

HELLFIRE ADEPT OF MEPHISTOPHELES

Table: The Hellfire Adept of Mephistopheles

Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+0	Fire Adept +1, Spell Knowledge	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+0	Resistance to Fire 5	-
3rd	+2	+3	+1	+1	Fire to Hellfire 1/day	+1 level of existing arcane spellcasting class
4th	+3	+4	+1	+1	Mephieran Familiar	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+1	Fire to Hellfire 2/day	+1 level of existing arcane spellcasting class
6th	+4	+5	+2	+2	Resistance to Fire 10	+1 level of existing arcane spellcasting class
7th	+5	+5	+2	+2	Fire to Hellfire 3/day	+1 level of existing arcane spellcasting class
8th	+6	+6	+2	+2	<i>Summon Hamatula</i>	+1 level of existing arcane spellcasting class
9th	+6	+6	+3	+3	Fire to Hellfire 4/day	-
10th	+7	+7	+3	+3	Apotheosis of the Flame, Fire Adept +2	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Bluff, Concentration, Craft, Disguise, Intimidate, Knowledge (arcana), Knowledge (the planes), Profession, Search, Spellcraft, and Use Magic Device.

Deep in the heart of frozen Cania, the Archdevil Mephistopheles sits amid torrents of black, hellish fire. Forged from the very evil of Hell, the inscrutable Mephistopheles created hellfire and now his most fervent worshippers seek to harness that very same power. Cults dedicated to the Lord of the Eighth are presided over by these Hellfire Adepts of Mephistopheles; their raw, burned flesh a testament to the pain they have endured and the power they have grasped.

Hellfire adepts, as a general rule, are insane, egomaniacal pyromaniacs. They delude themselves into believing that they are following some 'greater plan' by spreading hellfire (what they refer to as the 'Will of Mephistopheles') across the Prime, when what they are really doing is just burning things. Nothing is greater than watching Will devouring the flesh from an innocent.

Despite their rather apparent insanity, cells of cultists dedicated to Mephistopheles are nothing if not patient and deliberate. Cells will plan a 'feeding' (read: just burning lots of things... and people) for weeks before the act, working out the flaws and attempting to make the plan perfect. In the end, no matter their delusions of grandeur, hellfire adepts are, at best, vandals with a taste for fire and, at worst, dangerous, insane terrorists.

REQUIREMENTS

To qualify to become a hellfire adept of Mephistopheles, a character must fulfill all of the following criteria.

Alignment: Lawful evil.

Skills: Knowledge (arcana) 5 ranks.

Feats: Disciple of Darkness (Mephistopheles), Evil Brand.

Spells: Ability to cast 4th-level arcane spells, four of which must have the fire descriptor.

Special: The would-be hellfire adept must participate in a ritual in which he ritually scars himself with magic fire. This ritual takes 1 hour and must be presided over by another Hellfire Adept of at least 6th level or a hamatula. The scarring process inflicts 3d4 points of hellfire damage. Curing spells are not allowed during the ritual, as they ruin the scarring. At the end of the ritual, the hellfire adept must burn a humanoid or monstrous humanoid alive and then consume the burned flesh.

Class Features

All of the following are Class Features of the hellfire adept of Mephistopheles prestige class.

Weapon and Armor Proficiency: Hellfire Adepts of Mephistopheles gain no proficiency with any weapons or armor.

Spells per Day: When a new hellfire adept of Mephistopheles level is gained (except at levels 2 and 9), the character gains new spells per day as if he had also gained a level in the arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a hellfire adept of Mephistopheles, he must decide to which class he adds the new level for purposes of determining spells per day.

Spell Knowledge: A hellfire adept of Mephistopheles is intimately familiar with diabolical magic, granting him access to magic that would be otherwise forbidden to him. He gains access to the spells from the

Diabolic domain. If the hellfire adept was a spontaneous caster (such as a sorcerer), he then adds the spells from the domain to his list of spells known. If the caster prepared spells (such as a wizard), then the adept adds these spells to his spellbook and can prepare them normally. These are in addition to any spells that the character would normally learn upon gaining a level.

The adept must still meet any of the requirements needed in order to actually cast the spell. The adept does not gain the granted power of the domain.

Fire Adept (Su): Beginning at 1st level, the hellfire adept of Mephistopheles casts spells with the fire descriptor at +1 caster level. This bonus to his caster level increases to +2 at 10th level.

Resistance to Fire (Su): At 2nd level, the hellfire adept becomes inured to fire, gaining fire resistance 5. This increases to fire resistance 10 at 6th level.

Fire to Hellfire (Su): At 3rd level the hellfire adept gains the ability to convert any of his fire spells into hellfire once per day. The hellfire adept must decide whether to use this ability when casting the spell (this is part of the casting). The spell then deals hellfire damage instead of fire damage. The hellfire adept gains additional daily uses of this ability at levels 5, 7, and 9.

Mephieran Familiar: At 4th level, the hellfire adept gains the services of a mephieran (hellfire devil) as a familiar. If the adept already had a familiar, then the mephieran devours it and takes its place whether the adept wants it or not.

Summon Hamatula (Sp): At 8th level the hellfire adept gains the ability to summon a hamatula (barbed devil) as if he were casting a *summon monster* spell. The caster level equals the hellfire adept's level. This is the equivalent of a 7th-level spell.

Apotheosis of the Flame (Su): At 10th level, the hellfire adept's constant contact with the swirling flames of Hell has forever changed him. He gains damage reduction 5/good and immunity to fire. Eerie, black flames constantly dance behind the adept's eyes granting him a +4 bonus on Intimidate checks.