they make up in greater skill in combat and special powers that have more stopping power than most witch abilities.

Hellions are often feared and hated by those who see them as universally evil and vicious. In all fairness, the powers of hellions do lend themselves to causing pain and misery, and many are just as cruel and spiteful as common wisdom suggests. But there is nothing in a hellion's powers that intrinsically requires them to be malevolent or vile. A few strive to use their powers only to punish the wicked, while a much smaller fraction actively wish to avoid causing injury, but are burdened with the powers to do so as a result of deals made during a troubled youth.

A hellion is usually approached by his patron in dreams when the hellion is just entering puberty, often after the hellion suffers some traumatic event. In such dreams, the patron promises to give the hellion the power to gain vengeance, or protect himself and his family, or earn the love of some childhood crush by becoming wealthy and famous. The patron always specifies it wishes nothing from the hellion in return – but it's clear the patron expects to profit from the hellion's actions in any case. When the hellion awakens, he has new and badly understood powers, with no need to practice or study for them to grow.

While not all hellions who take this offer are evil, many are too young to properly understand the consequences of their actions. Young hellions are often feared by their villages as they gain the power to curse their neighbors and cast spells, normally the bailiwick of sages and priests. In some cases, a wise and patient mentor comes along and guides the hellion through this awkward and dangerous phase. More often the hellion is mistreated, defends himself with his new powers, and is eventually outright attacked or banished by his former kinfolk. Many hellions turn to anarchy and selfishness after such events, and thus the reputation for hellions overall is one of chaos and sinful deeds.

Though good and noble hellions are rare (and even the most saintly tend to appear brutal and sadistic to a casual observer when accessing his powers for the defense of others), a few do exist. Many are driven by a desire to atone for deeds done when the hellion was younger, and more prone to lash out without considering the consequences or morality of his actions. Of course such hellions are often met with suspicion and bias, and more than one has become so angry at this injustice as to eventually slide back into a life of debauchery and violence.

Role: The role of a hellion is to deal damage to foes and reduce their effectiveness through the use of hexes and afflictions, but exactly how this is accomplished depends heavily on what options the hellion chooses. A hellion of a patron of bloodshed, who takes a scimitar as a bonded item, and chooses the metal fetish talent, is likely to serve as a secondary

melee combatant supporting a more heavily-armored front-line weapon wielder. A hellion of a patron of curses, who takes a wand as a bonded object, and takes the master of damnations talent, is more likely to avoid the front line and work to curse foes with spells to make them easier for his allies to defeat.

Alignment: Though the idea of making a deal with a mysterious patron, gaining power to further the causes of a creature you neither know well nor truly understand, most often appeals to chaotic and evil characters, a hellion can be of any alignment.

Hit Die: d8

Table: Hellion											
Level Bonus	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1	2	3	4	5	6
1	+0	+2	+0	+2	Cantrips, bonded object, hex, patron	1	-	-	-	-	-
2	+1	+3	+0	+3	Hellion talent	2	-	-	-	-	-
3	+2	+3	+1	+3	Hex	3	-	-	-	-	-
4	+3	+4	+1	+4		3	1	-	-	-	-
5	+3	+4	+1	+4	Hellion talent	4	2	-	-	-	-
6	+4	+5	+2	+5	Hex	4	3	-	-	-	-
7	+5	+5	+2	+5		4	3	1	-	-	-
8	+6/+1	+6	+2	+6	Hellion talent	5	4	2	-	-	-
9	+6/+1	+6	+3	+6	Hex	5	4	3	-	-	-
10	+7/+2	+7	+3	+7		5	4	4	1	-	-
11	+8/+3	+7	+3	+7	Hellion talent	5	4	4	2	-	-
12	+9/+4	+8	+4	+8	Hex	5	5	4	3	-	-
13	+9/+4	+8	+4	+8		5	5	4	3	1	-
14	+10/+5	+9	+4	+9	Hellion talent	5	5	5	4	2	-
15	+11/+6/+1	+9	+5	+9	Hex, major hex	5	5	5	4	3	-
16	+12/+7/+2	+10	+5	+10		5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Hellion talent	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	Hex	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11		5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Hellex	5	5	5	5	5	5

Starting Wealth: At 1st level a hellion begins play with 5d6 x 10 gp.

Class Skills: The hellion's class skills Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the hellion.

Weapon and Armor Proficiency

A hellion is proficient with all simple weapons, plus the handaxe, flail, sap, scimitar, short sword, trident, and whip. Hellions are also proficient with light armor. A hellion can cast hellion spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a hellion wearing medium or heavy armor or carrying a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass hellion still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A hellion casts arcane spells drawn primarily from the witch spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a hellion must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a hellion's spell is 10 + the spell level + the hellion's Charisma modifier.

