

The Genius Guide to: HELLFIRE MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Hellfire – the stuff of legends and nightmares. Classically associated with the wrath of the gods and the acrid scent of brimstone, hellfire is also one of the background elements of hell and the torments that await there. Hellfire represents a common element of many fantasy stories and classic mythologies, but has very little presence within the *Pathfinder Roleplaying Game*. The Genius Guide to Hellfire Magic adds hellfire as a new option for a broad range of spellcasters, adding options for grim antipaladins wielding hellfire scourges, determined inquisitors calling down hellfire cages to imprison their enemies, and even good-aligned clerics and wizards drawing on the building blocks of hell to fight for justice and honor – though facing constant temptation to call upon more vile forces as they do so.

So, what is hellfire? For purposes of this product, hellfire is both a supernatural form of energy (which is similar to, but not exactly the same as, the mystic fires mortal spellcasters call upon to fuel such spells as *burning hands* and *fireball*), and a planar material (similar to magic force effects, such as those used to create everything from a simple *shield* to a *forcecage*, though not as resilient as force effects). Entire planes of existence are composed largely of hellfire, where it serves as both unescapable prison and endless and unforgiving torment to the spirits and outsiders consigned to those planes. Like the magic forces it is similar to, hellfire can be conjured, evoked, and bound into tools and defenses by mortals using powerful spells.

Hellfire is an important part of Hell and the Abyss, and as a result of being exposed to its supernatural heat, most demons and devils are either immune to normal fire or extremely resistant to it. Many evil outsiders have been so infused with hellfire that they

can call upon less cosmic flames as natural abilities, and their constant manipulations and exposure have infected hellfire itself with a link to the raw powers of evil.

THE HELLFIRE DESCRIPTOR

While it is closely associated with devils and its use is frowned upon by many churches, it's important to note that hellfire magic is not inherently evil. Indeed, many mythologies describe hellfire as having been originally created by gods of justice and judgment as a divine tool to punish and imprison the forces of evil. According to these views of the multiverse, the planes of hell (and to a lesser extent the Abyss) are filled with boiling supernatural flame because the good-aligned forces of the universe used that material to forge eternal barriers to lock away fiends and evil gods. Thus many worshipers of Good and Neutral gods use hellfire magic in their own quests to defeat and confine evil outsiders.

However, all hellfire has a significant potential for evil. If it was once the tool of gods of judgment to use in the creation of planar prisons, the inmates have long since taken over the asylum. Hellfire has been infected by timeless ages of contact with the most evil gods, outsiders, and souls the universe has to offer. While it is not inherently evil, it has become an excellent medium for transmitting evil, and is often the tool of choice of devils and evil spellcasters. Some theologians even theorize that the subversion of hellfire by the devils is what led the non-evil gods to begin granting their followers pure divine energy to smite foes,

and the "modern" version of *flame strike* was one of the very first spells to be created to replace the evil-infused hellfire spells.

The Genius Guide to Hellfire Magic introduces a new descriptor for spells, hellfire, which indicates that a spell draws upon the power of the fires of the outer planes. Hellfire spells do not automatically do fire damage, as some of these spells focus on the mystic ability of hellfire to burn souls, magic, or positive emotions rather than char flesh and wood. Those hellfire spells that *do* deal fire damage also have the fire descriptor, but since the magic hellstuff can deal all sorts of mayhem, some hellfire spells instead have acid, electricity, or even cold descriptors (to match the damage dealt by that version of hellfire).

Whatever the truth of the will of the gods and the origins of hellfire, spells that draw upon it aren't automatically evil, but they all can draw upon extra power in the form of pure evil power. As a result, despite not having the evil descriptor each hellfire spell lists a bonus the spell receives if it is *cast* as an evil spell. Any spellcaster with access to hellfire spells always has the option of casting them as evil spells, in which case they count as having the evil descriptor for all purposes. Because the link between evil and hellfire is so strong, it is not possible to research versions of hellfire spells that don't have the option of being cast as evil spells *except* that good-aligned clerics and even paladins can cast them. Further, casting a hellfire spell as an evil spell slightly boosts

the overall potency of the supernatural forces of the universe, and as a result counts as an evil act.

This means good-aligned clerics can learn and cast hellfire spells without putting their alignment at risk, right up to the moment they draw on its additional evil power. At that moment, they suffer the same consequences they would for committing any evil act, and it's up to the GM to decide the result of such a choice. For a point of comparison, the GM should consider what the result would be if the cleric had allowed an imp to run free in the material plane, free of supervision. If a good-aligned cleric of defense used an evil hellfire spell to save a town full of infant innocents, but had to call on hellfire's evil power to do so, he should be treated in the same way he would if he'd allowed imps to aid in the defense, and then run free afterward. In some cases, an atonement may be required. In others, it may be seen as a single aberrant act and proof that even the best mortals aren't perfect. In case of repeated use of evil hellfire, an alignment shift toward evil should be the long-term consequence.

For paladins, the consequences of calling on evil hellfire are more immediate and extreme. Casting an evil hellfire spell is willfully committing an evil act, and the paladin immediately loses all paladin spells and class features. The paladin may be able to regain his class features if he atones for his violations (see *atonement*), as determined by the GM.

