

ABYSSAL GUARD

Hit Die: d12 + 1

Requirements

To [qualify](#) to become a abyssal guard, a character must fulfill all the following criteria.

- **Alignment:** Any [evil](#).
- **Skills:** [Bluff](#) 5 ranks, [Knowledge \(religion\)](#) 2 ranks.
- **Feats:** [Cleave](#), [Improved Sunder](#), [Power Attack](#).

Class Skills

The Abyssal guards [class](#) skills (and the [key ability](#) for each skill) are [Concentration](#) ([Con](#)), [Craft](#) ([Int](#)), [Diplomacy](#) ([Cha](#)), [Handle Animal](#) ([Cha](#)), [Heal](#) ([Wis](#)), [Hide](#) ([Dex](#)), [Intimidate](#) ([Cha](#)), [Knowledge \(religion\)](#) ([Int](#)), [Profession](#) ([Wis](#)), and [Ride](#) ([Dex](#)).

Skill Points at Each Level: 2 + [Int](#) modifier.

Table: abyssal guard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day			
						1st	2nd	3rd	4th
1st	+2	+3	+1	+1	Aura of evil, detect good , poison use	0	—	—	—
2nd	+3	+4	+1	+1	Dark blessing, smite good 1/day	1	—	—	—
3rd	+4	+5	+2	+2	turn undead , aura of despair	1	0	—	—
4th	+5	+5	+2	+2	+3 NAT AC	1	1	—	—
5th	+6	+6	+2	+2	smite good 2/day	1	1	0	—
6th	+7	+6	+3	+3		1	1	1	—
7th	+8	+7	+3	+3	+3 on ATK rolls	2	1	1	0
8th	+9	+7	+3	+3		2	1	1	1
9th	+10	+8	+4	+4		2	2	1	1
10th	+11	+8	+4	+4	Venomous strike	2	2	2	1

Class Features

Weapon and Armor Proficiency: Abyssal guards are proficient with all [simple](#) and [martial](#) weapons, with all types of armor.

Aura of Evil (Ex): The power of a abyssal guard's aura of evil is equal to his/her LVL

Detect Good (Sp): At will, an abyssal guard can use [detect good](#) as a [spell-like ability](#), duplicating the effect of the *detect good* spell.

Poison Use: Abyssal guards are skilled in the use of [poison](#) and never risk accidentally poisoning themselves when [applying](#) poison to a blade.

Dark Blessing (Su): An Abyssal guard applies his [Charisma modifier](#) (if positive) as a bonus on all [saving throws](#).

Spells: An abyssal guard has the ability to cast a small number of [divine spells](#). To cast an abyssal guard spell, an abyssal guard must have a [Wisdom](#) score of at least 10 + the spell's level, so an abyssal guard with a [Wisdom](#) of 10 or lower cannot cast these spells.

Abyssal guard's [bonus spells](#) are based on [Wisdom](#), and [saving throws](#) against these spells have a [DC](#) of 10 + [spell level](#) + the abyssal guard's [Wisdom](#) modifier. When the abyssal guard gets 0 spells per day of a given [spell level](#) he gains only the bonus spells he would be entitled to based on his [Wisdom](#) score for that [spell level](#). The abyssal guard's spell list appears below. An abyssal guard has access to any spell on the list and can freely choose which to prepare,

Smite Good (Su): Once a day, a of 2nd level or higher may attempt to smite good with one normal [melee attack](#).

He adds his [Charisma modifier](#) (if positive) to his [attack roll](#) and deals 1 extra point of damage per [class](#) level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the Abyssal guard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all [saving throws](#).

Corrupt Weapon

Abyssal guards have access to a special spell, *corrupt weapon*, which is the opposing counterpart of the [paladin](#) spell [bless weapon](#). Instead of improving a weapon's effectiveness against evil foes *corrupt weapon* makes a weapon more effective against good foes.

Venomous strike

Abyssal guards at 10th LVL have and added damage to touch on crit fort negates of 1d4 per round

EPIC ABYSSAL GUARD

Hit Die: d12 + 2

Skill Points at Each Additional Level: 2 + [Int](#) modifier.

Spells: The Abyssal guard's [caster level](#) is equal to his or her [class](#) level. The blackguard's number of [spells](#) per day does not increase after 10th level.

Smite Good: The epic Abyssal guard gains one additional daily use of smite good every 5 levels after 10th. The epic blackguard adds his or her [class](#) level to damage with any smite good attack, as normal..

Bonus Feats: The epic abyssal guard gains a bonus [feat](#) (selected from the list of epic blackguard [feats](#)) every three levels after 10th.

Epic Abyssal guard Bonus Feat List: [Armor Skin](#), [Devastating Critical](#), [Epic Leadership](#), [Epic Prowess](#), [Epic Reputation](#), [Epic Toughness](#), [Epic Weapon Focus](#), [Great Smiting](#), [Improved Aura of Despair](#), [Improved Combat Casting](#), [Improved Sneak Attack](#), [Improved Spell Capacity](#), [Legendary Commander](#), [Legendary Rider](#), [Lingering Damage](#), [Negative Energy Burst](#), [Overwhelming Critical](#), [Perfect Health](#), [Permanent Emanation](#), [Planar Turning](#), [Spontaneous Spell](#), [Undead Mastery](#), [Unholy Strike](#), [Widen Aura of Despair](#), [Zone of Animation](#).

Table: The Epic Abyssal guard

Level	Special
11th	—
12th	—
13th	+1 NAT AC, bonus feat
14th	—
15th	Smite good 4/day
16th	+1 NAT AC, bonus feat
17th	—
18th	—
19th	+1 NAT AC, bonus feat

20th	Smite good 5/day
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+2 LVL adjustment