

FOUR HORSEMEN PRESENT

BLASPHEMER

Fantasy stories are rife with tales of valiant knights and their devoted heralds. The exploits of heroes encourage the moral behavior of the masses, who look to their icons for and leadership in perilous times. Such ventures aren't limited to do-gooders and posturing minstrels. The exemplars of evil have their own champions—those abominable advocates who support the cause of wickedness with oration and song. These harbingers of harm are called blasphemers, and they give praise to evil itself.

Blasphemers combine dark knowledge and a divine investment to amplify profane powers. They learn magic and channel hatred into furious combat prowess. However, their most unique ability relies on forbidden lore, for blasphemers speak the very language of evil. For some, this includes a smattering of the Abyssal, Daemonic, and Infernal tongues.

Others translate ancient writings from beyond the Void, twisting reality with alien expressions.

Blasphemers incorporate vile speech into a wide variety of skills. Adding a sinister inflection or phrase into intimidation, songs or spells, the blasphemer increases her potency with the language of sin.

Role: Just as every mortal faces different temptations, each blasphemer brings the language of evil to bear in a unique combination of ways. Some are primarily musicians, playing aggressive songs or inspiring prurient dance. Some speak in seductive tones and spin a web of lies for the sake of dishonesty itself. Others blend contempt into their spellcasting, weaving curses and enchantments with ill intent.

Alignment: Any evil.

Hit Die: d8.

Parent Classes: Antipaladin and bard.

Starting Wealth: At 1st level, a blasphemer begins play with 4d6 x 10 gp (140 gp average).

TABLE 1: BLASPHEMER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Aura of evil, cantrips, counter-song, detect good, pernicious performance, sinister song +1
2nd	+1	+3	+0	+3	Wicked words
3rd	+2	+3	+1	+3	Unholy resilience
4th	+3	+4	+1	+4	Smite 1/day
5th	+3	+4	+1	+4	Wicked words
6th	+4	+5	+2	+5	Sinister song +2
7th	+5	+5	+2	+5	Fiendish boon
8th	+6/+1	+6	+2	+6	Wicked words
9th	+6/+1	+6	+3	+6	Aura of despair
10th	+7/+2	+7	+3	+7	Smite 2/day
11th	+8/+3	+7	+3	+7	Wicked words
12th	+9/+4	+8	+4	+8	Sinister song +3
13th	+9/+4	+8	+4	+8	Vile resistance
14th	+10/+5	+9	+4	+9	Wicked words
15th	+11/+6/+1	+9	+5	+9	Aura of vengeance
16th	+12/+7/+2	+10	+5	+10	Smite 3/day
17th	+12/+7/+2	+10	+5	+10	Wicked words
18th	+13/+8/+3	+11	+6	+11	Sinister song +4
19th	+14/+9/+4	+11	+6	+11	Evil's own
20th	+15/+10/+5	+12	+6	+12	Wicked words

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CLASS SKILLS

The blasphemer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the blasphemer.

Armor and Weapon Proficiencies: Blasphemers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Evil (Su): The power of a blasphemer's aura of evil (see the *detect evil* spell) is equal to her blasphemer level. A paladin who uses smite evil on a blasphemer deals 2 points of damage per paladin level on his first successful attack.

Cantrips: Blasphemers learn a number of cantrips, or 0-level spells, as noted on Table 3: Blasphemer Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Detect Good (Sp): At will, a blasphemer can use *detect good* as the spell. A blasphemer can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the blasphemer does not detect good on any other object or individual within range.

**TABLE 2:
BLASPHEMER SPELLS PER DAY**

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	2	—	—	—	—
6th	4	3	—	—	—	—
7th	4	3	1	—	—	—
8th	4	4	2	—	—	—
9th	5	4	3	—	—	—
10th	5	4	3	1	—	—
11th	5	4	4	2	—	—
12th	5	5	4	3	—	—
13th	5	5	4	3	1	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	—
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

**TABLE 3:
BLASPHEMER SPELLS KNOWN**

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

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Pernicious Performance (Su): A blasphemer is trained to use the Perform skill to create magical effects on those around her, including herself if desired. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st a blasphemer can use pernicious performance for 2 additional rounds per day. Each round, the blasphemer can produce any one of the types of performance that she has mastered, as indicated by her level and the wicked words class feature.

Starting a pernicious performance is a standard action, but it can be maintained each round as a free action. Changing a pernicious performance from one effect to another requires the blasphemer to stop the previous performance and start a new one as a standard action. A blasphemer's pernicious performance cannot be disrupted, but it ends immediately if the blasphemer is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A blasphemer cannot have more than one pernicious performance in effect at one time.