Like other spellcasters, a hellion can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table: Hellion*. In addition, he receives bonus spells per day if he has a high Charisma score (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on ability scores and bonus spells).

A hellion's selection of spells is extremely limited. A hellion begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new hellion level, he gains one or more new spells, as indicated on *Table: Hellion Spells Known*. (Unlike spells per day, the number of spells a hellion knows is not affected by his Charisma score; the numbers on *Table: Hellion Spells Known* are fixed.)

Upon reaching 5th level, and at every third hellion level after that (8th, 11th, and so on), a hellion can choose to learn a new spell in place of one he already knows. In effect, the hellion loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A hellion may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

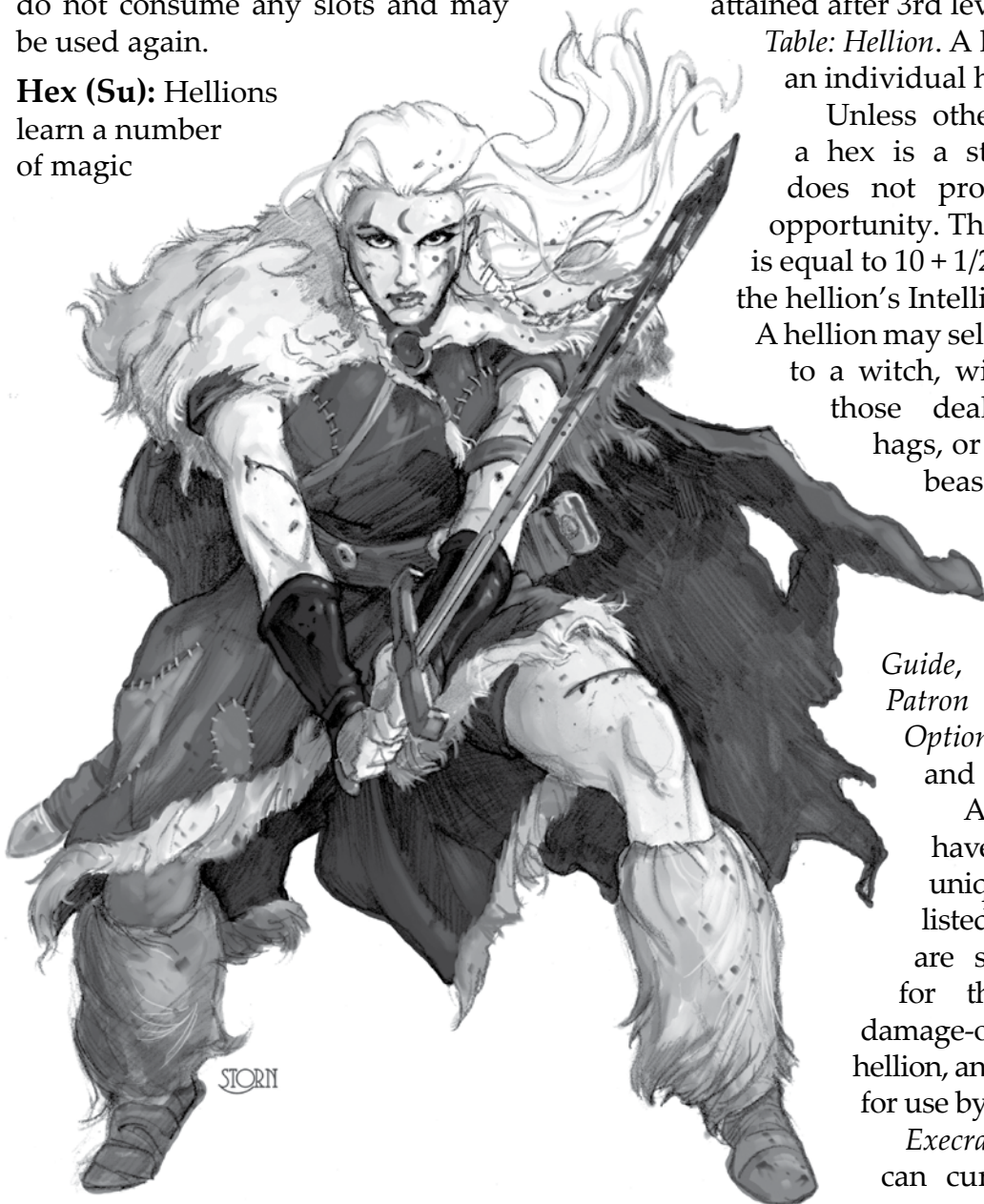
Unlike a witch, a hellion need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

HELLIONS AND SPELL POINTS

If using the spell point rules from *Houserule Handbooks: Spell Points*, the hellion receives the same number of spell points per level as an inquisitor, and has a bonded item pool which has the same number of spell points as a wizard with a bonded item. A hellion with a wand as a bonded time has a bonded time pool with twice the normal number of spell points.