Characters who serve neutral gods (whether the characters themselves are also neutral, or are good servants of neutrally-aligned divine forces), should have slightly more leeway in regard to falling back on the evil boost hellfire can provide, but even they face alignment change with persistent or regular use of such power. It's not reasonable to hold such characters to the same standards as paladins, but a GM should remind players that choose to toy with the evil side of hellfire that casting such spells, no matter the justification, qualifies as a knowing and willful evil act, if only a minor one. Cosmologically speaking, devils as a whole gain in power when mortals call on the evil augmentation of hellfire, even if there's no sign of such fiendish advancement near the spellcaster, and allowing the forces of evil to profit in order to gain a small augmentation to a spell is evil.

Of course, the ambiguous nature of hellfire ties into many common tropes and storylines for fantasy fiction and mythology. The power of evil is supposed to be seductive, and giving players extra power they can have, for free, at the cost of committing a cosmologically evil act is a good way to introduce those subtle tropes without players feeling tricked or trapped. Hellfire spells are designed to match the power of their associated spell levels even when cast without the extra power granted by evil, they just move into the upper reaches of each levels' effectiveness when that extra power is added. Good- and neutral-aligned characters that choose to take these spells are not penalized for not invoking the power

of evil. Though evil characters do receive an extra benefit, the spells stand on their own without it. Non-evil characters are simply given access to the temptation to allow evil to spread and grow elsewhere in return for making their lives easier right now.

And that temptation is, after all, one of the roots of all evil.

HELLFIRE SPELLS BY CLASS

ALCHEMIST SPELLS

4TH LEVEL SPELLS

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

ANTIPALADIN SPELLS

1ST LEVEL SPELLS

Fiend Barbs: Cover armor or clothes in sharp spikes.

Hellfire Armament: Create a melee weapon out of hellfire.

2ND LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

3RD LEVEL SPELLS

Fiend Barbs, Greater: Cover armor or clothes in big flaming spikes.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

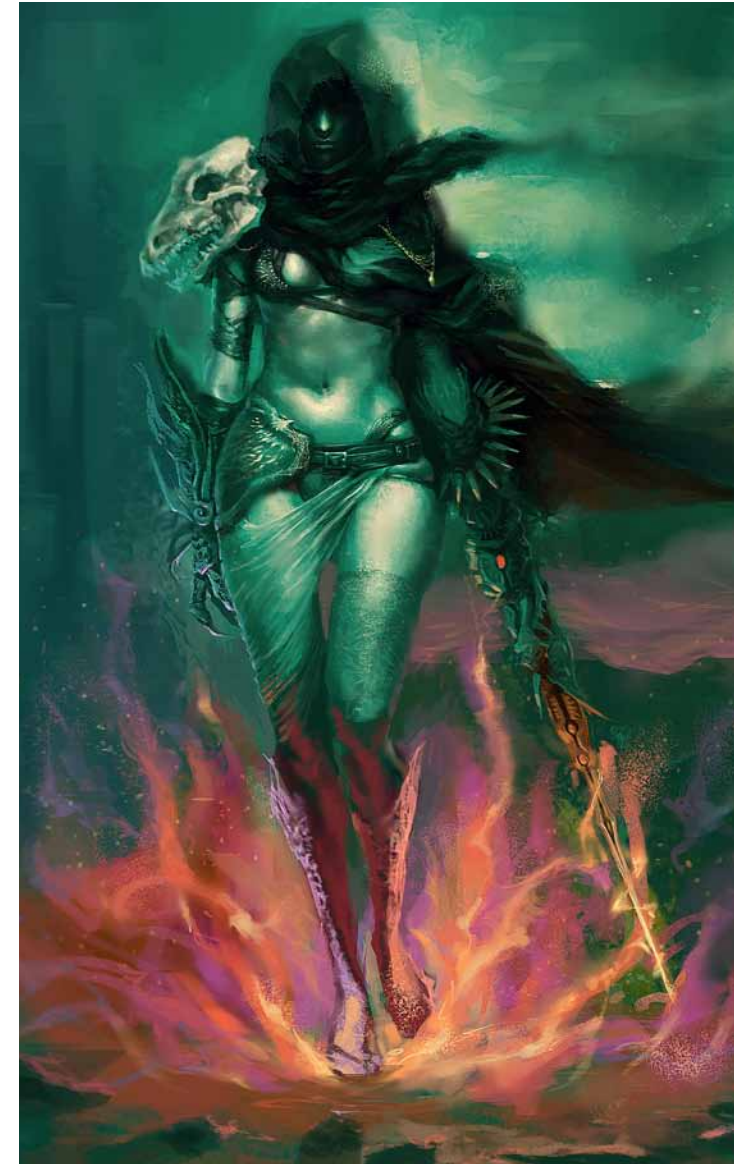
4TH LEVEL SPELLS

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

Hellfire Armament, Mass: Create 1 melee weapon/2 levels out of hellfire.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

Penance Skull: Gain extra damage against those who violate your alignment's ethos.



BARD SPELLS

1ST LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

4TH LEVEL SPELLS

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

CLERIC/ORACLE SPELLS

1ST LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

2nd Level Spells

Fiend Barbs: Cover armor or clothes in sharp spikes.

3RD LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

4TH LEVEL SPELLS

Fiend Barbs, Greater: Cover armor or clothes in big flaming spikes.

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

5TH LEVEL SPELLS

Perdition's Wrath: Fire 1 bolt/round that deals 2d6 acid, 2d6 electricity, and 2d6 fire damage.