At 7th level, a blasphemer can start a pernicious performance as a move action instead of a standard action. At 13th level, a blasphemer can start a pernicious performance as a swift action.

Each pernicious performance has audible components, but can be any type of performance that can be performed with the spoken word, such as acting, oration, or singing. A sinister song utilizes elements of the dark speech of evil, but is not language-dependent. While using her pernicious performance, the blasphemer's targets must be able to hear her for the performance to have any effect. A deaf blasphemer has a 20% chance to fail when attempting to use a sinister song. If she fails this check, the attempt still counts against her daily limit. Deaf creatures are immune to a blasphemer's pernicious performance.

At 1st level, a blasphemer can use one of the following two performances when she begins her pernicious performance. She can choose to add additional performances to her repertoire using the wicked words class feature. A blasphemer is immune to any harmful effects of her own pernicious performance.

Countersong (Su): At 1st level, a blasphemer learns to counter magic effects that depend on sound (but not spells that have verbal components). Each

round of the countersong she makes a Perform (act, oratory, or sing) skill check. Any creature within 30 feet of the blasphemer (including the blasphemer herself) that is affected by a sonic or language-dependent magical attack may use the blasphemer's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the blasphemer's Perform skill check result for the save. Countersong does not work on effects that don't allow saves.

Sinister Song (Su): A 1st-level blasphemer can use her performance to inspire aggression in her allies (including herself), bolstering them against holy magic and improving their combat abilities. To be affected, an ally must be able to perceive the blasphemer's performance. An affected ally receives a +1 morale bonus on saves against spells and effects with the chaotic, good, a lawful alignment descriptors and a +1 competence bonus on attack and weapon damage rolls. At 6th level, and every six levels thereafter, this bonus increases by +1, to a maximum of +4 at 18th level. Sinister song is a mind-affecting ability.

Spells: A blasphemer casts divine spells drawn from the antipaladin and bard spell lists. She can cast any spell she knows without preparing it ahead of time. Every blasphemer spell has a verbal component (song, recitation, or music). To learn or cast a spell, a blasphemer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a blasphemer's spell is 10 + the spell level + the blasphemer's Charisma modifier.

Like other spellcasters, a blasphemer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 2: Blasphemer Spells per Day. In addition, she receives bonus spells per day if she has a high Charisma score.

The blasphemer's selection of spells is extremely limited. She begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new blasphemer level, she gains one or more new spells, as indicated on Table 3: Blasphemer Spells

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BLASPHEMER FEATS

Several classes in the Pathfinder game have a defining mechanic with a limited number of uses per day. Most of these features, such as the alchemist's bomb or the paladin's extra mercy, gain additional uses or utility in the form of feats available to characters with access to the appropriate class feature. The following feats give the blasphemer additional uses of its class features.

EXTRA SINISTER SONG

You can use your sinister song ability more times per day.

Prerequisite: Sinister song class feature.

Benefit: You can use the sinister song class feature an additional 6 rounds per day.

Special: You can gain Extra Sinister Song multiple times. Its effects stack.

EXTRA SMITE

You can smite your foes more often.

Prerequisite: Smite class feature, including smite good or smite evil.

Benefit: You can use your ability to smite a foe one additional time per day.

Special: You can gain Extra Smite multiple times. Its effects stack.

EXTRA WICKED WORDS

You can smite your foes more often.

Prerequisite: Wicked words class feature.

Benefit: You can choose one wicked words ability you do not already possess. When you use wicked words, you can apply this ability as you would apply any other. You can still only modify your sinister song with one wicked words ability at a time.

Special: You can gain Extra Wicked Words multiple times. Its effects stack.

Known. (Unlike spells per day, the number of spells a blasphemer knows is not affected by her Charisma score. The numbers on Table 3: Blasphemer Spells Known are fixed.)

