# The Book of Forbidden Mazic



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# Introduction

The lure of powerful, forbidden magic is a strong one in fantasy settings, and a theme that is explored in many types of fantasy media. While the specifics vary, the core principles generally remain the same: there are certain types of magic, whether individual spells or entire schools, which are more powerful than the ordinary, every-day, run of the mill magic. This more powerful magic, however, is both forbidden and dangerous. Sometimes it is forbidden simply because it is too powerful, sort of like the fantasy equivalent of nuclear weapons. Other times, it is forbidden because it is inherently corruptive, and makes those who wield it slowly become tainted and warped versions of their prior selves. In still other examples, this powerful magic is forbidden because it is difficult to control, and can potentially have devastating and unforseen consequences if used carelessly.

In many ways, using magic and playing a spellcaster is a sort of power fantasy, granting us the ability to control the very cosmos itself and bend reality to our whims. So, it's not surprising that forbidden magic (a type of magic so potent and powerful that it makes other sorts of magic seem mundane by comparison) would be so tantalizing to so many. What's more, it's easy to imagine that even though everyone else has fallen prey to such magic's corruptive influences, or has proven unable to control it, that surely that wouldn't happen to *us*, right? We're special and different, and clearly we will be able to handle everything that this penultimate magic can throw at us.

Unfortunately for those of us who entertain such fancies, however, the *Pathfinder Roleplaying Game*, and its predecessor, the 3.5 OGL, do not provide many options to dabble in things that really fit the mold outlined above. This is no happenstance, of course: the very nature of forbidden magic makes it difficult to include within a game's structure. For one thing, the forbidden magic itself, almost by definition, needs to be more powerful than other forms of magic, something which flies in the face of balanced game design. Why should a wizard ever bother with *magic missile* if he can be casting *forbidden magic missile*, instead, and dealing 1d6+1 points of damage per missile, for example? In order for forbidden magic to truly function in the game, it would need to both have more powerful effects than other spells, but also carry a real danger of some kind of drawback.

Of course, players are savvy, and most of you know how to evaluate the full value of a spell. If *forbidden magic missile*, described above, were a 2nd-level spell, it would be much less appealing. If it inflicted Intelligence or Charisma damage on the caster whenever it was cast, it would suddenly become much less palatable than a standard *magic missile*. The key to making forbidden magic work at the table is to give it more power than other spells, so that players have a good reason to want to use it, but carefully balance that against the potential risk (but not necessarily certainty) that something bad would happen. And the way to keep this fun and interesting at the table, instead of an easily-solved equation of whether or not the risk was worth the reward, was to make it hard to say for certain what sort of bad thing might happen.

This turned out to be somewhat easier than we might have feared, due to the influence of another factor: while forbidden magic, in fantasy media, is always forbidden for a reason, those reasons, and the various bad things that could happen from meddling in magic beyond one's ken, are myriad. And we wanted to capture them all. So rather than having one bad thing that could happen, there are dozens, and they form a complex web of potential disasters, which vary from minor nuisances to potentially deadly catastrophes, and everything in between. Further, the chance of facing such a disaster starts out promisingly low, but grows with time the more that players rely on the forbidden magic, providing the tantalizing promise that those who do use these spells responsibly and know where to draw the line may actually be able to avoid the repurcussions, just as they told themselves they could, while GMs can rest assured that players who make consistent and reckless use of overpowered spells will get what's coming to them eventually.

This book introduces a new spell descriptor, forbidden, which denotes powerful spells with potentially debilitating drawbacks. It also presents comprehensive rules for tracking the corruption caused by such forbidden magic, and determining what sorts of nasty side effects that dabbling in it can produce. Finally, the book includes over 50 new spells with the forbidden descriptor, giving players (and GMs) plenty of forbidden magic to get them started on their long path to ruin.



# Forbidden Magic

The spells in this book all possess a new descriptor, the forbidden descriptor. Spells with the forbidden descriptor are diverse in nature and can do a wide variety of things, but the one thing that they all share is that casting such spells causes the caster to become tainted and corrupted by the power of the forbidden magic, and invite the risk of a calamitous side-effect.

Spells with the forbidden descriptor have an additional line in their spell's description, after the components entry, entitled profane points. This entry indicates how many profane points the caster gains each time he or she casts the spell. For most spells, this is 1, but some particularly potent spells impose 2 or 3 profane points, instead. See Profane Points for more information on how profane points work.

Additionally, whenever a character casts a spell with the forbidden descriptor, there is a chance that a calamity occurs. See Calamities for more information on how calamities work.

# Profane Points

Profane points are an abstract way of measuring the taint and corruption that forbidden magic has on those who wield it. Whenever a character casts a spell with the forbidden descriptor, he immediately gains a number of profane points, as described in the spell's description.

# **Profane Categories**

The more profane points a character gains, the more they begin to affect him, and increase the chance that something bad will happen. The number of profane points that a character has determines which category he belongs to. As a character gains more and more profane points, he continues to climb through the profane categories. Similarly, characters who work to lower the number of profane points that they have can move down to the next-lowest category. The various profane categories are summarized on Table 1-1: Profane Categories. An explanation of the table is given below.

#### Table 1-1: Profane Categories

Profane Points	Category	Calamity Modifier
0	Untainted	N/A
1 - 15	Tempted	-10
16 - 30	Tainted	0
31 - 60	Corrupt	+10
61 - 90	Nefarious	+20
91 - 150	Vile	+30
151 - 225	Profane	+40
226 - 300	Irredeemable	+50
301+	Anathema	+75

**Profane Points:** This column indicates the range of profane points that a character must have in order to fall within a given profane category. As a character's total number of profane points changes, his profane category changes accordingly.

**Category:** This column provides a name for each of the profane categories. This name has no mechanical effect, and just serves to make it easier to identify given categories.

**Calamity Modifier:** Each profane category has a specific calamity modifier associated with it. This modifier is applied to certain rolls related to calamities. The higher a character's profane category is, the higher the calamity modifier becomes.

# **Removing Profane Points**

Once a character has gained profane points, removing them is a slow process. Each week that a character goes without casting any spells with the forbidden descriptor, he loses a single profane point. Additionally, if the character is affected by an *atonement* spell, then instead of the normal benefits of the spell, he can remove a number of profane points equal to the spell's caster level. A character can only benefit from one *atonement* spell in this way per month, however.

At the GM's discretion, characters with profane points that go out of their way to perform good deeds or otherwise purify themselves may lose additional profane points. The amount of profane points that are lost should be directly proportional to the amount of effort and sacrifice involved in the good deeds or purification. In general, characters should not be able to lose more than 10 profane points per week in this fashion, no matter how much effort they expend on good deeds or purifying themselves.



# **Calamities**

Calamity is a catch-all term which describes a large number of potential negative side effects of using forbidden magic. Each time that a character gains profane points, there is a chance that a calamity will occur. The following sections describe when and how calamities can occur, and the various different types of calamities that can occur.

# **Causing a Calamity**

Whenever a character gains profane points, there is a chance that a calamity may occur. Roll a d%, and add the character's calamity modifier. If the result is 76 or higher, then a calamity occurs. If the result is less than 76, then no calamity occurs. Note that if the newly-gained profane points cause the character to change which profane category he is in, you should use the calamity modifier for the new profane category, rather than the old one.