6TH LEVEL SPELLS

Forge Hellfire: Use hellfire to duplicate 25% of the effect of a lower-level conjuration spell.

7TH LEVEL SPELLS

Forbidding Chains, Mass: Bind one creature/2 levels in hellfire, hindering its movement and magic abilities.

8TH LEVEL SPELLS

Forge Hellfire, Greater: Use hellfire to duplicate 75% of the effect of a lower-level conjuration spell.

Pocket Hell: Create an up to 10-ft.-square/level burning prison impervious to teleportation and divination.

INQUISITOR SPELLS

1ST LEVEL SPELLS

Fiend Barbs: Cover armor or clothes in sharp spikes.

Hellfire Armament: Create a melee weapon out of hellfire.

2ND LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

3RD LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

Fiend Barbs, Greater: Cover armor or clothes in big, flaming spikes.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

4TH LEVEL SPELLS

Hellfire Armament, Mass: Create 1 melee weapon/2 levels out of hellfire.

5TH LEVEL SPELLS

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

Perdition's Wrath: Fire 1 bolt/round that deals 2d6 acid, 2d6 electricity, and 2d6 fire damage.

6TH LEVEL SPELLS

Forge Hellfire: Use hellfire to duplicate 25% of the effect of a lower-level conjuration spell.

MAGUS SPELLS

1ST LEVEL SPELLS

Fiend Barbs: Cover armor or clothes in sharp spikes.

Hellfire Armament: Create a melee weapon out of hellfire.

2ND LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

3RD LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

Fiend Barbs, Greater: Cover armor or clothes in big flaming spikes.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

4TH LEVEL SPELLS

Hellfire Armament, Mass: Create 1 melee weapon/2 levels out of hellfire.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

5TH LEVEL SPELLS

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

Perdition's Wrath: Fire 1 bolt/round that deals 2d6 acid, 2d6 electricity, and 2d6 fire damage.

6TH LEVEL SPELLS

Wall of Brimstone: Conjure a wall of burning rock.

PALADIN SPELLS

1ST LEVEL SPELLS

Fiend Barbs: Cover armor or clothes in sharp spikes.

Hellfire Armament: Create a melee weapon out of hellfire.

2ND LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

3RD LEVEL SPELLS

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

4TH LEVEL SPELLS

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

Hellfire Armament, Mass: Create 1 melee weapon/2 levels out of hellfire.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

SORCERER/WIZARD SPELLS

1ST LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

Hellfire Armament: Create a melee weapon out of hellfire.

2ND LEVEL SPELLS

Fiend Barbs: Cover armor or clothes in sharp spikes.

3RD LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.



Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

4TH LEVEL SPELLS

Fiend Barbs, Greater: Cover armor or clothes in big flaming spikes.

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

5TH LEVEL SPELLS

Perdition's Wrath: Fire 1 bolt/round that deals 2d6 acid, 2d6 electricity, and 2d6 fire damage.

6TH LEVEL SPELLS

Forge Hellfire: Use hellfire to duplicate 25% of the effect of a lower-level conjuration spell.

Wall of Brimstone: Conjure a wall of burning rock.

7TH LEVEL SPELLS

Forbidding Chains, Mass: Bind one creature/2 levels in hellfire, hindering its movement and magic abilities.

8TH LEVEL SPELLS

Forge Hellfire, Greater: Use hellfire to duplicate 75% of the effect of a lower-level conjuration spell.

Pocket Hell: Create an up to 10-ft.-square/level burning prison impervious to teleportation and divination.

SUMMONER SPELLS

1ST LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

3RD LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

4TH LEVEL SPELLS

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

5TH LEVEL SPELLS

Wall of Brimstone: Conjure a wall of burning rock.

6TH LEVEL SPELLS

Forge Hellfire: Use hellfire to duplicate 25% of the effect of a lower-level conjuration spell.

WITCH SPELLS

1ST LEVEL SPELLS

Fiend Barbs: Cover armor or clothes in sharp spikes.

2ND LEVEL SPELLS

Fashion Sinister Trifle: Spin the stuff of hellfire into a minor, mundane object.

Hellfire Armament: Create a melee weapon out of hellfire.

3RD LEVEL SPELLS

Fiend Barbs, Greater: Cover armor or clothes in big flaming spikes.

Forbidding Chains: Bind a creature in hellfire, hindering its movement and magic abilities.

4TH LEVEL SPELLS

Chastising Lash: Create a 15-ft.-long weapon of hellfire that cuts, burns, and dismays your foes.

Penance Skull: Gain extra damage against those who violate your alignment's ethos.

5TH LEVEL SPELLS

Hellfire Armament, Mass: Create 1 melee weapon/2 levels out of hellfire.

Lake of Fire: Create a 30-ft.-radius pit that deals 2d6 fire and 2d6 acid damage.

Nightmarish Transport: Imbue a steed or vehicle with hellfire-fueled movement powers.

6TH LEVEL SPELLS

Forbidding Chains, Mass: Bind one creature/2 levels in hellfire, hindering its movement and magic abilities.

7TH LEVEL SPELLS

Forge Hellfire: Use hellfire to duplicate 25% of the effect of a lower-level conjuration spell.

8TH LEVEL SPELLS

Wall of Brimstone: Conjure a wall of burning rock.

