

ACOLYTE OF HELLION

CREATURE 4

CE

MEDIUM

HUMANOID

HUMAN

Perception +9

Languages Common, Hallit

Skills Athletics +9, Deception +10, Intimidation +10, Religion +10, Society +7


Str +4, **Dex** +1, **Con** +1, **Int** +0, **Wis** +3, **Cha** +2

Items chain shirt, spiked gauntlet, steel shield (Hardness 5, HP 20, BT 10)

AC 20 (22 with shield raised); **Fort** +9, **Ref** +7, **Will** +11

HP 58

Shield Block 


Bloody Fanaticism  **Trigger** The acolyte rolls a failure (but not a critical failure) on a Will save against an effect with the fear or mental trait; **Effect** The acolyte takes 2d8 mental damage and the saving throw is a success.

Speed 25 feet

Melee  spiked gauntlet +12 (agile, free-hand), **Damage** 1d6+4 piercing

Divine Prepared Spells DC 19, attack +11 ; **2nd** *harm* (×3), *heal*, *paranoia*, *touch of idiocy*;

1st *befuddle*, *command*, *mending*; **cantrips (2nd)** *daze*, *divine lance*, *forbidding ward*, *guidance*, *stabilize*

Channel Smite  (divine, necromancy, negative) The acolyte expends a prepared harm spell and makes a melee Strike. Instead of the normal effect of the spell, its negative damage is added to the Strike's damage.

Deadly Simplicity The acolyte's spiked gauntlets deal 1d6 damage instead of 1d4.