# Handling Calamities

Calamities take a great number of different forms, and each one is handled slightly differently (see Types of Calamities), but there are a few general rules that apply to the effects of calamities, regardless of the exact type of calamity involved. These rules are outlined below.

#### **Calamity Caster Levels**

Several types of calamities have effects that mimic spells, or otherwise have a caster level. Unless otherwise noted, the caster level for a calamity depends on the profane category of the creature that caused it. The default caster level for a calamity caused by a character whose profane category is tempted is 6. For each profane category beyond 6 that the character who caused the calamity is, the caster level increases by 2, as shown on the table below.

Table 1-2: Calamity Caster Level		
Category	Caster Level	
Untainted	4th	
Tempted	6th	
Tainted	8th	
Corrupt	ıoth	
Nefarious	12th	
Vile	14th	
Profane	18th	
Irredeemable	20th	
Anathema	22nd	
	Category Untainted Tempted Tainted Corrupt Nefarious Vile Profane Irredeemable	

Many calamities have long-lasting effects, which may persist long enough for the character that caused the calamity to move to a different profane category. Rather than attempting to keep track of what caster level is associated with any given calamity, whenever the creature that caused the calamity moves to a new profane category, the calamity's caster level simply changes to reflect the new profane category. This means that the difficulty of removing a longterm calamity changes as the creature that caused it gains or loses large amounts of profane points.

#### **Curing a Calamity**

Some calamities have long-term or indefinite effects, but can potentially be removed by spells such as *remove curse*, *break enchantment*, or similar spells. If the spell in question normally requires that the caster makes a caster level check in order to succeed (such as *remove curse*), use the calamity's current caster level.

Further, because the dark magic that fuels calamities is very powerful and difficult to remove, whenever a specific calamity result's description indicates that it can be removed by a certain spell, if that spell does not already require that the caster succeed on a caster level check in order for the spell to have its effect, the caster must do so in order to remove the effects of the calamity. Unless otherwise indicated, the DC for this caster level check is equal to 11 + the calamity's caster level. Spells with a costly material component in excess of 10,000 gp are not subject to this effect, and can remove the effects of a calamity automatically. Additionally, if the individual calamity's description indicates that some or all of its effects can be removed "through normal means" or "as normal," then no caster level check is necessary (unless it otherwise would be, such as because remove curse is being used).

Finally, due to the inherent nature of calamities, it is much harder for a character to cure himself of the effects of a calamity than it is for other characters to cure him of it. A character that is attempting to cure himself of a calamity via magic suffers a -4 penalty on the caster level check made to do so.

# **Types of Calamities**

Sometimes a calamity might open a planar rift, summoning a hostile creature from a lower plane or beyond this dimension. Other times, it may result in some form of magical backlash or overload. In other cases, the caster's magic may be drained, or he or she may become warped physically or mentally. Whenever a calamity occurs, roll a d% and consult Table 1-3: Calamities to see what type of calamity occurs. The following section provides an explanation of the possible results.

#### Table 1-3: Calamities

d%	Result
01 - 14	Accidental planar rift
15 - 28	Bodily corruption
29 - 43	Magic drain
44 - 58	Magical backlash
59 - 72	Marked by evil
73 - 86	Mental corruption
87 - 100	Mental intrustion

#### **Accidental Planar Rift**

The calamity opens a short-lived planar rift to one of the lower planes, or else to a dimension entirely alien from our own. Roll a d% and consult Table 1-4: Accidental Planar Rifts to determine the result.

#### Table 1-4: Accidental Planar Rifts

<b>d%</b>	Result
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01 - 10	An aberration is summoned
11 - 15	An asura is summoned
16 - 30	A daemon is summoned
31	A demodand is summoned
32 - 55	A demon is summoned
<u>56 - 70</u>	A devil is summoned
71 - 75	A div is summoned
76 - 80	A goetic is summoned
81 - 82	A kyton is summoned
83 - 87	An oni is summoned
88 - 92	A qlippoth is summoned
93 - 96	A rakshasa is summoned
97 - 100	A planar rift is opened

**Summoned Creatures:** On a result of 1 – 96, a creature of some type is summoned. The exact type of creature (based on its type or subtype) depends on the exact die roll, as shown on Table 1-4: Accidental Planar Rifts. The relative strength of the creature is determined by rolling a d% and **adding your calamity modifier** to the result, then consulting Table 1-5: Planar Rift CRs. The exact creature summoned is up to the GM, but should be a creature of the appropriate subtype and CR, if at all possible.

#### Table 1-5: Summoned Creature CRs

<b>d%</b>	CR Range
1 - 40	4 or lower
41 - 70	5-9
71 - 100	10 - 13
101 - 120	14 - 17
1 <mark>21 -</mark> 140	18 - 20
141+	21 or higher

Creatures summoned in this way do not obey the creature that caused the calamity, and in fact automatically treat that creature as hostile. They are not necessarily hostile towards any other creature in the location to which they are summoned, but most likely will be. Summoned creatures that are obviously outmatched may simply flee from the area, depending on the exact creature and their situation. The creature that caused the calamity has no control over what creature is summoned, and so it is impossible to summon a specific individual in this way.

A creature summoned in this fashion remains indefinitely (it does not automatically return to its home plane after a set period of time, like a creature summoned by a *summon monster* spell. Creatures summoned in this way can be returned to their home plane through normal means (such as a *banishment* spell), even if that creature normally could not be (as is the case with most aberrations).



#### Sidebar: Making Sense of the Numbers

Several tables call for you to roll a d% and add your calamity modifier to the result. Because calamity modifiers can get quite high (up to +75), this means that it is possible to get a result of greater than 100 on a d% roll for several of the tables included in this chapter. If you look closely, you'll notice that for tables where you add your calamity modifier, some results can only be achieved by results of greater than 100, meaning that it's impossible to achieve those results until you have reached a certain profane category.

Similarly, characters with a profane category of tempted have a calamity modifier of -10, meaning that they could potentially achiever results of less than 0. In this case, no calamity occurs.



A Planar Rift is Opened: On a result of 97 – 100, a planar rift opens up, dragging creatures from the location in which the calamity occurs into a random lower-plane or alternate dimension. The creature that caused the calamity must succeed on a Will save (DC 20) or be affected as though by the spell *plane shift*, with the destination plane being subject to the GM's discretion (but always an evil-aligned or otherwise hostile and alien plane). The creature that caused the calamity suffers a penalty on this saving throw equal to 1/10 the number of profane points he currently possesses.

If the creature that caused the calamity has a profane category of tainted or higher, then each creature within 5 feet is also subject to this effect (although they make their own separate saving throws, and do not suffer the penalty listed above). For each profane category beyond tainted, the radius of this effect increases by 5 feet (10 feet for a corrupt creature, 15 feet for a nefarious creature, and so on).

A rift opened in this way is one-directional, meaning that characters affected by it are potentially stranded on the plane that they arrive on. The rift remains open for 1d4 rounds, allowing those who are so inclined to attempt to follow lost comrades through the rift, provided that they act swiftly. The effect that causes these rifts to occur is powerful, and functions even in places that would normally be warded against teleportation magic and similar effects.

