

Harrow Priest

D8 HD

Requirements

Skills: Knowledge (Religion) 5 ranks

Spells: Able to cast 2nd level divine spells

Alignment: Any evil

Class Skills

The harrow priest's class skills are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int) and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier

Class Features

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+1	+0	+1	Soul Well, Channel Negative Energy	+1 level of divine spellcasting class
2 nd	+1	+1	+1	+1	Channeling Mastery	+1 level of divine spellcasting class
3 rd	+2	+2	+1	+2	Knowledge of the Grave	+1 level of divine spellcasting class
4 th	+3	+2	+1	+2	Raise the Fallen	+1 level of divine spellcasting class
5 th	+3	+3	+2	+3	Channeling Mastery	+1 level of divine spellcasting class
6 th	+4	+3	+2	+3	Blood Casting	+1 level of divine spellcasting class
7 th	+5	+4	+2	+4	Knowledge of the Grave	+1 level of divine spellcasting class
8 th	+6	+4	+3	+4	Channeling Mastery, Raise the Fallen	+1 level of divine spellcasting class
9 th	+6	+5	+3	+5	Soul Well	+1 level of divine spellcasting class
10 th	+7	+5	+3	+5	Sacrifice the Many	+1 level of divine spellcasting class

Weapon and Armor Proficiency: A harrow priest gains no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a harrow priest gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If she had more than one divine spellcasting class before becoming a harrow priest, she must decide to which class she adds the new level for the purpose of determining spells per day.

Soul Well (Su): A harrow priest gains a pool of power known as a soul well, gained from releasing the souls of living beings from their bodies. Whenever a harrow priest kills a humanoid creature with at least half of her total hit dice (rounded up), she gains a point in her soul well. She may have a maximum number of points in her soul well equal to 1 + her Charisma modifier (minimum 1). She may use these points in a variety of ways.

As long as she has at least 1 point in her soul well, a harrow priest may spontaneously convert any 2nd level or higher spell into *death knell*. Doing so does not expend any points from her soul well.

She can also spend 1 point as a swift action to allow the next spell she casts that round to be cast as if one of the following metamagic feats was applied to it (without increasing the spell level or casting time): Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She can instead spend 2 points to have her spell affected by Thanatopic Spell or Threnodic Spell.

Additionally, she may spend 1 point from her soul well in place of a material component for a spell. Each point spent has a value of up to 100 gp. Multiple points may be used for expensive material components. When casting a spell to create undead, each blood point is worth 200 gp.

At level 9, a harrow priest does not need to personally kill a creature in order to absorb power from its death. Whenever a humanoid creature with at least half of her total hit dice dies within 30 feet of her, she adds a point to her soul well.

At level 10, as long as the harrow priest has at least 1 point in her soul well, she gains a +2 bonus to her caster level when casting spells to create or control undead.

Channel Negative Energy (Su): A harrow priest gains the ability to channel negative energy as a cleric. Her effective cleric level is equal to her harrow priest level for determining the effect of her channel negative energy. If she gains the ability to channel negative energy from another source, her harrow priest levels instead stack with those levels for determining channel negative energy.

Channeling Mastery (Su): At level 2, whenever channeling negative energy to harm living creatures, a harrow priest may also choose to heal one undead creature within the burst radius. The healing is equal to the damage rolled to harm the living creatures. At level 5, the number of undead increases to 2. At level 8, the number increases to 3.

Knowledge of the Grave: At level 3, a harrow priest adds half her harrow priest level to Knowledge (religion) checks to identify undead. At level 7, she adds this bonus to all Knowledge (religion) checks.

Raise the Fallen (Sp): At level 4, a harrow priest gains the ability to animate a fallen humanoid foe or ally as an undead thrall. When a creature dies within 30 feet of a harrow priest, she may choose to expend 1 point from her soul well as a standard action to revive the creature as an undead monster under her control. The creature must have died within one round of using this ability and may not have more hit dice than 5 + her level + her Charisma modifier. The creature is raised as a zombie-like being but otherwise retains all of the class and racial abilities that it had in life. It is brought up to 0 hit points and then healed as if targeted by the harrow priest's channel negative energy. The creature is treated as undead for the purpose of all spells and effects, and counts towards the total hit dice of undead that the harrow priest may control. The creature remains under the control of the harrow priest for 1 hour or until slain. When the creature is no longer under the control of the harrow priest, it falls dead and can no longer be affected by this ability. It may be raised or animated as normal.

At level 8, the animated creature gains the advanced simple template and channel resistance +4.

Blood Casting (Su): At level 6, a harrow priest may spend points from her soul well to spontaneously cast a spell she knows. She must spend 1 point per spell level to cast a spell she has prepared or is on her spells known list. Doing so does not use up a spell slot. Spells used to create or control undead have their soul well cost reduced by 1 to a minimum of 1.

Sacrifice the Many (Su): At level 10, a harrow priest may perform a ritual to draw power from multiple sources. The ritual takes ten minutes to perform and the harrow priest may do nothing else while she is performing the ritual. The ritual requires concentration and ritualistic movements. Performing the ritual provokes attacks of opportunity each round. Humanoids slain during this time qualify for her soul well ability, regardless of their total hit dice.