

The wrath priest serves the primordial god of disaster and destruction, striking down innocents and enemies with fire, blade, and hatred. He is a quintessential nihilist, and can not be bought or reasoned with except as it furthers his god's horrific ends.

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**Wrath Priest** CR 7

**XP 3200**

Male Half-Orc Cleric 8

CE Medium Humanoid (human, orc)

**Init** +20; **Senses** darkvision 60 ft.; Perception +5

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**Defense**

**AC** 25, touch 15, flat-footed 23 (+9 armor, +1 natural, +3 deflection, +2 dodge)

**hp** 87 (8d8+32)

**Fort** +8, **Ref** +2, **Will** +8

**Defensive Abilities** orc ferocity (1/day)

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**Offense**

**Speed** 50 ft.

**Melee** +1 Greataxe +12/+7 (1d12+15/x3) and  
Javelin +6/+1 (1d6+10/x2)

**Special Attacks** destructive smite +4 (5/day), scythe of evil (4 rds) (1/day), touch of evil (4 rds) (5/day)

**Spell-Like Abilities** Touch of Evil (4 rds) (5/day)

**Cleric Spells Prepared** (CL 8):

4 (2/day) *Chaos Hammer* (DC 16), *Unholy Blight* (DC 16), *Divine Power*

3 (3/day) *Rage*, *Invisibility Purge*, *Protection from Energy*, *Prayer*

2 (4/day) *Align Weapon*, *Bull's Strength*, *Spiritual Weapon* (x2), *Darkness*

1 (5/day) *Bane* (DC 13), *Protection from Good*, *Entropic Shield*, *Shield of Faith*, *Divine Favor*, *True Strike*

0 (at will) *Resistance*, *Bleed* (DC 12), *Guidance*, *Light*

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**TACTICS**

**Before Combat** The cleric casts protection from energy (fire).

**During Combat** The cleric casts divine power and shield of faith at the start of combat, then closes to melee distance. If combat starts and he cannot reach any opponents on the first round, he casts chaos hammer or unholy blight. If fighting creatures he knows are good, he uses his scythe of evil ability on his greataxe. If he has allies, he casts prayer.

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**Statistics**

**Str** 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12

**Base Atk** +6; **CMB** +12; **CMD** 25

**Feats** Armor Proficiency (Heavy), Power Attack -2/+4, Toughness +8, Weapon Focus (Greataxe)

**Skills** Acrobatics -6 (+2 jump), Climb +0, Escape Artist -6, Fly -6, Intimidate +7, Perception +5, Ride -6, Spellcraft +3, Stealth -6, Swim +0; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** aura, aura of destruction +4 (8 rounds/day), cleric channel negative energy 4d6 (4/day) (dc 15), domains (destruction, evil), spontaneous casting

**Combat Gear** Potion of cure serious wounds (2), Alchemist's fire (2); **Other Gear** +1 Half-plate, +1 Greataxe, Javelin (5), Amulet of natural armor +1, Ring of evasion, Unholy symbol, wooden (Rovagug), 184 GP

## Special Abilities

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**Aura (Ex)** The Cleric has an aura corresponding to his deity's alignment.

**Aura of Destruction +4 (8 rounds/day) (Su)** 30' ft aura grants +1 to all damage rolls within and all critical threats are confirmed.

**Cleric Channel Negative Energy 4d6 (4/day) (DC 15) (Su)** Positive energy heals the living and harms the undead; negative has the reverse effect.

**Cleric Domain (Destruction)** Granted Powers: You revel in ruin and devastation, and can deliver particularly destructive attacks.

**Cleric Domain (Evil)** Granted Powers: You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Destructive Smite +4 (5/day) (Su)** You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use

**Orc Ferocity (1/day)** If brought below 0 Hp, can act as though disabled for 1 rd.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Ring of evasion** No damage if you succeed on a Reflex save for half damage.

**Scythe of Evil (4 rds) (1/day) (Su)** A melee weapon you are holding becomes unholy

**Spontaneous Casting** The Cleric can convert stored spells into Cure or Inflict spells.

**Touch of Evil (4 rds) (5/day) (Sp)** With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

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Notes:

Power attack is already included in his stats.

Shield of faith and divine power are also already included in his stats since he uses the first round of combat to cast both.

The ring of evasion was added to give him the evasion ability which is granted by the agile mythic template, but that is not in Hero Lab yet. It should not be part of his loot.