

## Blasphemy

School - evocation; Level - cleric/oracle 7, inquisitor 6  
Casting Time - 1 standard action  
Components - V  
Range - 40 ft.  
Area - nonevil creatures in a 40-ft.-radius spread centered on you  
Duration - instantaneous  
Saving Throw - Will partial; SR - yes

**Any nonevil creature within the area of a blasphemy spell suffers the following ill effects. HD | Effect |**

**Equal to caster level | Dazed |**

**Up to caster level -1 | Weakened, dazed |**

**Up to caster level -5 | Paralyzed, weakened, dazed |**

**Up to caster level -10 | Killed, paralyzed, weakened, dazed |**

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

**Dazed:** The creature can take no actions for 1 round, though it defends itself normally. Save negates.

**Weakened:** The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

**Paralyzed:** The creature is paralyzed and helpless for

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1d10 minutes. Save reduces the paralyzed effect to 1 round.

**Killed:** Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

## Contagion

School - necromancy; Level - cleric/oracle 3, druid 3, sorcerer/wizard 4, antipaladin 3  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - living creature touched  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

## Darkness

School - evocation; Level - bard 2, cleric/oracle 2, sorcerer/wizard 2, inquisitor 2, antipaladin 2, magus 2  
Casting Time - 1 standard action  
Components - V, M/DF (bat fur and a piece of coal)  
Range - touch  
Target - object touched  
Duration - 1 min./level (D)  
Saving Throw - none; SR - no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness.

Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

## Desecrate

School - evocation; Level - cleric/oracle 2, inquisitor 2, antipaladin 2  
Casting Time - 1 standard action  
Components - V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 20-ft.-radius emanation  
Duration - 2 hours/level  
Saving Throw - none; SR - yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws.

An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

## Poison

School - necromancy; Level - cleric/oracle 4, druid 3, witch 4, antipaladin 4  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - living creature touched  
Duration - instantaneous; see text  
Saving Throw - Fortitude negates; see text; SR - yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

## Unhallow

School - evocation; Level - cleric/oracle 5, druid 5, inquisitor 5  
Casting Time - 24 hours  
Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area)  
Range - touch  
Area - 40-ft. radius emanating from the touched point  
Duration - instantaneous  
Saving Throw - see text; SR - see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area of effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight,

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death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one unhallow spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.

## Unholy Aura

School - abjuration; Level - cleric/oracle 8  
Casting Time - 1 standard action  
Components - V, S, F (a tiny reliquary worth 500 gp)  
Range - 20 ft.  
Target - one creature/level in a 20-ft.-radius burst centered on you  
Duration - 1 round/level  
Saving Throw - see text; SR - yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as protection from good does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).

## Unholy Blight

School - evocation; Level - cleric/oracle 4, inquisitor 4  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Area - 20-ft.-radius spread  
Duration - instantaneous (1d4 rounds); see text  
Saving Throw - Will partial; SR - yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.