Cantrips: Hellions learn a number of cantrips, or 0-level spells, as noted on *Table: Hellion Spells Known* under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Hex (Su): Hellions learn a number of magic



tricks, called hexes, that grant them powers, or weaken foes. At 1st level, a hellion gains one hex of his choice. He gains an additional hex at 3rd level and for every 3 levels attained after 3rd level, as noted on

Table: Hellion. A hellion cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to $10 + 1/2$ the hellion's level + the hellion's Intelligence modifier.

A hellion may select any hex available to a witch, with the exception of those dealing with covens, hags, or familiars (including beast of ill-omen, coven, and swamp hag).

Witch hexes is found in the *Advanced Player's Guide*, *Advanced Options: Patron Hexes*, *Advanced Options: Witches' Hexes*, and *Ultimate Magic*.

Additionally, hellions have access to hexes unique to their class, listed below. These hexes are specifically designed for the vengeful, more damage-oriented nature of the hellion, and are not appropriate for use by witches.

Execration (Su): The hellion can curse a target within

30 feet. The target must make a Will save or be afflicted by the unluck curse (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on this curse). At 6th level the hellion may instead choose to curse the target with baleful tread, and at 12th level he may instead choose to curse it with obscene utterances (see *New Curses*, below, for more information on these curses).

Whether or not the initial save against this hex is successful, a creature cannot be the target of this hex again (not even to contract a different curse) for 24 hours.

Mark of Pain (Su): The hellion can cause one creature within 30 feet to experience all pain much more seriously for 1 round. The creature treats all damage as ongoing damage for purposes of spellcasting and concentration checks, and any Intimidate check made within 1 round of the target taking damage gains a +4 circumstance bonus. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex is considered a curse. A Fortitude save negates this hex.

Pox Breath (Su): The hellion can breathe on an adjacent foe, exposing it to a disease. The creature must make a Fortitude save, or contract devil chills (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on diseases). If the target fails its initial saving throw by 5, the disease has no onset time, and the target takes damage immediately. At 6th level the hellion may instead choose to infect the target with filth fever, and at 12th level he may instead choose to infect it with mindfire.

Whether or not the initial save against this hex is successful, a creature cannot be the target of this hex again (not even to contract a different disease) for 24 hours.

Pyre Blade (Su): The hellion can grant a creature within 30 feet the ability to deal +1d6 fire damage with unarmed, weapon, and natural weapon attacks for 1 round. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the pyre blade hex, it cannot benefit from it again for 24 hours.

Venomcall (Su): The hellion can command poison he possesses to move and attack as he directs it, firing a dose of poison at a target within 30 feet. The poison does not need to be in the hellion's hands, but it must be in an easily accessed container (not in an extradimensional space of some kind). The hellion makes a ranged touch attack and, if successful, the target must save against the poison (regardless of what kind of poison it is – contact, ingested, inhaled, or injury). On a failed attack roll, the poison is wasted and lost. A hellion using this hex does not risk accidentally poisoning himself by doing so.

Patron: At 1st level, when a hellion gains his bonded object, he must also select a patron. This patron is a vague and mysterious force, granting the hellion power for reasons that he might not entirely understand. While these forces need not

be named, they typically hold influence over a specific philosophy, concept, or force.

At 3rd level, and again at 5th, 8th, 11th, 14th, and 17th level, a hellion's patron adds new spells to his list of spells known. Each patron is listed by its theme. Its actual name is up to the GM and the hellion's player to decide.

A hellion may select from any patron available to witches (see the *Advanced Player's*

Guide and *Ultimate Magic* for lists of witch patrons) – gaining the spells a witch gains at 2nd, 4th, 6th, 8th, 10th, and 12th level at 3rd, 5th, 8th, 11th, 14th, and 17th level. The witch patrons most commonly associated with hellions are death, deception, insanity, occult, plague, shadow, strength, transformation, vengeance, and winter.

Alternatively, a hellion may select from one of the new patrons listed below. These patrons are specifically designed for the vengeful, more damage-oriented nature of the hellion, and are not appropriate for use as witches patrons (in addition to the fact they do not list bonus spells of 7th-9th level, making them poor choices for witches in any case).