#### **Bodily Corruption**

The calamity warps and twists the body of the creature that caused it, transforming him in some hideous and terrible fashion. Roll a d% **and add your calamity modifier to the result**, then consult Table 1-6: Bodily Corruption to determine the exact effect. A description of each of the results is given below.

**Claw-like Hands:** The hands of the creature that caused the calamity twist and reform themselves into hideous, monstrous claws. This grants the creature two secondary claw natural attacks, which deal 1d3 points of damage on a successful hit (if the creature is Medium-sized). The claws are poorly adapted for holding things or fine manipulation, however, and the creature suffers a -2 penalty on attack rolls made with held weapons, as well as on any skill or ability check requiring precise manual dexterity (including, but not limited to, Climb checks, Craft checks, and Disable Device checks). These changes are permanent,

#### Table 1-6: Boduly Corruption

<b>d%</b>	Result
01 - 10	Claw-like hands
11 - 20	Scab-like skin
21 - 30	Hair/skin changes color
31 - 40	Infernal odor
41 - 55	Hunched back
56 - 70	Boils and pustules
71 - 80	Disease
81 - 90	Twisted legs
91 - 100	Sudden aging
101+	Ability drain

but can be reversed with a *remove curse* spell, or more powerful magic.

**Scab-like Skin:** The skin of the creature that caused the calamity hardens and takes on a scarred, or sometimes scaly appearance. This causes the creature's natural armor bonus to increase by +1, but also imposes a -4 penalty on all Charisma-based skill checks, except for Intimidate and Use Magic Device. These changes are permanent, but can be reversed with a *remove curse* spell, or more powerful magic.

Hair/Skin Changes Color: The hair and/or skin of the creature that caused the calamity changes color to something unnatural and (typically) unattractive. Usually this results in hair becoming white or grey, and skin becoming bright red or unnaturally midnight-black, but other colors can occur. These changes are purely cosmetic, but last indefinitely, unless removed by *remove curse*, or more powerful magic.

**Infernal Odor:** The creatures that caused the calamity begins to smell of sulfur, peat, or some other unwholesome and foul stench. This effect is purely cosmetic, but lasts indefinitely, unless removed by *remove curse*, or more powerful magic.

Hunched Back: The spine of the creature that caused the calamity warps and bends into an unnatural shape, leaving the creature hunch-backed and crippled. The creature that caused the calamity treats his Strength as being 5 lower than it actually is for the purposes of determining

#### Sidebar: A WHAT was summoned?

Table 1-4: Accidental Planar Rifts was designed in order to provide support for the widest possible number of evil outsiders. This is in part for the benefit of GMs and players who are fond of lesser-known outsider races (like kytons, demodands, and asuras, for example), and in part because it increases the number of potential outcomes for any given calamity. That said, there may be some outsiders on the list that you don't have access to (especially the goetic outsiders, which are the only ones listed there that are not found in a *Paizo* bestiary. The complete set of seventy-two goetics can be found in *The Deluxe Guide to Fiend Summoning and Faustian Bargains*), or simply aren't interested in using in your game for whatever reason. In this case, GMs should feel free to substitute other appropriate groups of creatures (such as incorporeal undead, or evil outsiders from other sources, for example) instead of any groups that they want to get rid of. Alternatively, GMs can simply rewrite the table, distributing the percentage points devoted to any undesired groups amongst the other groups however they see fit. In a pinch, you could even just reroll any result that landed on an undesired group.

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his carrying capacity (and, by extension, how much he can lift off the ground, push, drag, and so on). This change is permanent, but can be reversed with a *remove curse* spell, or more powerful magic.

**Boils and Pustules:** The skin of the creature that caused the calamity erupts in a veritable mountain range of blisters, boils, and pustules which ooze and pop as he moves. The creature suffers a -4 penalty on all Charisma-based skill checks, except for Use Magic Device. These changes are permanent, but can be reversed with a *break enchantment* spell, or more powerful magic.

**Disease:** The creature that caused the calamity immediately and automatically contracts a horrible disease (typically bubonic plague, but other diseases are possible at the GM's discretion). There is no onset period for this magically-impelled disease, and the target must immediately succeed on a saving throw (using the disease's normal save DC) or suffer the disease's effects. He suffers a penalty equal to 1/10 the number of profane points he possesses on saving throws made to resist the disease's effects. Even if he succeeds on this saving throw, he is still diseased. Further, the disease cannot be cured by any number of successful saving throws, or even by a *remove disease* spell. The only way to remove the disease is for the creature to be affected by a *break enchantment* spell, or more powerful magic, after which the disease can be cured normally.

**Twisted Legs:** The legs of the creature that caused the calamity bow and twist effectively hobbling him. His movement speed is permanently halved (rounded down, minimum speed of 5 feet). This change is permanent (and stacks, if it occurs multiple times), but can be reversed with a *break enchantment* spell, or more powerful magic.

**Sudden Aging:** The creature that caused the calamity begins to age rapidly. He advances to the next age category, gaining all the penalties associated with that age category, but none of the benefits. If the creature was already venerable, he must succeed on a Fortitude save (DC 20) or die. He suffers a penalty on this saving throw equal to 1/10 the number of profane points he possesses. This change is permanent (and stacks, if it occurs multiple times), but can be reversed with a *limited wish* spell, or more powerful magic.

**Ability Drain:** The creature that caused the calamity immediately suffers 1d6 points of ability drain to one of his physical ability scores (Strength, Dexterity, or Constitution), determined at random. This ability drain is particularly difficult to remove, and even a *restoration* or *greater restoration* spell has no effect unless the caster succeeds on a caster level check (1d20 + caster level; maximum of +15 for *restoration* and +20 for *greater restoration*) with a DC equal to 16 + the calamity's effective caster level.

#### **Magic Drain**

The calamity creates an eldritch vortex which drains magical and mental energy from the creature that caused it. The end fate of this magical energy is unknown: it may be being siphoned off by a malevolent entity, or it may simply be lost to an endless void of emptiness. Roll a d% **and add your calamity modifier to the result**, then consult Table 1-7: Magic Drain to determine the exact effect. A description of each of the results is given below.

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Table 1-7: Magic Drain	
<b>d%</b>	Result
01 - 1	o Mental block
11 - 4	o Weakened magic
41 - 6	50 Frail magic
61 - 8	Bo Lesser magic fatigue
81 - 10	bo Major magic fatigue
101 - 12	20 Metaphysical interference
121 - 14	40 Arcane burnout
141+	Eldritch impotence

**Mental Block:** The horrible loss of control sends the character's mind reeling, and he temporarily blocks the offending spell from his mind. The character that caused the calamity loses access to whatever spell he cast that resulted in the calamity. The character is treated as no longer knowing the spell, and cannot cast it (even if he attempts to reprepare it or relearn it from a spellbook, he fails to do so). This lasts for 1d4 days, after which the affected creature can cast that spell again as normal.

**Weakened Magic:** The calamity siphons away some of the magical strength of the character that caused it, resulting in his spells manifesting in a weaker form. The character that caused the calamity treats his caster level as being 2 lower than it actually is for the purposes of all spells that he casts. For every profane category beyond tempted that the affected creature is, he treats his caster level as 1 lower (to a maximum reduction of 9 levels lower). This includes any caster level checks made to overcome spell resistance, as well as any effects of the spell that depend on caster level (potentially including range, duration, damage, and other effects). This effect lasts for two weeks, but can be removed prematurely with a *remove curse* spell, or more powerful magic. Multiple instances of this effect stack.