Upon reaching 5th level, and at every third level after that (8th, 11th, and so on), a blasphemer can choose to learn a new spell in place of one she already knows. In effect, the blasphemer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level

lower than the highest-level blasphemer spell the blasphemer can cast. A blasphemer may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A blasphemer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

As described above, a blasphemer draws her spells from the antipaladin and bard lists. In addition, she adds the following spells to her spell list. She can choose from these spells whenever she adds a spell of the indicated level to her list of spells known. The spells marked with an asterisk can only be used to summon evil creatures. 1st—*interrogation*^{UM}, *persuasive goad*^{UM}; 2nd—*castigate*^{APG}, *dread bolt*^{UM}; 3rd—*bestow curse*, *fester*^{APG}; 4th—*aura of doom*^{ACG}, *greater interrogation*^{UM}; 5th—*inflict critical wounds*, *major curse*^{UM}, *summon monster V**, *unhallow*; 6th—*mass fester*^{APG}, *mass inflict light wounds*, *summon monster VI**, *symbol of fear*.

Wicked Words: A blasphemer masters a few syllables of vile speech early in her career, and adds new phrases from the oldest darkest languages. At 2nd level, and at every three levels thereafter (so at 5th level, 8th level, and so on) a blasphemer chooses one of the wicked words listed below. Once an ability is chosen, it cannot be changed later. A blasphemer cannot choose a wicked word more than once unless the specific ability states otherwise. A blasphemer can only apply one wicked word that modifies her sinister song ability (marked by an asterisk) at one time. A blasphemer is immune to any harmful effects of her own wicked words.

Aggravation (Su): The blasphemer uses the language of evil to sow hate throughout her audience. As a standard action, she can make a Diplomacy check to lower the attitudes of every creature that can hear her toward every other creature present by one step. Each creature can make a Will save to resist the effect. The DC of this save equals the result of the blasphemer's Diplomacy check. The blasphemer must be at least 8th level to choose this ability.

Conjure (Su): The blasphemer learns to summon stronger servants of evil to fight for her cause. If the blasphemer spends a daily use of her pernicious performance as a free action

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when casting a summon spell, any creature she summons gains the benefit of her sinister song until the creature dies or the spell ends. The blasphemer does not need to spend additional uses of sinister song once the spell is cast, but only the summoned creatures benefit from this ability.

Death (Su): A blasphemer can use her pernicious performance to cause one enemy to die from guilt or sorrow. To be affected, the target must be able to see and hear the blasphemer perform for 1 full round and be within 30 feet. The target receives a [Will save](#) (DC 10 + 1/2 the blasphemer's level + the blasphemer's [Cha](#) modifier) to negate the effect. If a creature's [saving throw](#) succeeds, the target is [staggered](#) for 1d4 rounds, and the

blasphemer cannot use deadly performance on that creature again for 24 hours. If a creature's [saving throw](#) fails, it dies. Deadly performance is a mind-affecting death effect. A blasphemer must be at least 20th level to choose this ability.

Dissonance (Su)*: When the blasphemer uses her sinister song ability, she also reduces enemy morale bonuses from spells or effects by an amount equal to her sinister song bonus.

Doom (Su): A blasphemer can use her pernicious performance to foster a sense of growing dread in her enemies, causing them to become [shaken](#). To be affected, an enemy must be within 30 feet and able to see and hear the blasphemer's performance. The effect persists for as long as the enemy is within 30 feet and the blasphemer continues her performance. This performance cannot cause a creature to become [frightened](#) or [panicked](#), even if the targets are already [shaken](#) from another effect. This is a mind-affecting fear effect. A blasphemer must be at least 8th level to choose this ability.

Fear (Sp)*: The blasphemer can use her performance to cause fear in her enemies. To be affected, an enemy must be able to hear the blasphemer perform and be within 30 feet. Each enemy within range receives a [Will save](#) (DC 10 + 1/2 the blasphemer's level + the blasphemer's [Cha](#) modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes [frightened](#) and flees for as long as the target can hear the blasphemer's performance. A blasphemer must be at least 14th level to choose this ability.

Focus (Su): The save DC of any spell with the sonic descriptor cast by the blasphemer increases by +1. The blasphemer can choose whether to use this ability each time she casts a spell, but if she does, the spell gains the [evil] descriptor.

Hex (Su): The blasphemer chooses one hex from the following list: evil eye, misfortune, scar^{UM}, slumber, tongues, unnerve beasts^{UM}. Once this choice is made, the blasphemer cannot change it. The blasphemer can spend one daily use of her sinister song ability to use this hex normally. The blasphemer uses her blasphemer level as her witch level for the purposes of the hex.

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Hex, Greater (Su): The blasphemer chooses one hex from the following list: agony, infected wounds^{UM}, retribution. Once this choice is made, the blasphemer cannot change it. The blasphemer can spend one daily use of her sinister song ability to use this hex normally. The blasphemer uses her blasphemer level as her witch level for the purposes of the hex. The blasphemer must be at least 11th level and have the hex ability from wicked words to choose this ability.