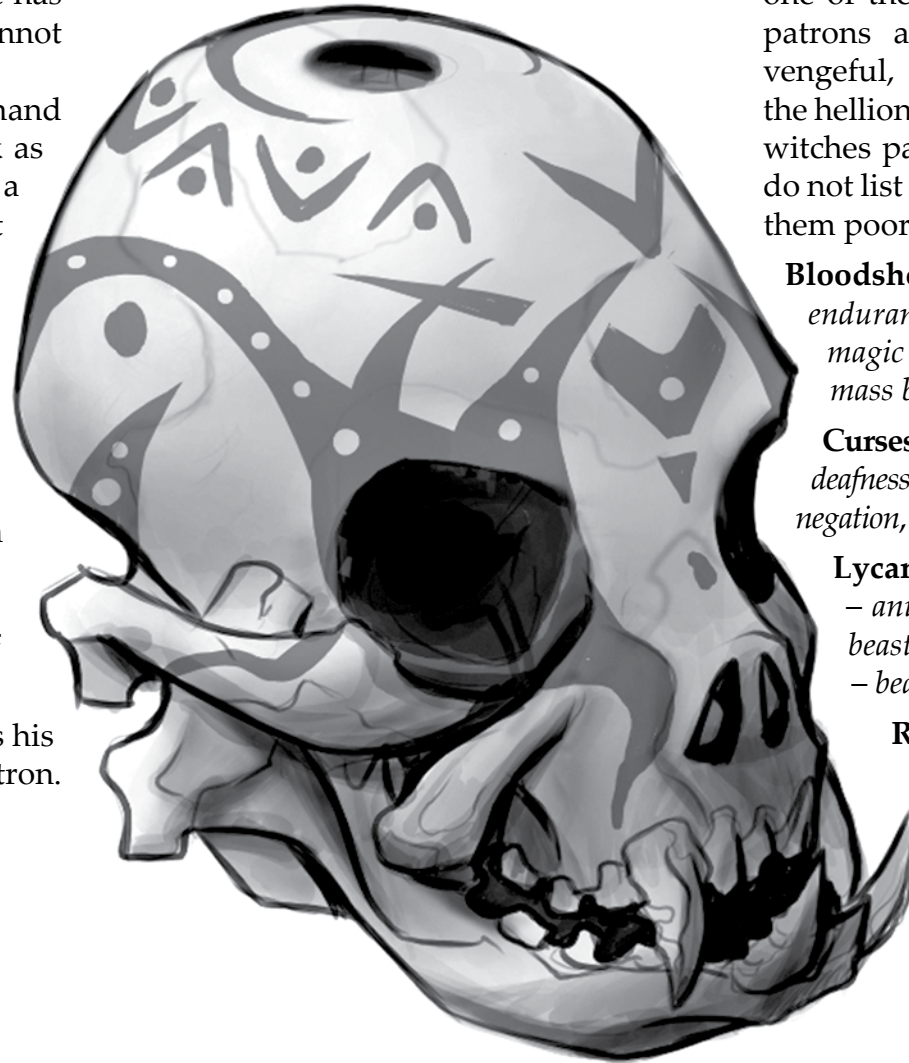
Bloodshed 3rd – *enlarge person*, 5th – *bear's endurance*, 8th – *magic vestment*, 11th – *greater magic weapon*, 14th – *righteous might*, 17th – *mass bear's endurance*.

Curses 3rd – *crafter's curse*, 5th – *blindness/deafness*, 8th – *bestow curse*, 11th – *curse of magic negation*, 14th – *major curse*, 17th – *mark of justice*.

Lycanthropy 3rd – *aspect of the falcon*, 5th – *animal aspect*, 8th – *beast shape I*, 11th – *beast shape II*, 14th – *beast shape III*, 17th – *beast shape IV*.

Rage 3rd – *true strike*, 5th – *bull's strength*, 8th – *rage*, 11th – *shout*, 14th – *moonstruck*, 17th – *transformation*.

Toxins 3rd – *delay poison*, 5th – *accelerate poison*, 8th – *neutralize poison*, 11th – *poison*, 14th – *cloudkill*, 17th – *creeping doom*.



PATRON HEXES

If a GM decided to use both the *Genius Guide to the Hellion* and *Advanced Options: Patron Hexes*, a hellion should be allowed to take the hex associated with his patron. The new hexes listed below are designed to act as patron hexes for the new hellion-specific patrons introduced in this product. If the GM isn't using the concept of patron-specific hexes, these hexes may be ignored, or made available to all hellions. They should not normally be available to witches, as they are designed specifically for the hellion class.