**Frail Magic:** The calamity leaves the magic of the character that caused it shattered and cracked, rendering it more fragile and easier to resist. The character that caused the calamity treats the saving throw DCs of all spells that he casts as being 1 lower than they actually are. For every two profane categories beyond tempted that the affected creature is, he treats the saving throw DCs of his spells as 1 lower (to a maximum reduction of -4). This effect lasts for two weeks, but can be removed prematurely with a *remove curse* spell, or more powerful magic. Multiple instances of this effect stack.

Lesser Magic Fatigue: The calamity drains some of the mental capacity for magic of the creature that caused it, leaving him with the ability to cast fewer spells than normal. The character that caused the calamity loses access to 3 spell levels worth of daily spells. For each profane category beyond tempted that that creature is, he loses access to an additional spell level worth of daily spells (to a maximum of 10 spell levels). This effect applies immediately, and the affected creature must immediately choose a number of prepared spells (or unused spell slots, if a spontaneous caster) whose combined spell level adds up to the appropriate amount, and lose access to them, as though they had already been cast. Further, whenever the affected character regains his daily spells, he must again choose a number of prepared spells (or unused spell slots) whose combined spell level adds up to the appropriate amount to lose access to for that day. This effect lasts for two weeks, but can be removed prematurely with a *remove curse* spell, or more powerful magic. Multiple instances of this effect stack.

**Greater Magic Fatigue:** This functions as lesser magic fatigue, with three exceptions. First, the number of spell levels is equal to 5, plus 2 for every profane category beyond tempted (to a maximum of 19 spell levels). Second, the affected character does not get to choose which spells (or unused spell slots) are lost. Instead, the spells that he loses access to are the highest-level spell slots available that add up to the appropriate amount of spell levels (for example, a character that could cast a single 6<sup>th</sup>-level spell per day, and lost access to 13 spell levels, would lose a 6<sup>th</sup>-level spell, a 5<sup>th</sup>-level spell, and a 2<sup>nd</sup>-level spell). Finally, the effect cannot be removed with *remove curse*, and can only be removed prematurely with *break enchantment* or more powerful magic.

**Metaphysical Interference:** The calamity suffuses the creature that causes it with eldritch energy and magical radiation which does not harm him directly, but does interfere with his spellcasting. Whenever the character that caused the calamity attempts to cast a spell, he must succeed on a Concentration check (DC 10 + twice the spell's level). For every profane category beyond tempted that the affected creature is, the DC increases by +1. If he fails, the affected creature does not cast the spell successfully, though it is not expended and he can attempt to cast it again. This effect lasts for two weeks, though it can be removed prematurely by a *limited wish* or more powerful magic.

Arcane Burnout: The calamity overloads the mind of the creature that caused it, permanently stunting the amount of magic he can store in his mind. The creature that caused the calamity immediately loses one spell per day of each spell level that he can cast (if he has any prepared spells or unused spell slots, he chooses one of each spell level and loses them immediately. Thereafter, whenever he regains spells for the day, he regains one less spell of each spell level he can cast). As the affected creature gains access to new spell levels, he has one less spell per day of those spell levels, as well. This effect is permanent, but can be removed with a *limited wish* or more powerful magic.

**Eldritch Impotence:** The calamity strips the creature that caused it of a large portion of his magical potential, rendering him unable to cast spells of a certain power or greater. Roll idio. For the purposes of this ability, a result of 10 is treated as 0, instead. The creature that caused the calamity is no longer able to cast spells whose spell level is equal to or greater than the result of the die roll (*for example, if a 4 was rolled, then the character would be unable to cast spells of 4<sup>th</sup> level or higher. If a 9 was rolled, he would be unable to cast spells of 9<sup>th</sup> level or higher. If a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. If a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast spells of 0<sup>th</sup> level or higher. Jf a 10 is rolled, he is unable to cast any spells at all). This effect is permanent, but can be removed with a limited wish or more powerful magic.* 

#### **Magical Backlash**

The calamity unleashes pent-up magical energy in an explosive show of arcane or divine force, which likely proves harmful to the creature that caused it and possibly other nearby creatures. Roll a d% **and add your calamity modifier to the result**, then consult Table 1-8: Magical Backlash to determine the exact effect. A description of each of the results is given below.

#### Table 1-8: Magical Backlash

<b>d%</b>	Result
01 - 05	Surge of power
06 - 15	Dazzling display
16 - 25	Deafening roar
<mark>26 - 35</mark>	Blinding light
<mark>36</mark> - 50	Eldritch exhaustion
<mark>51 -</mark> 60	Eldritch sensation
61 - 90	Arcane blast
<u>91 - 100</u>	Magical overload
101+	Energy drain



**Surge of Power:** Raw magical power surges into the creature that caused the calamity, empowering his magic for a short while, and then leaving him on the brink of collapse. For the next 1d4 rounds, the character that caused the calamity treats his caster level as 2 higher than it actually is for the purposes of spells that he casts. This includes any caster level checks made to overcome spell resistance, as well as any effects of the spell that depend on caster level (potentially including range, duration, damage, and other effects). At the end of this time, the affected creature becomes exhausted.

**Dazzling Display:** The calamity causes spare magical energy to manifest in the form of a bright show of lights. This may take the form of swirling colors or brilliant sparks of light, or something darker, like floating luminescent skulls or specters. Whatever form the display takes, the creature that caused the calamity is at its center, and must succeed on a Fortitude save (DC 15 +2 per profane tier beyond tempted) or be dazzled for 1 minute. Regardless of whether or not the creature that caused the calamity succeeds on his saving throw, there is a 25% chance that the display is much larger, and that each creature within 10 feet of the creature that caused the calamity must also succeed on a Fortitude save (same DC, based on the profane tier of the creature that caused the calamity) or be dazzled in the same way.

**Deafening Roar:** The calamity causes spare magical energy to manifest in the form of an immense noise. This may take the form of a bestial roar, or it may sound like the maddening laughter of thousands of imps, or even the whispering murmurs of millions of indistinct spirits gathered together into a palpable miasma of noise. Whatever form the sound takes, this functions as the dazzling display result, except that if the affected creature fails his Fortitude save, he is deafened permanently, instead. Creatures deafened in this way can be healed of their deafness through normal means.

**Blinding Light:** The calamity causes spare magical energy to manifest in the form of intensely bright light (or, in some cases, incredible darkness), which potentially blinds those who see it. This functions as the dazzling display result, except that if the affected creature fails his Fortitude save, he is blinded permanently, instead. Creatures blinded in this way can be healed of their blindness through normal means.

**Eldritch Exhaustion:** The calamity leaves the creature that caused it physically drained. The creature that caused the calamity must succeed on a Fortitude save (DC 15 +2 per profane tier beyond tempted) or immediately become fatigued. If the creature that caused the calamity has a profane category of vile or higher, then he becomes exhausted, instead. These conditions can be removed by normal means.