Knowledge (Ex): The blasphemer chooses a spell from any spell list with the evil, language-dependent, or sonic descriptor. This spell must be of a spell level that she can cast. Once she chooses this spell, it cannot be replaced. She adds that spell to her list of spells known. This ability can be chosen multiple times.

Magic (Su): The blasphemer's spells and spell-like abilities gain a +2 bonus on caster level checks to overcome the spell resistance of good creatures.

Reach (Su):* While using her sinister song ability, the range of the blasphemer's touch spells with the [evil] or [sonic] descriptors increases to 30 feet, so long as the target of the spell can hear her. If the spell would require a melee touch attack, it instead requires a ranged touch attack.

Resistance (Su):* Whenever the blasphemer uses her sinister song ability, she can grant her allies sonic resistance and a bonus to saving throws against effects with the sonic descriptor. The resistance is equal to 5 times the blasphemer's sinister song bonus, and the saving throw bonus is equal to the blasphemer's sinister song bonus.

Rot (Su): The blasphemer speaks weakness into the fabric of material objects. By spending two daily rounds of pernicious performance, the blasphemer can speak destructive words to deal 1d6 points of damage to a Tiny or smaller object. This damage bypasses damage reduction and ignores the target's hardness. At 8th level, and every three levels thereafter, she can affect one larger size object (a Small object at 8th level, Medium object at 11th level, and so on), and this ability deals an additional 1d6 points of damage (to a maximum of 6d6 damage and Gargantuan objects at 20th level). A Fortitude saving throw (DC 10 + 1/2 the blasphemer's level + the blasphemer's Charisma modifier) negates this effect.

Serpent (Su): The caster level of any spell with the language-dependent descriptor cast by the blasphemer increases by +1. The blasphemer can choose whether to use this ability each time she casts a spell, but if she does, the spell gains the [evil] descriptor.

Shadow (Su):* The blasphemer's sinister song reduces the light level within 30 feet of her by one level. At 11th level, the light level is reduced by two levels and the radius increases to 40 feet. At 17th level, the light level is reduced by three levels and the radius increases to 60 feet. Light levels reduced to darkness become magical darkness.

Smite (Su): The blasphemer utters invectives while smiting her foes. A blasphemer who chooses this ability doubles her effective level when smiting a good cleric or paladin, a good outsider, or good dragon. In addition, her smites automatically bypass any damage reduction her target possesses.

Suggestion (Sp): The blasphemer can spend a daily use her pernicious performance to make a *suggestion* (as per the spell) to a creature within 30 feet. A Will saving throw (DC 10 + 1/2 the blasphemer's level + the blasphemer's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability. A blasphemer must be at least 8th level to choose this ability.

Suggestion, Mass (Sp): This ability functions just like the *suggestion* ability above, but allows a blasphemer to make a *suggestion* simultaneously to up to one creature per level within range. *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability. A blasphemer must be at least 17th level to choose this ability.

Undead (Su):* The blasphemer can choose to affect undead creatures with her sinister song. While she applies this ability to her performance, undead are also affected by mind-affecting effects and morale bonuses from other sources.

Violence (Su): The blasphemer can spend four uses of her pernicious performance to cause listeners to dwell on an exaggerated or imaginary sleight and attack their nearest ally. This works like the *murderous command* spell, except that it affects every enemy within 30 feet that can hear the blasphemer. A Will save (DC 10 + 1/2 the blasphemer's level + the blasphemer's Charisma modifier) negates this effect. The blasphemer must be at least 14th level to choose this ability.

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Whisper (Su): The blasphemer learns to softly mix the powerful consonants of her dark speech into everyday language. She adds her sinister song bonus as a competence bonus to all Bluff, Diplomacy, and Intimidate skill checks. She must speak while making these checks in order to gain this bonus.

Wither (Su): A blasphemer with this ability uses her vile tongue to corrode her victim's body and soul. She adds 1 to any ability damage or drain inflicted by one of her spells. If a spell deals damage to more than one ability, she chooses which ability score damage type gains this bonus.

Wound (Su): The blasphemer can spend a daily use of her pernicious performance ability to deal negative energy damage to every living creature within 30 feet. This damage is equal to 1d8 + her class level. Undead are healed by this effect. At 14th level, this damage increases to 3d8 + her class level. The blasphemer must be at least 8th level to take this ability.