9TH LEVEL SPELLS

Forge Hellfire, Greater: Use hellfire to duplicate 75% of the effect of a lower-level conjuration spell.

Pocket Hell: Create an up to 10-ft.-square/level burning prison impervious to teleportation and divination.

HELLFIRE SPELL DESCRIPTIONS

CHASTISING LASH

School conjuration [emotion, hellfire];
Level antipaladin 2, cleric/oracle 3, magus 3, inquisitor 3, paladin 2, sorcerer/wizard 3, summoner 3, witch 4

Casting Time: 1 round

Components: V, S

Range: 15 ft.

Effect: flexible metal lash wreathed in hellfire

Duration: 1 minute/level

Saving Throw: Will partial (see text); **Spell**

Resistance: yes

You create a writhing, burning lash of black chain, linked bones from a spine, or twisted metal cable. Attacks with this *chastising lash* are melee weapon attacks. The weapon has 15 feet of reach, and may attack targets adjacent to you as well as those at range. Because of its tendency to coil and snap about of its own accord, only one attack of opportunity can be made with the chastising lash each round. The lash deals 1d6 points of damage, + 1 point of fire damage per two caster levels (maximum +10). A target you strike with a chastising lash must make a Will save or be engulfed with emotions of worry at the idea of attacking you. If it fails this save, it suffers a penalty to attack rolls made against you for 1 round. The penalty is -1/5 caster levels.

The *chastising lash* can be wielded as any one weapon the caster is proficient with,

benefitting from any feats or abilities the caster has with that weapon. For example, an antipaladin with Weapon Focus (longsword) could cast *chastising lash* and wield it as a longsword, gaining the benefit of his Weapon Focus feat to attacks made with the lash. The caster may change what weapon he wields his chastising lash as a free action at the beginning of his turn.

If cast as an evil spell, the *chastising lash* grants a +2 bonus to CMB checks for disarm and trip attacks made with it.

FASHION SINISTER TRIFLE

School: conjuration (creation)[hellfire];
Level: bard 1, cleric/oracle 1, inquisitor 2, magus 2, sorcerer/ wizard 1, summoner 1, witch 2

Casting Time: 1 minute

Components: V, S

Range: 0 ft.

Effect: unattended, non-consumable, non-magical object up of to 10 lbs +1 lb./level

Duration: 10 minutes/level (D)

Saving Throw: none; **Spell Resistance:** no

As hellfire was once used to construct entire outer planes of existence, you call upon its base building blocks to fashion a minor, mundane item. You may create any single piece of non-consumable, inanimate, mundane equipment you are reasonably familiar with that has a cost no greater than 2 gp/caster level and a weight no greater than 10 lbs. + 1 lb./caster level. The item is of typical quality, and made of typical

mundane materials. You cannot use this to create alchemical materials, foodstuff, or anything that is normally expended in its use (including ammunition).

Regardless of its actual construction, the item will show signs of its origins. It looks to be made of charred, blackened material (normally pitted iron, burned wood, or baked bone), and is etched with images of devils, fiery pits, and spiked chains. A DC 5 Appraise or Spellcraft check reveals its true nature as a temporary object created by a spell, of no real value. Attempting to use any created object as a material component causes the spell to fail.

If cast as an evil spell, the caster treats his caster level as being 2 higher for determining the gp and weight limit of the items that can be created.



MINOR CREATION VS. FASHION SINISTER TRIFLE

Because an important part of the idea behind hellfire is the ability to make things with it (and the “cool factor” of a powerful mage presenting a hellish spade to help dig a hole or sleeping in a blackened, smoldering bedroll), the *fashion sinister trifle* spell was created to give access to minor equipment that could prove useful, but is unlikely to change the course of an adventure. However, there already exists a 4th level spell able to produce temporary objects—*minor creation*— and it is limited to only items of wood or cloth and requires Craft checks for complex objects. This forces us to ask, is a 1st level spell that can create a temporary suit of studded leather

balanced against a spell 3 levels higher that requires a skill check to even attempt making a suit of leather armor without the studs?

Looking at *minor creation*, we see it is actually a significantly more powerful spell, despite having a few limitations. With a volume limit of 1 cubic foot per level, and no cap on the cost of items created, *minor creation* can be used to create small boats, rope bridges, battering rams, and all sorts of large, heavy items that can have a major impact on the course of a game (not to mention the possibility of creating food, which will last for hours, or trying to sell 9 cubic feet of silk, which may or may not be easily identified as temporary). With that in mind, we feel secure adding the much less useful *fashion sinister trifle* as a 1st-level spell.

FIEND BARBS

School: transmutation [hellfire]; **Level:** antipaladin 1, cleric/oracle 2, inquisitor 1, magus 1, paladin 1, sorcerer/wizard 2, witch 1

Casting Time: 1 standard action

Components: V, S, DF

Range: touch

Target: armor or outfit touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object);

Spell Resistance: yes (harmless, object)

You cause one suit of armor or one clothing outfit to sprout spikes of red metal and broken bone, wreathed in hellfire. A creature wearing the armor or outfit is treated as having armor spikes and a spiked gauntlet, and being proficient with using them as weapons. Attacks made with the spikes are

treated as an attack from a magic weapon for purposes of bypassing DR. Additionally, the fearsome appearance of the spikes grants the wearer a +5 enhancement bonus to Intimidate checks made to demoralize foes.