**Eldritch Sensation:** The calamity causes a horrible sensation of otherworldliness and alien intrusion that makes him feel as though his entire body were outside of his control. The creature that caused the calamity must succeed on a Fortitude save (DC 15 +2 per profane tier beyond tempted) or immediately become sickened. If the creature that caused the calamity has a profane category of vile or higher, then he becomes nauseated, instead. Either way, the effect lasts for 10 minutes, though the conditions can be removed by normal means.

Arcane Blast: The calamity causes a surge of excess magical energy that results in a localized explosion. The creature that caused the calamity suffers 2d10 points of damage. For every profane category beyond tempted that the creature that caused the calamity is, the damage increases by 1d10 (to a maximum of 9d10). A successful Reflex save (DC 15 + 2 per profane tier beyond tempted) halves this damage. Regardless of whether or not the creature that caused the calamity succeeds on his saving throw, there is a 25% chance that the blast is much larger, and that each creature within 20 feet of the creature that caused the calamity is also caught in the blast. In such a case, the saving throw DC and potential damage remain the same.

**Magical Overload:** The calamity results in a crackling wave of eldritch energy which passes through the creature that caused it, severely hampering an aspect of his being. The creature that caused the calamity must succeed on a Fortitude save (DC 15 +2 per profane tier beyond tempted) or suffer 1d8 points of ability damage to a random ability score. This ability damage is resistant to magical healing, and anyone attempting to heal it magically must succeed on a caster level check (DC 20), or the attempt fails. The ability damage can still be healed naturally through rest.

**Energy Drain:** The calamity produces a surge of negative energy, which drains the very life force of the creature that caused it. The creature that caused the calamity immediately suffers 1d4 temporary negative levels. For every three profane categories beyond tempted that the creature is, he suffers an additional temporary negative level (to a maximum of 1d4+2). The saving throw DC to remove these negative levels is equal to 15 + 2 per profane tier beyond tempted. Temporary negative levels inflicted in this way are resistant to magical healing, and anyone attempting to remove them must succeed on a caster level check (DC 25), or the attempt fails.

#### **Marked By Evil**

The calamity infuses the creature that caused it with one of a variety of types of evil, impure energies, which indelibly marks the target as one who has dabbled in the forbidden arts. Roll a d% **and add your calamity modifier to the result**, then consult Table 1-9: Marked By Evil to determine the exact effect. A description of each of the results is given below.

#### Table 1-9: Marked by Evil

<b>d%</b>	Result
01 - 20	Aura of evil
<mark>21 -</mark> 30	Hair/skin changes color
<u>31</u> - 40	Infernal odor
41 - 65	Evil brand
66 - 90	Unsettling aura
<u>91 - 100</u>	Profane inheritance
101+	Profane aura

Aura of Evil: The aura of the creature that caused the calamity is infused with evil energy, causing him to appear more evil than he actually is when subjected to magical scrutiny. If he is non-evil, he is treated as an evil creature for the purposes of *detect evil* and similar spells. If he is evil, but is not a cleric or antipaladin of an evil deity, then he is treated as though he is for the purposes of determining the strength of his evil aura. If he is a cleric or antipaladin of an evil deity, or would otherwise treat his aura as such for the purposes of a *detect evil*, he treats his aura as though his Hit Dice or class level were 2 higher than they actually are in order to determine the strength of his evil aura. This effect lasts for two weeks, but can be removed prematurely with a *remove curse* spell.

Hair/Skin Changes Color: The hair and/or skin of the creature that caused the calamity changes color to something unnatural and (typically) unattractive. Usually this results in hair becoming white or grey, and skin becoming bright red or unnaturally midnight-black, but other colors can occur. These changes are purely cosmetic, but last indefinitely, unless removed by *remove curse*, or more powerful magic.

**Infernal Odor:** The creatures that caused the calamity begins to smell of sulfur, peat, or some other unwholesome and foul stench. This effect is purely cosmetic, but lasts indefinitely, unless removed by *remove curse*, or more powerful magic.

Evil Brand: The calamity manifests in the form of a physical brand, which is burned into his flesh in some prominent spot (typically his forehead or the back of one of his hands, although the middle of his chest or back are not unheard of). This immediately inflicts 2d4 points of fire damage to the creature that caused the calamity. Additionally, the target's flesh is marked with a brand. Creatures that see the brand and succeed on a Knowledge (arcana) or Knowledge (religion) check (DC 15) identify the brand, and recognize that it means that its bearer has practiced forbidden magic. This has no specific mechanical effect, but may change the way that various NPCs respond to the affected creature. This brand appears even if the creature avoids taking any fire damage (such as by being immune or resistant to fire). The brand lasts for one month, and can be removed prematurely with a heal or regenerate spell, or more powerful magic.

**Unsettling Aura:** The calamity creates an aura of disquiet around the creature that caused it, which causes other nearby creatures to be uncomfortable in close proximity to that creature, even if they're not quite sure why. All non-evil creatures have their starting attitudes towards the creature that caused the calamity to be reduced by one step (helpful becomes friendly, friendly becomes indifferent, and so on). This effect is permanent, but can be removed with *remove curse* and more powerful magic.

**Profane Inheritance:** The calamity infuses the creature that caused it with an otherworldly taint, that causes him to be treated as an evil outsider or undead creature for the purposes of certain effects. The creature that caused the calamity is treated as an evil outsider or undead creature for the purposes of spells and effects that are more effective against such creatures (such as *holy word* or *wall of fire*),

as well as for class features that are more effective against such creatures (such as a paladin's smite evil class feature). Additionally, the affected creature is damaged by holy water as though he were an undead creature or evil outsider. The affected creature is not treated as an evil outsider or undead creature for the purposes of effects that can only affect such creatures, however, and is affected normally by positive and negative energy. Further, this does not allow the affected creature to be affected by *banishment*, and similar effects, if he could not normally be. This effect is permanent, but can be removed with a *break enchantment* spell, or more powerful magic.

**Profane Aura:** The calamity infuses the creature that caused it with a massive amount of profane energy. This functions as the evil brand, unsettling aura, and profane inheritance results combined, with a few exceptions. First, the brand that appears on the target glows brightly, shedding dim light in a 15-ft. radius. Additionally, the brand is magically visible on any clothing or armor that the target may use to attempt to cover it up. Finally, all of the effects of this result are permanent, and can only be removed by a *break enchantment* spell, or more powerful magic.

#### **Mental Corruption**

The calamity twists and corrupts the mind of the creature that caused it, potentially driving him to a lesser or greater form of madness, or simply destroying his mental faculties. Roll a d% **and add your calamity modifier to the result**, then consult Table 1-10: Mental Corruption to determine the exact effect. A description of each of the results is given below.

#### Table 1-10: Mental Corruption

<b>d%</b>	Result
01 - 10	Forbidden knowledge
11 - 20	Apathetic
21 - 30	Eccentricity
31 - 50	Temporary insanity
51 - 60	Corruption
61 - 70	Speechlessness
71 - 100	Madness
101+	Ability drain

Forbidden Knowledge: The calamity imparts a great knowledge of a number of forbidden and evil topics within the mind of the creature that caused it. The creature that caused the calamity gains a +4 profane bonus on Knowledge checks involving evil or forbidden topics (such as Knowledge [religion] checks made to identify undead creatures, or to learn about evil deities, and Knowledge [planes] checks made to identify evil outsiders and evilaligned planes, and so on). Further, the affected creature can achieve results of greater than 10 on such checks, even if he is untrained in the relevant Knowledge skill. This dark knowledge comes at a cost, however, and the affected creature also suffers a -4 penalty on all Knowledge checks that do not relate to evil or forbidden topics. This effect lasts indefinitely, but can be removed with a remove curse spell, or more powerful magic.