Unholy Resilience (Su): At 3rd level, a blasphemer gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Smite (Su): Beginning at 4th level, a blasphemer can bolster herself with a few dark syllables before striking an opponent. As a swift action, the blasphemer chooses one target within sight to smite. She adds her Charisma bonus (if any) on her attack rolls and adds her blasphemer level on all damage rolls made against the target of her smite. Unlike the smite ability of other classes, a blasphemer's smite never deals additional damage to creatures of a specific alignment, class, or type, and doesn't automatically bypass damage reduction.

In addition, while a smite is in effect, the blasphemer gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite.

The smite effect remains until the target of the smite is dead or the next time the blasphemer rests and regains her uses of this ability. At 4th level, the blasphemer can smite a foe once per day. She can use this ability twice per day at 10th level, and three times per day at 16th level.

Fiendish Boon (Sp): Upon reaching 5th level, a blasphemer receives a boon from her dark patrons. This boon can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the blasphemer to enhance her weapon as a standard action by calling upon the aid of a fiendish spirit for 1 minute per blasphemer level. When called, the spirit causes the weapon to shed unholy light as a torch. At 5th level, the spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *anarchic*, *flaming*, *flaming burst*, *keen*, *speed*, *unholy*, *vicious*, *vorpal*, and *wounding*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–9 in the *Pathfinder Roleplaying Game: Core Rulebook*). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the weapon is held by anyone other than the blasphemer but resumes giving bonuses if returned to the blasphemer. These bonuses apply to only one end of a double weapon. An blasphemer can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a fiendish spirit is destroyed, the blasphemer loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the blasphemer takes a –1 penalty on attack and weapon damage rolls.

The second type of bond allows an blasphemer to gain the service of a fiend. This functions as *summon monster III*, except the duration is permanent, the blasphemer can only gain the service of a single creature, and that creature must either have the evil subtype or it be a fiendish animal. Once selected, the choice is set, but it may be changed whenever the blasphemer gains a level. Upon reaching 7th level, and every two levels thereafter, the level of the *summon monster* spell increases by one, to a maximum of *summon monster IX* at 17th level.

Once per day, as a full-round action, an blasphemer may magically call her servant to her side. This ability is the equivalent of a spell of a level equal to one-

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third the blasphemer's level. The servant immediately appears adjacent to the blasphemer. An blasphemer can use this ability once per day at 5th level, and one additional time per day for every four levels thereafter, for a total of four times per day at 17th level.

At 11th level, the servant gains the advanced template (see the *Pathfinder Roleplaying Game: Bestiary*). At 15th level, a blasphemer's servant gains spell resistance equal to the blasphemer's level + 11.

Should the blasphemer's fiendish servant die or be banished, the blasphemer may not summon another servant for 30 days or until she gains a blasphemer level, whichever comes first. During this 30-day period, she takes a -1 penalty on attack and weapon damage rolls.

Vile Resistance (Su): At 13th level, the damaging effects of dark speech have a limited effect on the blasphemer. She gains a +2 bonus on saves against

evil effects, and reduces any damage she takes from evil spells and effects by half her class level. If this ability reduces the damage of any effect to 0, she does not count as having been damaged by the effect for any other purposes.

Aura of Vengeance (Su): At 15th level, a blasphemer can expend two uses of her smite ability to grant the ability to smite to all allies within 10 feet, using her bonuses. Allies must use this smite ability by the start of the blasphemer's next turn and the bonuses last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability.

Evil's Own (Su): Beginning at 19th level, so long as the blasphemer maintains her evil aura, she is immune to spells or effects with the evil descriptor.

BLASPHEMER ARCHETYPES

FLAME-TONGUE

Infernal minstrels who play furious melodies and set their enemies to burn, flame-tongue blasphemers are inspired by the fires of Hell itself.

Spells: Remove the following spells from the flame-tongue blasphemer's spell list: 1—*cure light wounds*, 2—*cure moderate wounds*, 3—*cure serious wounds*, 4—*cure critical wounds*, 5—*mass cure light wounds*, 6—*mass cure moderate wounds*.

Add the following spells to her spell list: 1—*sun metal*^{UC}, 2—*spontaneous immolation*^{UC}, 3—*fireball*, 4—*fire shield*, 5—*flame strike*, 6—*contagious flame*^{APG}. Fire spells cast by the blasphemer gain the evil descriptor.

Fire Music: At 5th level, the flame-tongue blasphemer gains the Fire Music^{UM} feat. She need not meet the prerequisites for this feat. This replaces the wicked words ability normally gained at 5th level.