BLOODSHED PATRON

Blood Shield (Su): The hellion is strengthened by the blood he spills. The first time each round the hellion damages a target with a melee attack, the hellion automatically receives 1d4 temporary hit points. These temporary hit points do not stack with themselves (if the hellion still has temporary hit points from this hex when he damages a foe with a melee attack he takes the better of his old temporary hit point total, or his new total). Any unused temporary hit points fade after one minute. At 8th level, the temporary hit points increase to 1d6.

CURSES PATRON

Malediction (Su): When a creature drops the hellion to 0 or fewer hit points, slays him, turns him to stone, hits him with a *baleful polymorph*, or otherwise causes him to become helpless (at the GM's discretion), as

an immediate action the hellion may speak a curse upon that creature. This acts as one hex the hellion knows of his choice, except the range of the curse increases to medium (100 ft. +10 ft./level). At 11th level this range increases to long (400 ft. +40 ft./level).

LYCANTHROPY PATRON

Fangs of the Wolf (Su): As a swift action, the hellion can grow a pair of sharp fangs, his jawline growing out to a beastlike muzzle when he does so. The hellion gains a bite as a secondary attack, dealing 1d4 damage (1d3 if Small). At 6th level the fangs' damage die increases by one step (to 1d6, 1d4 if small).

The hellion may maintain these fangs for one minute per class level. The duration does not need to be used all at once, but it must be used in 1-minute increments.

RAGE PATRON

Blinding Anger (Su): This hex causes a target to suffer overwhelming anger, causing it to suffer the drawbacks of a barbarian's rage for 1 round [-2 penalty to AC, target cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration] with none of the benefits.

A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. The blinding anger hex can be extended by the hellion if he uses a cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

TOXIN PATRON

Transform Poison (Su): As a standard action you may change a single dose of a poison in your possession. To do this you must drink the poison, swill it about in your cheeks, the spit it back into a container or onto a weapon or food. You suffer no ill effect from this action, though you are not in general immune to the poison. If the poison deals ability damage or an ability drain you may change it so it damages or drains a different ability score of your choice. You may keep a number of poisons transformed at one time equal to your Charisma bonus. (This is for unused poisons – poisons currently affecting targets do not count against this total.) If you transform a poison in excess of this limit, the earliest poison you transformed reverts to normal.

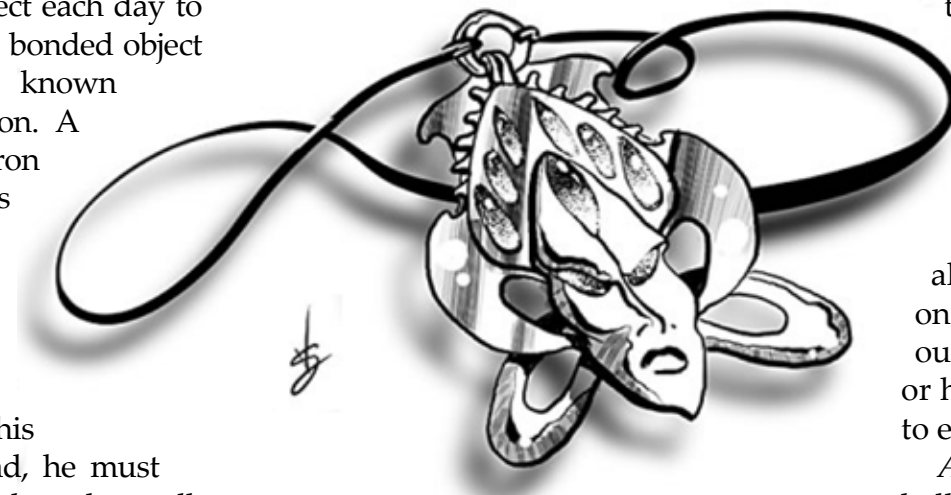


Bonded Object (Su): Hellions begin play with a bonded object at no cost. Bonded objects must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. A hellion must commune with his bonded object each day to regain any used spell slots. The bonded object also stores the bonus spells known a hellion gains from his patron. A hellion cannot cast his bonus patron spells known without having his bonded object (the bonded item must either be properly worn in its body slot, or held in the case of bonded items with no body slot). If a hellion attempts to cast any other spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the hellion knows. This spell is treated like any other spell cast by the hellion, including casting time, duration, and other effects dependent on the hellion's level. This spell cannot be modified by metamagic feats or other abilities.