**Apathetic:** The calamity dulls the emotions of the creature that causes it, making it more difficult for him to feel. The creature that caused the calamity gains a +2 profane bonus on saving throws made to resist effects with the emotion or fear descriptors, but cannot benefit from morale bonuses of any kind. The affected creature can still suffer morale penalties. This effect lasts indefinitely, but can be removed with a *remove curse* spell, or more powerful magic.

**Eccentricity:** The calamity wracks the mind of the creature that caused it, imposing upon him a lesser form of madness. Choose a type of insanity from among those included in the *GameMastery Guide*, or determine one randomly. The affected creature suffers a lesser version of this insanity. This has no mechanical effect, but may affect the creature's behavior and actions through roleplay (for example, a character with a lesser version of amnesia might forget some or all of the personal details of his life, but would not suffer the mechanical effects of the amnesia insanity). This effect lasts for at least two weeks, but may be permanent (at the discretion of the character's player, or the GM in the case of NPCs). It can also be removed prematurely with a *remove curse* spell, or more powerful magic.

**Temporary Insanity:** The calamity temporarily overwhelms the mind of the creature that caused it, sending him into a state of temporary insanity. The creature that caused the calamity immediately becomes confused. This effect lasts for 1 minute, and can be ended prematurely by any spell or ability that can end the confused condition.

**Corruption:** The calamity perverts the soul of the creature that caused it, and his alignment shifts towards evil. If the target is non-evil, his alignment moves one step towards evil (good becomes neutral, neutral becomes evil). If the affected creature is already evil, his alignment moves one step towards chaotic (lawful evil becomes neutral evil, and neutral evil becomes chaotic evil). If the affected creature is already evil, his alignment moves one step towards chaotic evil, roll on Table 1-9: Marked By Evil, and use that result instead. Alignment changes caused by this result last indefinitely, but can be removed with an *atonement* spell, or more powerful magic.

**Speechlessness:** The calamity sends the creature that caused it into such a profound shock, that he is unable to speak or even write until he recovers. The creature that caused the calamity loses the ability to speak and write in



all languages, and even if affected by *tongues*, or a similar spell, is unable to communicate coherent thoughts through speech or writing. This does not prevent the affected creature from communicating through nonverbal means (such as pantomime), and does not prevent him from scribing scrolls or copying spells into his spellbook (if he has one). This effect lasts for 2d6 days, and can be removed prematurely with a *remove curse* spell, or more powerful magic.

**Madness:** The calamity leaves the mind of the creature that caused it heavily damaged, inflicting an insanity upon him. Choose a type of insanity from among those included in the *GameMastery Guide*, or determine one randomly. The affected creature gains that insanity. Further, he suffers a -1 penalty on all saving throws made to resist the effects of the insanity. For each profane category beyond tempted that the affected creature is, this penalty increases by 1 (to a maximum penalty of -8). This insanity can be cured by the methods outlined in the *GameMastery Guide*, but otherwise lasts indefinitely.

**Ability Drain:** The creature that caused the calamity immediately suffers 1d6 points of ability drain to one of his mental ability scores (Intelligence, Wisdom, or Charisma), determined at random. This ability drain is particularly difficult to remove, and even a *restoration* or *greater restoration* spell has no effect unless the caster succeeds on a caster level check (1d20 + caster level; maximum of +15 for *restoration* and +20 for *greater restoration*) with a DC equal to 16 + the calamity's effective caster level.

#### **Mental Intrusion**

The calamity brings the creature that created it to the attention of a powerful and malevolent entity, which may attempt to gain entry into that creature's mind in one or more ways. Roll a d% **and add your calamity modifier to the result**, then consult Table 1-11: Mental Intrusion to determine the exact effect. A description of each of the results is given below.

<b>d%</b>	Result
01 - 15	Awareness
16 - 30	Observation
31 - 50	Telepathic link
<u>51 - 80</u>	Suggestion
81 - 100	Geas/Quest
101 - 120	Domination
121+	Possession

Unlike other types of calamities, mental intrusions build upon each other. For example, the observation result includes the full effects of the awareness result, and the telepathic link result includes the full effects of both awareness and observation. Multiple instances of the same mental intrusion result do not stack. If the result of rolling on Table 1-11: Mental Intrusion is a result that the character is already suffering from, use the next-highest result on the table, instead (for example, if a character is currently affected by the observation result, and gets a result of awareness on Table 1-11: Mental Intrusion], he would skip to the next-highest result he was not already affected by, which is telepathic link).

Awareness: The calamity brings the creature that caused it to the awareness of a malicious, otherworldly entity. The exact nature of this entity varies: it could be a demon, devil, or other evil outsider, or it could be an aberration from another plane of existence, or even a powerful undead creature. The GM should either decide what the entity is, or roll on Table 1-4: Accidental Planar Rifts to determine what type of creature it is. Regardless of the nature of the entity, it takes an interest in the creature that caused the calamity. If the creature that caused the calamity ever causes another calamity, there is a 20% chance that the type of calamity is automatically a mental intrusion, and that he does not need to roll on Table 1-3: Calamities. For each profane category beyond tempted that the affected creature is, this chance increases by 5% (to a maximum percentage chance of 55%). This effect is permanent, and can only be ended by identifying and slaying the entity in question, although it can be suppressed by a *mind blank* spell.

**Observation:** This functions as the awareness result, except that the entity in question also gains the ability to see through the eyes of the creature that caused the calamity, viewing everything that the affected creature views. The entity cannot directly influence or interact with the affected creature, but it can use this ability to gather information about him. Additionally, the affected character has an unsettling and certain feeling that he is being watched. The observation effect can be suppressed by *protection from evil*, or more powerful magic, and can be removed entirely by *break enchantment*, but the awareness effect can still only be ended by identifying and slaying the entity in question.

**Telepathic Link:** This functions as the observation result, except that the entity in question also gains the ability to read the thoughts of the affected creature, and communicate with him telepathically. The entity is only able to read the target's surface thoughts, as though he had affected the character that caused the calamity with a *detect thoughts* spell. The entity cannot "dig" for memories or deeper thoughts. Each day, the affected creature can attempt a Will save (DC 20). A success indicates that the entity is unable to read his thoughts for that day, and also prevents the entity from communicating with him telepathically. For each profane category beyond tempted that the affected creature is, he suffers a -1 penalty on this saving throw.

Additionally, up to three times per day, at the beginning of the affected character's turn, the entity can distract him telepathically, imposing a -2 penalty on attack rolls, ability checks, skill checks, and saving throws until the beginning of the affected character's next turn. If the affected creature succeeded on his Will save to prevent the entity from communicating with him for that day, the entity is unable to use this ability.

The observation and telepathic link effects can be suppressed by *protection from evil* or more powerful magic, and can be removed entirely by *break enchantment*, but the awareness effect can still only be ended by identifying and slaying the entity in question. **Suggestion:** This functions as the telepathic link result, except that the entity can also affect the creature that caused the calamity with a *suggestion* effect, which is almost always devastatingly self-destructive. A successful Will save (DC 18) negates the *suggestion* effect. For each profane category beyond tempted that the affected creature is, he suffers a -1 penalty on this saving throw.