Hellfire(Su): At 11th level, the flame-tongue blasphemer's fire spells deal half fire damage, but the remaining half results directly from divine power and is not subject to fire resistance or immunity. This replaces the wicked words ability gained at 11th level.



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SCALE-TONGUE

A scale-tongue adept is as smooth in speech as the serpent moves. She is equally capable of speaking lies into her target's mind or spitting venom from her forked tongue.

Spells: Remove the following spells from the scale-tongue's spell list: 1—*inflict light wounds*, 2—*sonic scream*, 3—*inflict moderate wounds*, 4—*inflict serious wounds*, 5—*inflict critical wounds*, 6—*mass inflict light wounds*. Add the following spells to the scale-tongue's spell list: 1—*nauseating dart*^{ACG}, 2—*animal aspect*^{UC} (frog or tree lizard only), 3—*greater animal aspect*^{UC} (frog or tree lizard only), 4—*spit venom*^{UM}, 5—*snake staff*^{APG}, 6—*beast shape IV* (snakes only).

Slithering Tongue (Ex) At 5th level, the scale-tongue blasphemer gains the skill unlock bonuses for the Bluff, Diplomacy, and Intimidate skills (as outlined in *Pathfinder Roleplaying Game: Pathfinder Unchained*). This replaces the wicked words normally gained at 5th level.

Poison Ink (Su) At 11th level, the blasphemer gains the ability to pronounce a spiteful curse, manifesting her words as a glob of poisonous ink. She can spit this ink as a standard action with a ranged touch attack. The ink splatters into a tattoo of the words and phrases spoken by the blasphemer. The ink deals no damage, but if the blasphemer hits with this attack, the target suffers an effect similar to a *poison* spell with a caster level equal to her class level. This poison deals ability damage to the target like the *poison* spell. The blasphemer chooses which ability score to damage when she chooses her target. At 11th level, the blasphemer can use this ability once per day. At 16th level, she can use it twice per day. This replaces the wicked words normally gained at 11th level.



HYBRID CLASS: BLASPHEMER

NEW SPELLS

EXECRATION

School evocation [death, evil, sonic]

Level bard 5, cleric 6, psychic 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (a piece of impure crystal)

Range 60 ft.

Target one creature

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

You utter an evil phrase so powerful that the utterance begins to unmake your target. The subject takes 1d6 points of sonic damage per caster level (maximum 15d6) as the invective reverberates through its body. Any creature reduced to 0 or fewer hit points by this spell is shaken apart to miniscule pieces and killed. The creature's equipment is unaffected.

PROFANITY

School evocation [evil, language-dependent]

Level bard 3, cleric 4, psychic 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. plus 5 ft./2 levels)

Area 30-ft.-radius emanation

Duration concentration

Saving Throw Will negates; **Spell Resistance** no

You utter a repetitious chant that uses ancient words of evil power. So long as you continue to chant audibly, good creatures caught in the area of effect gain the nauseated condition and cannot articulate or understand verbal speech. Once per round as a move action, you can change the direction or location of the cone. Only creatures in the cone's final position each round are affected. Creatures within the cone receive a Will save to negate the effects. Once a creature successfully saves, it is immune to that casting of the spell.

VULGAR DESCRIPTION

School illusion (phantasm) [evil, language dependent]

Level antipaladin 3, bard 4, cleric 4, mesmerist 4, psychic 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. plus 5 ft./2 levels)

Area 30-ft.-radius emanation

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** no

You deliver a distasteful monologue full of bawdy or lurid details. The images conjured by your words distract and offend your subjects, preventing focus and fouling their demeanor. Creatures affected by this spell cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. In addition, they cannot take 10 or 20 on any skill or ability check. Creatures affected by this spell cannot take or benefit from the aid another action.

RANCOR

School enchantment (compulsion) [evil, language-dependent, mind-affecting]

Level alchemist 3, cleric 5, druid 5, psychic 5, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a stone that has never seen sunlight)

Range medium (100 ft. plus 10 ft./level)

Target 1 creature/caster level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** no

You drive your targets to murderous rage, inciting them to immediate violence without restraint. The subjects must take any attacks of opportunity available to them each round as soon as one becomes available. This does not grant the ability to make more attacks of opportunity than they are normally allowed. Your targets cannot delay or hold actions, or take aid another actions if they could make a melee or ranged attack or cast an offensive spell.

FOUR HORSEMEN PRESENT

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HYBRID CLASS: BLASPHEMER

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