If cast as an evil spell, the spikes are particularly jagged and sharp, gaining a +1 enhancement bonus to damage.

FIEND BARBS, GREATER

School: transmutation [fire, hellfire]; **Level:** antipaladin 3, cleric/oracle 4, inquisitor 3, magus 3, paladin 3, sorcerer/wizard 4, witch 3

Range: close (25 ft. + 5 ft./2 levels)

Duration: 1 hour/level

This spell functions like *fiend barbs*, except the armor spikes and spiked gauntlet deal damage as if they were one size larger. At

caster level 7th the spikes also gain the flaming special weapon quality. At caster level 11th level they also gain the flaming burst special weapon quality.

If cast as an evil spell, the spikes are particularly jagged and sharp, gaining a +1 enhancement bonus to damage. Additionally, half the fire damage done by the *flaming* or *flaming burst* properties may be acid damage, at the caster’s discretion (in which case the spell gains the acid descriptor).

FORBIDDING CHAINS

School conjuration (creation)[fire, hellfire]; **Level** antipaladin 4, cleric/oracle 4, inquisitor 5, magus 5, paladin 4, sorcerer/wizard 4, summoner 4, witch 3

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. +10 ft./level)

Target: one creature

Duration: 1 round/level

Saving Throw: Reflex partial, Will partial (see text); **Spell Resistance:** yes

You fling burning chains of hellfire at one creature, wrapping it in scorching barbed links of iron, bone, and stone. These chains impede the target’s movement, and leach away its mystic power. The target must make a Reflex save, and a Will save. If it fails the Reflex save, it is entangled. If it fails the Will save, it cannot cast any spells, or use any spell-like or supernatural abilities. If it fails at both saving throws, it also takes 1d6 fire damage each round. If it succeeds at both saving throws, the chains dissipate.

If cast as an evil spell, the chains can anchor themselves to the target's space when it fails its Reflex save, preventing it from moving more than 15 feet from that space as long as it is entangled.

FORBIDDING CHAINS, MASS

School conjuration (creation)[hellfire]; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 6

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. +10 ft./level)

Target: one creature/2 levels, no 2 of which may be more than 30 ft. apart

Duration: 1 round/level

As *forbidding chains*, except as noted above.

FORGE HELLFIRE

School: conjuration [hellfire]; **Level:** cleric/oracle 6, inquisitor 6, sorcerer/wizard 6, summoner 6, witch 7

Casting Time: 1 standard action

Components: V, S

Range: see text

Effect: see text

Duration: see text

Saving Throw: varies; see text; **Spell Resistance:** varies; see text

You use hellfire to shape semblances of creatures, objects, or forces. *Forge hellfire* can mimic any cleric, druid, inquisitor, oracle, or witch conjuration (summoning)

or conjuration (creation) spell of 4th level or lower. Because hellfire is difficult to force into specific shapes, the duplicated effects of such spells are only one-quarter (25%) as strong as the real things. Spells that deal damage deal only one-quarter (25%) damage from the attack. If the spell duplicated has a special effect other than damage, that effect is only 25% likely to occur. An affected creature is allowed any save that the spell being simulated allows, but the save DC is set according to *forge hellfire's* level rather than the simulated spell's level. If the spell simulated allows SR, then *forge hellfire* must overcome a target's SR to affect them.

A hellfire creature or object has one-quarter the hit points of a normal creature or object of its kind and deals one-quarter (25%) normal damage. All special abilities that do not deal lethal damage are only 25% likely to work. (Roll for each use and each affected character separately.) Furthermore, hellfire creatures and objects have AC bonuses that are just one-quarter as large. Creatures and objects made of hellfire appear to be constructed of frameworks of bone and metal twisted together, and sheathed

in black and red flames. All hellfire creatures have a minimum Intimidate bonus equal to 3 + HD.

As most class spell lists are not categorized by school, a character taking this spell may wish to list a few likely spells to avoid spending time flipping through options during game play. If spell research must be done, it may be useful to use the Spells Database at d20PFSRD.com (found at <http://www.d20pfsrd.com/magic/spells-db>).

If cast as an evil spell, *forge hellfire* can also duplicate sorcerer/wizard conjuration (summoning) or conjuration (creation) spells of 3rd level or less.



FORGE HELLFIRE, GREATER

School: conjuration [hellfire]; **Level:** cleric/oracle 8, sorcerer/wizard 8, witch 9

This spell functions like *forge hellfire*, except that it duplicates cleric, druid, inquisitor, oracle, or witch conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The hellfire conjurations created deal three-quarters (75%) damage, and non-damaging effects are 75% likely to work. Furthermore, hellfire creatures and objects have AC bonuses that are just three-quarters as large. Also all greater hellfire creatures have a minimum Intimidate bonus equal to 3 + HD and receive

If cast as an evil spell, *forge hellfire* can also duplicate sorcerer/wizard conjuration (summoning) or conjuration (creation) spells of 5th level or less.

HELLFIRE ARMAMENT

School: conjuration (creation) [hellfire]; **Level:** antipaladin 1, inquisitor 1, magus 1, paladin 1, sorcerer/wizard 1, summoner 1, witch 2

Casting Time: 1 standard action

Components: V, S

Range: 0 ft.