The observation and telepathic link effects can be suppressed by *protection from evil* or more powerful magic, and can be removed entirely by *break enchantment*, and the *suggestion* effect can be removed by normal means, but the awareness effect can still only be ended by identifying and slaying the entity in question.

**Geas/Quest:** This functions as the telepathic link result, except that the entity can also affect the creature that caused the calamity with a *geas/quest* effect, which is almost always devastatingly self-destructive. A successful Will save (DC 21) negates the *geas/quest* effect. For each profane category beyond tempted that the affected creature is, he suffers a -1 penalty on this saving throw.

The observation and telepathic link effects can be suppressed by *protection from evil* or more powerful magic, and can be removed entirely by *break enchantment*, and the *geas/quest* effect can be removed by normal means, but the awareness effect can still only be ended by identifying and slaying the entity in question.

**Dominate Monster:** This functions as the telepathic link result, except that the entity can also affect the creature that caused the calamity with a *dominate monster* effect. A successful Will save (DC 24) negates the *dominate monster* effect. For each profane category beyond tempted that the affected creature is, he suffers a -1 penalty on this saving throw.

The observation and telepathic link effects can be suppressed by *protection from evil* or more powerful magic, and can be removed entirely by *break enchantment*, and the *dominate monster* effect can be removed by normal means, but the awareness effect can still only be ended by identifying and slaying the entity in question.

**Possession:** This functions as the telepathic link result, except that the entity can directly control the body of the creature that caused the calamity, as though with the spell *magic jar*. Unlike *magic jar*, the effect lasts indefinitely, and functions regardless of distance, even if the entity and the affected creature are on different planes, and there is no chance of either creature dying as a result of their body being out of range. The affected creature's soul remains with his body, but is suppressed for the duration of the effect.

When the calamity occurs, the affected creature can make a Will save (DC 20) to resist the *magic jar* effect. For each profane category beyond tempted that the affected creature is, he suffers a -1 penalty on this saving throw. If he succeeds, he is only affected as though by the telepathic link result. Even if he fails, each day, he can make a new Will save (at the same DC, and with the same penalty for having a profane category beyond tempted). A success indicates that he regains control of his body for that day, negating the *magic jar* effect for 24 hours. If the affected creature succeeds on five of these Will saves in a row, then the *magic jar* effect ends (though all the effects of the telepathic link result remain). A possessed player character may be roleplayed by his player, at the GM's discretion, or may become an NPC during the times when the possessing entity is in control.

The observation and telepathic link effects can be suppressed by *protection from evil* or more powerful magic, and can be removed entirely by *break enchantment*, and the *magic jar* effect can be removed by *break enchantment* or more powerful magic, but the awareness effect can still only be ended by identifying and slaying the entity in question.

#### Sidebar: Forbidden Magic Without Calamities

While the spells in this book are written with profane points, and the possibility of dangerous and detrimental calamities in mind, GMs who want to avoid the hassle of dealing with calamities, or who feel that they are not appropriate for their game, have other options for using the spells in this book at the table. While there are certainly some spells in this book that could likely just be made into normal spells, many of them, especially those that impose 2 or 3 profane points, are too powerful to be allowed without some kind of drawback.

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Rather than making the spells forbidden and dangerous, you could simply make them rare or difficult to master. One possible solution is to make the spells expensive to learn. Our recommendation in this case is that such spells would cost an additional amount of gp to learn equal to the spell's level squared times 200. This fee would apply regardless of how the spell is learned, and in addition to any other cost for learning the spell. Alternatively, you could restrict access to these spells, creating a feat that a spellcaster could take which would let him learn between 1 and 3 forbidden spells (depending on how prevalent you want them to be) of the highest spell level he can cast or lower. This feat would be something that could be taken multiple times. Another option would be to add expensive material components (worth roughly 100 gp x the spell's level x the number of profane points the spell would grant) to each forbidden spell.

Alternatively, you could restrict access to these spells in other ways. If you're concerned about them warping game balance, only allow them to be found in the forms of potions and scrolls, and limit how frequently they appear in the game.



# Spell Lists

This section begins with a spell list for every spellcasting class that gains access to new spells in this tome, indicating which spells they gain and at what spell level. An <sup>M</sup> or <sup>F</sup> appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. The spell lists are presented alphabetically by the name of the class, and the individual spells therein are presented alphabetically by name as well, except for those whose name begins with "greater," "lesser," "mass," or similar, in which case the spell is alphabetized by the second word of the spell's name, instead.

# Antipaladin Spells

#### 1<sup>st</sup>-level Antipaladin Spells

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks.

#### 2<sup>nd</sup>-level Antipaladin Spells

**Unholy Power** Target gains a +6 bonus to one ability score, but may suffer 1d6 damage to that ability score at the end of the spell's duration.

## **Bard Spells**

#### 1<sup>st</sup>-level Bard Spells

**Grim Knowledge** Gain a +10 bonus to identify touched magic item of at least moderate strength, and also learn whether the item is cursed or intelligent, and gain a +5 bonus to Use Magic Device checks to use the item for 1 day per caster level.

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks.

Voice of the Succubus As charm person, except it affects all creatures in a 10-ft.-radius burst, who attempt to pursue a romantic tryst with you.

#### 2<sup>nd</sup>-level Bard Spells

**Phantom Chains** Target is paralyzed for 1 round/level, but any creature may touch the target to end the effect.

#### 6<sup>th</sup>-level Bard Spells

**Proclamation of Suicide** Subjects are compelled to inflict damage to themselves.

# **Cleric Spells**

#### 1<sup>st</sup>-level Cleric Spells

**Grim Knowledge** Gain a +10 bonus to identify touched magic item of at least moderate strength, and also learn whether the item is cursed or intelligent, and gain a +5 bonus to Use Magic Device checks to use the item for 1 day per

#### caster level.

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks.

**Voice of the Succubus** As *charm person*, except it affects all creatures in a 10-ft.-radius burst, who attempt to pursue a romantic tryst with you.

#### 2<sup>nd</sup>-level Cleric Spells

**Phantom Chains** Target is paralyzed for 1 round/level, but any creature may touch the target to end the effect. **Unholy Power** Target gains a +6 bonus to one ability score, but may suffer 1d6 damage to that ability score at the end of the spell's duration.

#### 5<sup>th</sup>-level Cleric Spells

**Fiend's Shield** You gain DR 15/adamantine, but suffer 2d6 damage each turn.

#### 6<sup>th</sup>-level Cleric Spells

Hellish Servitude Compels target creature to carry out evil service.

#### 7<sup>th</sup>-level Cleric Spells

**Proclamation of Suicide** Subjects are compelled to inflict damage to themselves.

### **Druid Spells**

#### 2<sup>nd</sup>-level Druid Spells

**Burning Wrath** Summoned ball of fire deals 6d6 damage and bull rushes target; but if it misses target, it circles back to attack you.

**Unholy Power** Target gains a +6 bonus to one ability score, but may suffer 1d6 damage to that ability score at the end of the spell's duration.