A hellion can add additional magic abilities to his bonded object as if he has the required Item Creation Feats, and if he meets the level prerequisites of the feat. For example, a

hellion with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see Craft Magic Arms and Armor feat). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties, and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities



added to the object, only function for the hellion who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the hellion prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per hellion level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments

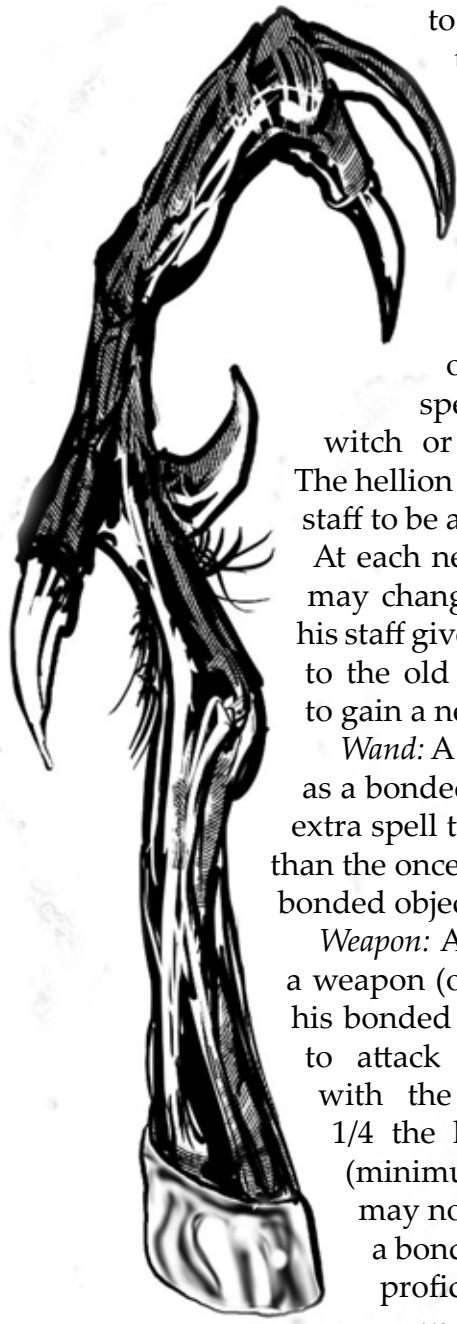
of the previous bonded item. A hellion can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

A hellion may change his bonded object choice at 4th level, and every three levels thereafter (7th, 10th, and so on). The old bonded object loses all special abilities it did not possess prior to becoming a bonded object, and the hellion loses the ability to replace it if it is destroyed.

Because a hellion's bonded object is the focus of his pact with a patron, it also gives him an additional power, based on the type of bonded object he selects, as outlined below. The hellion must be wearing or holding his bonded object (as appropriate to each object) to access these powers.

Amulet: A bonded amulet allows the hellion to blast his foes with pure magic force. As a standard action the hellion can make a ranged touch attack against a foe within short range (25 ft. +5 ft./2 levels). On a successful hit the blast deals 1d6 points of magic damage. This increases to 2d6 at 3rd level, and by an additional +1d6 every 3 levels afterward. The hellion must have one free hand to make this attack. This qualifies as a force effect.

Ring: A hellion that selects a ring as a bonded item can, as a swift action, create a shield of force to protect himself. He must have a free hand to do so, and the shield lasts until the beginning of his next round. This arcane shield grants the hellion a shield bonus



to AC equal to $3 + 1/4$ the hellion's level.

This qualifies as a force effect.

Staff: A bonded staff allows the hellion to add one spell of a level he can cast to his list of spells known. The spell must be from the witch or wizard spell lists. The hellion must be holding the staff to be able to cast this spell.

At each new level, the hellion may change what bonus spell his staff gives him (losing access to the old bonus spell known to gain a new one).

Wand: A hellion with a wand as a bonded object may cast an extra spell twice per day, rather than the once per day of a typical bonded object.

Weapon: A hellion that selects a weapon (other than a staff) as his bonded object gain a bonus to attack and damage rolls with the weapon equal to $1/4$ the hellion's class level (minimum +1). A hellion may not select a weapon as a bonded item unless he is proficient with it.

Hellion Talents: As a hellion gains experience, he learns a number of talents that aid him and strike down his foes. Starting

at 2nd level, a hellion gains one hellion talent. He gains an additional hellion talent for every 3 levels of hellion attained after 2nd level. A hellion cannot select an individual talent more than once unless it is specifically allowed in the talent's description.

Affliction Focus (Su): When you cast a spell or use a hex that causes an affliction (a curse, disease, or poison), the save DC of the effect gains a +1 bonus, as does the save DC of the curse, disease or poison (if it has ongoing saves).