Effect: one melee weapon

Duration: 10 minute/level

Saving Throw: none; **Spell Resistance:** no

You create a melee weapon out of hellfire. The weapon is the same size category you are, and may be a heavy mace, morningstar, short sword, shortspear, or spiked gauntlet (selected when the spell is cast). If the weapon leaves your

hand for more than 1 round, it dissipates and the spell ends. The weapon attacks and deals damage as a melee weapon rather than a spell (ignoring SR but having its damage reduced by DR), though it counts as a magic weapon for purposes of bypassing DR (but gives no bonus to attack or damage rolls). At 6th level, the weapon functions as a cold iron weapon. At 11th level, the weapon can be any 1-handed melee weapon with which you are proficient (selected when the spell is cast), and deals +1d6 damage against elementals, outsiders, and creatures of the extraplanar subtype.

If cast as an evil spell, the weapon is treated as masterwork (granting a +1 enhancement bonus to attack rolls).

HELLFIRE ARMAMENT, MASS

School: conjuration (creation) [hellfire]; **Level:** antipaladin 4, inquisitor 4, magus 4, paladin 4, Witch 5

Range: 10 ft.

As *hellfire armament*, except you create one such weapon per 2 caster levels, and the weapons do not dissipate if they leave your hand for more than 1 round. When you cast the spell, you may choose to have the weapons created appear in the hands of willing creatures within range.

LAKE OF FIRE

School conjuration (creation)[acid, fire, hellfire]; **Level** antipaladin 3, cleric/oracle 3, inquisitor 3, magus 4, paladin 4, sorcerer/wizard 3, summoner 3, witch 5

Casting Time: 1 standard action

Components: V, S

Range: long (400 ft. +40 ft./level)

Area: cylinder (30 ft. radius, 20 ft. deep)

Duration: 1 round/level

Saving Throw: Reflex partial (see text); **Spell Resistance:** yes (see text)

You create an extradimensional pool of acrid, burning fluid on a horizontal surface. The lake of fire can appear on the ground (at an incline of up to 45 degrees), on the surface of a body of water, or even on the deck of a ship. A creature in the area of the lake of fire when it is cast is allowed a Reflex save to avoid being caught in it, but once the lake exists any creature entering it takes damage each round.

Creatures smaller than Huge must swim to move within the lake of fire. Any creature in the lake takes 2d6 fire damage plus 2d6 acid damage at the beginning of their turn, and creatures that enter the *lake of fire* take the same damage when they do so. You make a caster level check the first time a creature with SR is damaged by the pit. If the check fails, the creature takes no damage at any point from the spell, but still must swim normally to move through it.

If cast as an evil spell, creatures damaged by the spell take 1d6 fire and 1d6 acid damage the round after leaving the *lake of fire*.



NIGHTMARISH TRANSPORT

School: transmutation (hellfire); **Level:** antipaladin 4, cleric/oracle 3, inquisitor 3, magus 3, paladin 4, sorcerer/wizard 3, witch 5

Casting Time: 10 minutes
Components: V, S

Range: touch

Target: One steed or vehicle touched

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless);

Spell Resistance: yes (harmless)

You infuse one steed (a creature trained or designed specifically to be ridden) or vehicle with the speed and power of hellfire. The steed or vehicle takes on a hellish appearance, with flames covering its hooves (or paws, wheels, skids, et al), and patterns of skulls and screaming, tormented souls over the rest of its surface. The steed or vehicle produces copious smoke and bright lights, causing it (and any riders or passengers) to take a -10 penalty to Stealth checks, and to grant a +10 bonus to all skill checks made to track it. The hellfire-infused transportation gains the following powers according to caster level. A steed's or transport's abilities include those gained at lower caster levels.

5th Level: Steed's movement rate increased by +30 feet (to a maximum of double) or a vehicle's movement rate increase by 20%. The maximum carrying capacity of either a steed or vehicle is doubles.

9th Level: The steed or vehicle can move over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

11th Level: The steed or vehicle can use water walk at will (as the spell, no action required to activate this ability). The steed or vehicle (but not riders or passengers) gains fire resistance 10.

13th Level: The steed or vehicle can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

15th Level: A steed can fly at its speed with a bonus on Fly skill checks equal to your caster level. A vehicle can use air walk at will (as the spell, no action required to activate this ability) for up to 10 rounds at a time, after which it falls to the ground and cannot use the ability for a number of rounds equal to how long it used air walk.

An antipaladin or paladin casting this spell may only cast it on a bonded mount.

If cast as an evil spell, when the steed or vehicle makes a melee attack, it deals +1d6 fire damage with each successful attack.

PENANCE SKULL

School: abjuration [cold, electricity, hellfire, language-dependent]; **Level:** alchemist 4, antipaladin 4, bard 4, cleric/oracle 4, inquisitor 3, magus 4, paladin 3, witch 4

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 min./level (D)

You infuse yourself with the condemning nature of hellfire, which manifests as an apparition of a burning skull in place of your own head. As a move action, you can command

one creature able to see and hear you to not perform a specific act that violates the ethos of your alignment. If the creature refuses (either a stated intent to not abide by your demand, or if it performs the proscribed action), you gain bonuses to weapon attacks made against the creature. You deal +1d6 damage, +1d6 for every step of difference between the creature's alignment and yours. Half this damage is cold, and half is electricity. You also gain a +4 bonus to Will and Fortitude saving throws against spells and abilities used by the creature.

