

DARK BLESSING

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, cleric 1.

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 50 ft.

Area The caster and allies within a 50-ft. burst, centered on the caster

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

DESCRIPTION

Dark blessing grants you and your allies a spark of infernal power. You and each ally in range gains a +1 morale bonus on weapon damage rolls and on saving throws against compulsion effects.

GIFT OF ASMODEUS

School transmutation; **Level** antipaladin 4, cleric 6, inquisitor 5

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range personal

Target you

Duration 1 round/level

DESCRIPTION

The infernal power of Asmodeus surges through you, causing you to become a twisted version of yourself. Your skin turns red and scaly, granting you a +2 enhancement to your natural armor bonus and DR 10/good. Your hands twist into a pair of wicked claws that grant you two primary natural attacks that deal 1d8 points of slashing damage (if you are Medium). In addition, your tongue becomes long and forked, allowing you to make a primary natural attack that deals 2d6 points of fire

damage on a successful hit. This attack has reach, but can be used to attack foes adjacent to you.

You are also surrounded by a nimbus of flame. Any creature that is adjacent to you at the start of your turn takes 2d6 points of fire damage. This nimbus also grants you resist fire 10.

Finally, you can end this effect prematurely to unleash a ray of pure hellfire as a standard action. Hitting a target with this ray requires a ranged touch attack. The ray deals 4d6 points of damage plus 1d6 points of damage for each round you have remaining in the duration. Half of this damage is fire damage, while the other half is unholy which ignores any resistances the target might have. Any spell resistance the target might have applies to this ray.

CORRUPT ITEM

School evocation; **Level** antipaladin 2, cleric 2.

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target one object of up to 2 cu. ft./level

Duration 1 min./level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

This spell infuses an item with the foul powers of hell. The item gains an evil aura, equal in strength to its magic aura. Whenever a creature bearing this item presents it to an evil outsider, he gains a +4 bonus on all Charisma-based skill checks made in relation to the creature. If the item is a weapon, it counts as evil for the purposes of overcoming damage reduction and it deals an additional 1d6 points of damage to any good creature it strikes.

Any good creature possessing the item gains one negative level. This negative level remains as long as the item is in the creature's possession and disappear when the item is put down or dropped. This negative level never results in actual level loss, but they cannot be overcome in anyway while the item is in the creature's possession.

INFERNO CREVASSE

School evocation [evil, fire]; **Level** antipaladin 4, cleric 6.

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 100 ft.

Area up to one 5-ft.cube/level (S)

Duration 1 round/level (D)

Saving Throw none (see text); **Spell Resistance** no

DESCRIPTION

This spell causes a great crack to open up from the ground that leads directly to the darkest pits of hell. The crack starts in a square adjacent to you, and each additional area containing the widening crack must be adjacent to another square. Creatures occupying one of these squares when the crack forms takes 1d6 points of damage per level of the caster. Half of this damage is fire damage, while the other half is unholy damage that is not reduced by resistances or immunities. A successful Reflex save halves this damage. After the crack opens, any creature entering a square containing the crack takes this damage, with no save allowed.

In addition, each round, on the caster's turn the claws and tails of devils reach out from this crack, attacking any non-evil creature occupying or adjacent to a square containing the crack. These attacks are made with a bonus equal to the caster level + the caster's Charisma modifier. Only one attack is made against each creature. These attacks deal 1d8 points of slashing damage + the caster level. If the attack hits, the target is also entangled until the caster's next turn. Targets entangled in this way lose the condition if they move to a square that is not adjacent to any square containing the crevasse.

Finally, if any summon spell is cast within 30 feet of the crack, the creature summoned must be a devil or a creature with the fiendish template and such creatures appear by crawling out of the crack. The duration of any such spells is doubled so long as it was cast near the crack. This doubling does not stack with the Extend Spell feat or similar effects.