Dark Pacts (Ex): You have cut a deal with another patron beyond the one who originally gave you your powers. You may select an additional patron. You do not gain the spells granted by this patron as bonus spells known, but you may select them (counting against your total spells known normally) and treat them as class spells (allowing you to use spell completion and spell trigger items based on those spells) regardless of what spell list they are normally found on. If the campaign uses patron hexes (see *Advanced Options: Patron Hexes*) you may also select the patron-specific hex of a patron gained with this talent when you next gain an additional hex power.

Creatures instinctively sense you have made bargains with dread powers, and are less likely to trust you as a result. You suffer a -2 penalty to all Diplomacy checks.

You may take this talent more than once, gaining access to a new set of spells to count as hellion spells (and increasing his penalty to Diplomacy checks by 2) each time it is selected.

Devious Hexes (Su): You can ask your patron to pour extra power into a hex so its twists and turns to seek a new victim if it is initially resisted... but this has risks.

A number of times per day equal to $3 +$ your Charisma modifier, when a creature that is the only target of one of your hexes makes its save against the hex, as a swift action you may redirect the hex to another target within range. When you do this the first target is unaffected by the hex (even if it would have an effect on a successful save), and the new target must save against the hex normally.

If the second target makes its saving throw against the hex, it is totally unaffected, and you must make a save or be affected by your own hex. You gain a +4 bonus to this saving throw, and if you make the save you are totally unaffected.

Enduring Hexes (Su): When you use a hex that can only target a specific target once per day, you can instead target each creature twice per day. You may take this hex mastery a second time at 8th level (allowing you to target creatures three times per day), and a third time a 14th level (allowing you to target creatures four times per day).

Enlarged Hexes (Su): Your hexes that give a range or area defined in feet have that range or area doubled. You may take this hex mastery a second time at 8th level (tripling your hex's original area or range), and a third time a 14th level (quadrupling your hex's original area or range).

Flash Hexes (Su): A number of times per day equal to your Charisma modifier, you may use one of your hexes that normally requires a standard action as a swift action. A hex used in this way cannot be used again until you have regained your uses of your daily abilities.

Once a creature has been the target of your malediction, you may not target it again for 24 hours.

Maleficent (Su): You gain additional power when working against a creature suffering from an ongoing affliction (curse, disease, or poison) you caused with a hex or spell. You gain a +1 bonus to attack and damage rolls against such creatures, and they suffer a -1 penalty to saving throws against your hexes and spells.

Malevolent (Su): You gain additional power when working against a creature suffering from an ongoing affliction (curse, disease, or poison). You gain a +1 bonus to attack and damage rolls against such creatures, and they suffer a -1 penalty to saving throws against your hexes and spells.

A hellion must have the maleficent talent to select malevolent. The bonuses and penalties of these two talents stack. *Master of Damnations (Su):* When you curse a target with a hex (such as execration) or spell (such as bestow curse), you may select from a wider range of curses. Instead of the normal curse option, you may cause the subject to suffer baleful tread, endless wounds, filcher's curse, flesh sheath, or obscene utterances (see New Curses, below, for more information on these curses).

A hellion must have a spell or hex that can cause a target to be cursed to select this talent.

Master of Infections (Su): When you use a hex (such as execration) or spell (such as contagion) to infect a target with a disease, you may select from a wider range of diseases. Instead of the normal disease option, you may cause the subject to contract blinding sickness, bubonic plague, cackle fever, devil chills, filth fever, mindfire, red ache, or shakes (see Diseases in the *Pathfinder Roleplaying Game Core Rulebook*, for more information on these curses).

You must have a spell or hex that can cause a target to be cursed to select this talent.

Metal Fetish (Ex): You can modify a suit of medium armor so its appearance acts as a fetish to your patron, allowing you to cast arcane hellion spells in the armor without suffering arcane spell failure. Modifying the suit takes 1 hour and access to basic materials, and result in changing the suit's external appearance to call on iconography appropriate to your patron. For example, a suit of chainmail modified to be a fetish of a death patron might be adorned with skulls and bones, while a suit modified to be a fetish to a patron of lycanthropy might have a wolf head helm and wolves' fur added to it. Only you can benefit from the fetish aspect of a suit of armor you modify – another hellion drawing power from the same patron still cannot cast spells in it without suffering arcane spell failure.

Heavy armor is too restricting for turning into a fetish to offset its arcane spell failure.

Poison Use (Ex): You are trained in the use of poison and cannot accidentally poison yourself when applying it to a weapon (see Poison in the *Pathfinder Roleplaying Game Core Rulebook* for more information on the dangers of using poison).