You may forbid multiple actions of the same creature, or forbid actions to multiple creatures, taking a move action for each.

If cast as an evil spell, your first forbiddance may be made as a swift action.

PERDITION'S WRATH

School: evocation [acid, electricity, fire]; **Level:** cleric/oracle 5, inquisitor 5, magus 5, sorcerer/wizard 5

Casting Time: 1 round

Components: V, S

Range: short (25 ft. + 5 ft./2 levels)

Targets: one or more creatures struck with a ranged touch attack

Duration: 1 min./level

Saving Throw: none; **Spell Resistance:** yes

Immediately upon completion of the spell, and once per round thereafter, you may shoot a bolt of seething hellfire as a ranged touch attack at one target within range. On a successful attack the bolt deals 2d6 acid, 2d6 electricity, and 2d6 fire damage to the target. If one of your attacks

scores a critical hit the hellfire burns into the spirit of the target as well as its flesh. Rather than deal double damage, the hellfire deals normal damage and 1d6 Charisma damage.

You need not fire a bolt of hellfire immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to fire a bolt. You may call a total number of bolts equal to your caster level (maximum 12 bolts).

If cast as an evil spell, on a critical hit the bolt deals normal damage and 1d6 Int, Wis, or Cha damage as the caster prefers.

POCKET HELL

School: evocation [hellfire]; **Level:** cleric/oracle 8, sorcerer/wizard 8, witch 9

Casting Time: 1 round

Components: V, S, M (masterwork cold iron weapon worth at least 330 gp)

Range: close (25 ft. + 5 ft./2 levels)

Area: barred cage or windowless cell up to one 10 ft. square per level

Duration: 1 minute/level (D)

Saving Throw: Reflex negates, Will partial (see text); **Spell Resistance:** no

This spell creates an immobile, translucent prison composed of either bars of hellfire or solid walls of hellfire (your choice). Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. The hellfire walls of the prison extend

into the Ethereal plane and block all forms of dimensional travel, preventing teleportation and other forms of astral travel from providing a means of escape. Divination spells do not pass through the walls of a *pocket hell*, nor do spells designed to pass information or messages (such as *dream* and *sending*)

Like a *wall of force*, a *pocket hell* resists *dispel magic*, although a *mage's disjunction* still functions. The walls of a *pocket hell* can be damaged by spells, weapons, and supernatural abilities, but they have SR equal to the caster's level +10, Hardness 30, and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a pocket hell. The interior of the pocket hell can be any temperature from the ambient heat of the local environment up to 150 degrees Fahrenheit, as the caster wills, and may be filled with heavy smoke. (See the *Pathfinder Roleplaying Game Core Rulebook* for the effects of extreme heat and heavy smoke.)

A *pocket hell* can be shaped as the caster desires, but must conform to any terrain it is cast within. Anything too large to be completely encased by the prison must be excluded from it. A creature that makes a Reflex save against a pocket hell manages to avoid being caught within it. A creature that makes a Will save against a pocket hell can successfully bypass the wall's prohibitions against planar travel, divination magic, and communication spells, and takes no damage from its environment or heat. The prison can take one of two forms.

Barred Cage: This version of the spell produces a prison made of bands of hellfire for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a solid structure with no way in and no way out. Solid walls of force form its top, bottom, and all sides.

A *pocket hell* can be made permanent with the *permanency* spell, at a cost of 20,000 gp. If cast as an evil spell, a *pocket hell* can include a single door, up to 20 feet square, that opens and closes as the caster wishes, to permit items and creatures to enter and leave the prison.

WALL OF BRIMSTONE

School: conjuration (creation)[fire, hellfire];
Level: magus 6, sorcerer/wizard 6, summoner 5, witch 8

Casting Time: 1 standard action

Components: V, S, M (a piece of scorched rock)

Range: medium (100 ft. + 10 ft./level)

Effect: hellfire wall whose area is up to one 5-ft. square/level; see text

Duration: 1 minute/level

Saving Throw: see text; **Spell Resistance:** no

You cause a flat, vertical wall of hellfire-covered stone to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of brimstone* is 1 inch thick per three caster levels. You can double the wall's area by halving its thickness, or increase its thickness by +50% by halving its area. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 20. A section of wall whose hit points drop to 0 is breached.

If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

Anyone coming into contact with the wall takes 1d6 points of fire damage + 1 point per caster level (no save). Even when the wall has been broken through, a sheet of burning hellfire remains, damaging those who touch it or cross through it.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Gargantuan and larger creatures.

If cast as an evil spell, the wall can be created as a vertical, unattached wall and automatically tip over to fall in the direction the caster wishes on the same round.



NEW CLASS OPTIONS

With the addition of the hellfire descriptor and hellfire spells, it's only natural that some spellcasting classes have more fire-related class options. However, in keeping with the ancient and mysterious nature of hellfire, only a few new options are presented below -- the hellfire domain (and exalted domain), and a few hellfire-related major and grand hexes. Expanding hellfire into too many bloodlines, schools of specialization, or class abilities makes it too common and accessible to maintain its status as an exotic and dangerous force that only the brave (or foolhardy) are willing to risk invoking.

HELLFIRE DOMAIN

The hellfire domain was once common among worships of gods of punishment, vengeance, and justice. Most gods and religions have long since stopped playing with the risky nature of hellfire, as good gods do not wish to tempt their followers, and evil gods do not wish to equip their minions with so effective a weapon against evil outsiders, but a few clerics of older gods with small, nearly extinct cults still gain the power to call on the original energy of divine wrath.

