High Priest

The High Priests of Draconspire are the leaders of religious organizations, chapter houses and devoted masses. They are usually in positions of power within the church of whatever Deity they are servant to. In major metropolitan areas High Priests are usually found at the House of the Five. A High Priest might take up adventuring to crusade against an opposed alignment, to spread the word of his Deity or simply to do the will of his God. The High Priest's faith is the most important thing to him, all other worldly concerns pale in comparison.

The most obvious High Priests come from the ranks of Clerics, crusading High Priests often multi-class as Fighters. The rare multi-classed Druid or Paladin might also take advantage of this prestige class. The focus of a High Priest is to be more like the Deity they serve, in all aspects of life they strive to this goal.

Hit Die: d8.

Requirements: Knowledge Religion 10 Ranks, Skill Focus (Knowledge Religion), able to cast divine spells and access to domain spells.

Special: Must be ordained in the House of the Five by an existing High Priest of your faith. Specific churches may also have special requirements.

Class Skills: Knowledge Religion (Int), Knowledge Planes (Int), Spellcraft (Int), Diplomacy (Cha), Sense Motive (Wis), Craft (Int), Profession (Wis)

Skill Points at Each Level: 2 + Int Modifier.

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Level	Base Attack	Fort	Ref	Will	Special	Spells per Day
1	+0	+0	+0	+2	Bonus Domain Dedication, Domain Power Progression.	+1 level of existing Divine
2	+1	+0	+0	+3	Additional Domain Slot	+1 level of existing Divine
3	+2	+1	+1	+3	Bonus Domain Additional Domain Slot	----------
4	+3	+1	+1	+4	Additional Domain Slot	+1 level of existing Divine
5	+3	+1	+1	+4	Additional Domain Slot	+1 level of existing Divine
6	+4	+2	+2	+5	Additional Domain Slot	----------
7	+5	+2	+2	+5	Additional Domain Slot	+1 level of existing Divine
8	+6	+2	+2	+6	Bonus Domain Additional Domain Slot	+1 level of existing Divine
9	+6	+3	+3	+6	Additional Domain Slot	----------
10	+7	+3	+3	+7	Bonus Domain Additional Domain Slot	+1 level of existing Divine

Class Features
All the following are class features for the High Priest Prestige class.

Weapon and Armor Proficiency: High Priests gain no weapon or armor proficiencies.

Spells per Day: A High Priest continues advancing in divine spell casting ability. Thus, when a new High Priest level is gained (Except 3rd, 6th and 9th level) the character gains new spells per day (and spells known if applicable) as if he had gained a level in a divine spell casting class to which he belonged to before adding the High Priest level. He does not, however, gain any of the other abilities of that class. If the character belonged to multiple divine spell casting classes he chooses which class to advance in when he gains a level.

Bonus Domain: A High Priest at 1st, 3rd, 8th and 10th level can choose a new domain that their Deity can grant. He can use the granted power of the domain as well as select spells from the domain list.

Dedication: A High Priest strives to become more like the Deity whom they serve. This path is hard and long, those that stray from it by leveling in another class can never return. A High Priest that strays retains all powers they gained while leveling in the High Priest prestige class. Spells like *atonement* will not allow a High Priest who has leveled in another class to return, once the path has been lost it can never be found again.

Domain Power Progression: High Priest levels stack with Cleric levels for domain powers when determining the effectiveness of domain powers.

Additional Domain Slots: At 2nd through 10th level a High Priest gains an Additional Domain Slot that he can add to any level of domain spells he can currently cast. Any given spell level can only have two domain slots. For example, if a High Priest can cast 7th level domain spells. He can add his Additional domain slot to his 7th level. The next Additional Domain Slot they gain they can add to any level besides 7th which does not already contain an Additional Domain Slot.
Additional Domain Slots follow the same rules for domain slots as outlined in the *Core Rulebook.* An Additional Domain Slot can hold the same spell as the normal domain slot.
If the High Priest does not have an available spell level to put his new domain slot in the extra domain slot gained that level is lost.

THERE IS NO EPIC PROGRESSION FOR A HIGH PRIEST!