Major Hex: Starting at 16th level, a hellion can choose a major hex from the list of witch major hexes whenever he could select a new hex. As with hexes, a hellion may not select any major hex dealing with covens, hags, or familiars such as hag's eye.

Additionally, hellions have access to major hexes unique to their class, listed below. These hexes are specifically designed for the vengeful, more damage-oriented nature of the hellion, and are not appropriate for use by witches.

Bond of Power (Su): The hellion receives a second bonded object (see bonded object, above). This may not be the same kind of object as his current bonded object. The extra spell per day he may cast with this second bonded object can't be the highest level spell the hellion knows. The hellion also gains the additional powers associated with his new bonded object. The hellion may use either bonded object to cast his spells without penalty. This otherwise acts as a normal bonded object.

Greater Affliction (Su): When the hellion uses an item, spell, or hex to force a foe to make a saving throw against an affliction (curse, disease, or poison), as a swift action he may choose to increase the save DC to 10 +1/2 the hellion's level + the hellion's Int modifier. Only the first saving throw against this affliction uses this save DC, all subsequent saves use the affliction's normal DC. Once a hellion has used this hex on a target, whether its save was successful or not, he cannot use it on the same target for 24 hours.

Threatening Strike (Su): As a standard action, the hellion can make a single attack with a weapon, unarmed attack, or natural weapon as a threatening strike. If the attack is successful it is automatically a critical threat, and the hellion makes an additional attack roll to confirm the critical. This does not allow the hellion to score critical hits against creatures immune to them. Once the hellion has used threatening strike on a target, whether the attack was successful or not, he can't use it on the same target for 24 hours.

Torment of Afflictions (Su): The hellion can call upon an active affliction (curse, disease, or poison) upon a target within 60 feet, and cause it to spread to up to one foe per four hellion levels. The foes must be within 30 feet of the target, and receive a Fortitude save to resist the spread of the affliction. On a failed save each affected foe immediately suffers the affliction as if it had been the affliction's original target. Diseases take effect immediately (ignoring onset time). Once a creature has been the source of this major hex, or has had to make a save against this major hex (whether the save failed or not), it cannot be affected by the major hex again for 24 hours.

Hellex (Su): The hellion is master of hexes and can add their power to other effects. Any creature that fails its saving throw against a hellion spell the hellion casts also suffers the effects of one hex of the hellion's choice. The hex must be one the hellion could target the creature with – the creature must be in range of the hex, and not have already been targeted by the hex if

the hex can only target a specific creature once per day. This ability has no effect on spells that do not allow a saving throw. If the spell affects an area, or multiple creatures, the hellion must select one creature to take the hex.

NEW CURSES

The following curses are specifically designed for use by the hellion (especially the master of damnations talent), but could be used by the GM whenever a curse is called for. See Afflictions in the *Pathfinder Roleplaying Game Core Rulebook* for more information on how curses work.

Baleful Tread

Type: curse; **Save:** Will DC 18 negates

EFFECT

Target's feet work against him. He suffers a -5 penalty to Acrobatics checks made to avoid attacks of opportunity, and the DC to track him with Survival is reduced by 5. Additionally, once per day the target automatically encounters a random hostile encounter appropriate to the environment. After each random encounter brought on by the curse, the target receives a new will save to end it.

Endless Wounds

Type: curse; **Save:** Fort DC 16 negates

Frequency: 1/round (see below)

EFFECT

Whenever the target is injured, it has a 1d4 bleed. This bleed does not stack with itself (no matter how often the target is wounded, this curse never causes more than a single 1d4

bleed), and the bleed ends if the target receives a DC 15 heal check or any magic healing. Each time a bleed ends, the creature may make a new saving throw against the curse.

Filcher's Curse

Type: curse; **Save:** Will DC 15 negates
Frequency: 1/day

EFFECT

All of the target's gear and equipment corrodes and ages, taking 1d4 points of damage, ignoring hardness.

Flesh Sheath

Type: curse; **Save:** Will DC 20 negates
Frequency: 1/day

EFFECT

The first time each day the target or a creature adjacent to it rolls a natural 1 on an attack roll (the die shows a "1"), the attack hits the target. It deals damage equal to the weapon's damage dice and magic effects, plus the wielder's Strength modifier, but not extra dice from feats, class abilities, or maneuvers. Each time the curse goes off, the target may make a save to end it.

Obscene Utterances

Type: curse; **Save:** Will DC 14 negates

EFFECT

The target often spits out the worst thing he can think to say, without warning or censorship. The target suffers a 20% chance to lose any spell he attempts with verbal components, and suffers a -5 penalty to Stealth checks, and any Charisma-based ability check or skill check that involves speaking.



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