Hellfire Bolt (Sp): As a standard action, you can unleash a scorching bolt of hellfire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of hellfire. If you hit the foe, the bolt deals 1d4 points of damage + 1 point for every two cleric levels you possess. Half this damage is fire, and half is acid. You can use this

ability a number of times per day equal to 3 + your Wisdom modifier.

Hellfire Weapon (Su): At 8th level, you can give a weapon touched the ability to strike as a cold iron weapon, and the flaming burst special weapon quality. The weapon retains these abilities for 1 round per level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—*hellfire armaments*, 2nd—*fiend barbs*, 3rd—*lake of fire*, 4th—*forbidding chains*, 5th—*perdition's wrath*, 6th—*forge hellfire*, 7th—*wall of brimstone*, 8th—*pocket hell*, 9th—*gate*.

HELLFIRE DOMAIN, EXALTED

Even rarer than the hellfire domain is the exalted hellfire domain, an ancient but extremely powerful cleric tradition that dates back to the earliest religions and cults. The exalted hellfire domain was once the primary tool of mortal agents of the gods who ruled over, trained, or punished outsiders in the name of their god.

A character that normally receives two domains may decide to instead take just the exalted hellfire domain. For more information on exalted domains, see *The Genius Guide to Exalted Domains of Light and Lore*, *The Genius Guide to Exalted Domains of Storms and Savagery*, or *The Genius Guide to Exalted Domains of War and Ruin*.

The exalted hellfire domain grants the following powers:

Exalted Hellfire Bolt (Sp): At 1st level the cleric gains this ability, which works like hellfire bolt, but range is close (25 feet + 5 feet/2 cleric levels) and damage is 1d8 points of damage + 1 point for every two cleric levels you possess.

Burn Through (Su): At 6th level the cleric can use hellfire to burn through the mystic resistance possessed by powerful eldritch creatures. This acts as an exalted hellfire bolt, but if the bolt successfully damages a target any SR it has is reduced by 1 for one minute. This effect increases to reducing the target's SR by 2 at 12th level, and to reducing it by 3 at 20th level. The effects of multiple *burn through* attacks on the same target do not stack (even if they are from different sources). Each use of *burn through* counts as two uses of *exalted hellfire bolt*.

Exalted Hellfire Weapon (Su): At 8th level the cleric gains this ability, which works like *hellfire weapons* except when the cleric is wielding a weapon augmented by this ability and scores a critical hit, he may expend a use of his exalted hellfire bolt to reduce the target's SR as if he has struck it with the *burn through* ability.

Domain Spells

The exalted hellfire domain has the same domain spells as the normal hellfire domain. However, it also grants the ability to channel stored spell energy into those domain spells to cast them without having prepared them. The cleric can "lose" any prepared cleric spell to cast any domain spell of the same spell level or lower from his exalted hellfire

domain spell list spontaneously. The ability to cast hellfire domain spells spontaneously is in addition to the standard cleric ability to cast cure or inflict spells spontaneously. Clerics with the exalted hellfire domain also still receive one spell slot per spell level (other than 0) to prepare a spell from their exalted domain spell list.



NEW WITCH OPTIONS

While most gods have long since stopped making hellfire a major part of their follower's methods, the shadowy and poorly understood beings that serve as witches' patrons seem less reticent to grant hellfire powers to their agents. Though still not common, hellfire-fueled hexes are far from unknown among more powerful witches, and are especially valued by witches who frequently oppose extraplanar creatures.

NEW MAJOR HEX

Planar Torment (Su): You can unleash a bolt of pure hellfire upon your enemies. As a standard action you may make a ranged touch attack against a target within 30 feet. On a successful attack, you deal 5d6 points of damage to the target. Half this damage is acid, and half is fire. If the target is of the extraplanar subtype, there is no limit to how many times each day you can use this power against it. Each time after the first you hit a target without the extraplanar subtype in the same 24 hour period, the hex deals 1d6 less damage.

NEW GRAND HEXES

Hellfire Gate (Su): The witch can use hellfire to forge a gate between planes. Forging the gate takes 1 minute. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (witch's choice) oriented in the direction the witch desires when it comes into existence (typically vertical and facing the witch). It is a two-dimensional window

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looking into the plane the witch specified when forging the gate, and anyone or anything that moves through is shunted instantly to the other side. This functions much like a *plane shift* spell, except that the gate opens precisely at the point the witch desires (a conjuration creation effect). Deities and other beings who rule a planar realm can prevent a hellfire gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with the witch--anyone who chooses to step through the portal is transported. A hellfire gate cannot be opened to another point on the same plane; the hex works only for interplanar travel.

The witch must concentrate to hold open a hellfire gate, or else the interplanar connection is severed. The witch may maintain hellfire gates for no more than 1 round/level each day, those these need not be consecutive rounds.

Scion of Hellfire (Su): The witch can infuse her other magic attacks with the powerful of hellfire. Any time the witch deals hit point damage with a spell or hex, she may decide to make the damage fire damage, half acid damage and half fire damage, or half electricity damage and half fire damage. If she deals acid, electricity, or fire damage with a spell, the spell gains the damage type as a descriptor.

WE ERR ON THE SIDE OF AWESOME!

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