#### 4<sup>th</sup>-level Druid Spells

**Fiend's Shield** You gain DR 15/adamantine, but suffer 2d6 damage each turn.

### **Inquisitor Spells**

<sup>2<sup>nd</sup>-level Inquisitor Spells</sup>

**Phantom Chains** Target is paralyzed for 1 round/level, but any creature may touch the target to end the effect.

# Magus Spells

#### 1<sup>st</sup>-level Magus Spells

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks. 2<sup>nd</sup>-level Magus Spells **Arrow of Oblivion** Ranged touch attack deals 5d6 acid damage; if target dies as a result, he melts into a pool of acid. **Burning Wrath** Summoned ball of fire deals 6d6 damage and bull rushes target; but if it misses target, it circles back to attack you.

#### 5<sup>th</sup>-level Magus Spells

Icy Doom Subjects take 10d6 damage and may be staggered.

### **Ranger Spells**

#### 1<sup>st</sup>-level Ranger Spells

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks.

#### Sorcerer/Wizard Spells

#### 1<sup>st</sup>-level Sorcerer/Wizard Spells

Armor of Evil Target gains a +8 armor bonus to AC, but suffers an extra 2d8 damage whenever he takes damage. Grim Knowledge Gain a +10 bonus to identify touched magic item of at least moderate strength, and also learn whether the item is cursed or intelligent, and gain a +5 bonus to Use Magic Device checks to use the item for 1 day per caster level.

Hell's Icy Grasp You take 1d8 damage plus 1d2 Con damage, but gain a melee touch attack that does the same for 1 round/ level.

Hell's Stallion As *mount*, but rounds spent only moving do not count against duration, and you may lose control of the summoned horse.

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks.

Impart Will You bolster and gain direct control over summoned creature.

**Oil of Inferno** Creates 15-ft. square of slippery oil, which ignites if a creatures falls prone with the square.

**Phantom Shield** You gain a +4 shield bonus to AC and gain immunity to a single 1<sup>st</sup>-level spell.

**Ray of Weakness** Ranged touch attack deals 1d3+1 per 2 levels (max +5) Str and Con damage.

**Spirit of Black Knife** Touched dagger becomes a +*1 unholy dagger* for 1 round/level, but deals 2d6 damage to you each round you do not attack with it.

Sweet Nightmare Subjects fall asleep and suffer nightmares which deal nonlethal damage.

**Vision of Terror** Target envisions he is devoured by a pit fiend, and becomes panicked for 1 round and takes 1d4 damage per caster level (max 5d4), and may be fatigued. If the target succeeds his save, he is shaken for 1d4 rounds instead.

**Voice of the Succubus** As *charm person*, except it affects all creatures in a 10-ft.-radius burst, who attempt to pursue a romantic tryst with you.

#### 2<sup>nd</sup>-level Sorcerer/Wizard Spells

Arrow of Oblivion Ranged touch attack deals 5d6 acid damage; if target dies as a result, he melts into a pool of acid. Burning Wrath Summoned ball of fire deals 6d6 damage and bull rushes target; but if it misses target, it circles back to attack you.

**Cloaked in the Darkness** Creates illusory darkness 40 ft. across.

**Demise of the Warlock** Target's mental ability scores are reduced to 10.

**Pierce Mind** Read surface thoughts of target creature, or view his dreams if he is asleep.

**Unholy Power** Target gains a +6 bonus to one ability score, but may suffer 1d6 damage to that ability score at the end of the spell's duration.

#### 3<sup>rd</sup>-level Sorcerer/Wizard Spells

**Devouring Flames** Subjects catch fire and suffer 2d6 damage for a number of rounds equal to your caster level (max 10).

Edge of Blackness Touched weapon gains the *keen*, *unholy*, and *vicious* weapon special abilities, but may inflict negative levels on its wielder.

Life Leech You create a link between you and the touched creature, and each of you may suffer damage each round that heals the other a like amount.

Noxious Vapor Cloud of poison gas 20 ft. across nauseates creatures and a deals 1 Con damage.

**Phantom Chains** Target is paralyzed for 1 round/level, but any creature may touch the target to end the effect.

#### 4<sup>th</sup>-level Sorcerer/Wizard Spells

**Atrophic Acceleration** Triple the number of negative levels the target possesses.

**Call the Abomination** Tentacles emerge from the ground and draw in creatures to deal 4d6 damage and 1d4 Int damage.

**Dread Observation** You *scry* on target non-good creature, and may gain bonuses to attack and damage against that creature.

**Fiend's Shield** You gain DR 15/adamantine, but suffer 2d6 damage each turn.

#### 5<sup>th</sup>-level Sorcerer/Wizard Spells

Acid Cloud Poisonous cloud of fog deals 4d6 damage to creatures within, who may also suffer 1d4 Con damage and become nauseated.

**Cloud Mind** Subject act oddly, as *confusion*, but are more likely to attack you.

**Enslavement** Controls creature telepathically, and reduces that creature's Int and Cha to 1.

Icy Doom Subjects take 10d6 damage and may be staggered.

#### 6<sup>th</sup>-level Sorcerer/Wizard Spells

**Damnation** Target suffers 2010 damage per caster level, and his soul may be destroyed.

**Form of the Dark Gods** You take the form of a creature of the lower planes, gaining a bonus to AC, Str, and Dex, as well as 2 claw attacks; however, you can only cast spells with a

range of personal and may become confused. Hellish Servitude Compels target creature to carry out evil service.

#### 7<sup>th</sup>-level Sorcerer/Wizard Spells

**Breath of the Beast** Creatures in a 30-ft.-radius cylinder suffer 15d6 damage and 1d6 negative levels.

**Mirror of the Witch** Magical mirrors grant you total concealment and immunity to all spells.

**Proclamation of Suicide** Subjects are compelled to inflict damage to themselves.

**Reaper's Culling** Target takes 10 damage per caster level; however, if he succeeds on his save, you instead gain 1d4+1 temporary negative levels.

#### 8<sup>th</sup>-level Sorcerer/Wizard Spells

**Dance of Demons** Targets are forced to perform a dance of ruin.

**Fiendish Insight** You gain a +4 bonus to AC and saves, and may gain a +20 bonus to all d20 rolls for 1 round.

**Smoke Maze** As *maze*, but the target takes 5d6 damage each round he fails his Int check.

#### 9<sup>th</sup>-level Sorcerer/Wizard Spells

**Armageddon** Meteors deal 15d6 damage in a 20-ft. radius. **Dark Supplication** Summons a balor or pit fiend as though with *planar binding*, but the summoned creature may *dominate* you.

**Defy Reality** You may take 2d4 rounds' worth of actions, though you cannot cast spells and you may cause a planar rift. **Power Word Massacre** Creatures within a 30-ft. cone with less than 100 hp die.

**Torturous Imprisonment** Target is trapped in paralyzing smoke which deals 25 damage per round, and he is forced to answer one question per round.

### Witch Spells

#### 1<sup>st</sup>-level Witch Spells

Horrendous Blow You gain a bonus equal to 2x caster level and deal max damage on melee attacks for 1 round, but you take half the damage you deal with these attacks.

**Sweet Nightmare** Subjects fall asleep and suffer nightmares which deal nonlethal damage.

**Vision of Terror** Target envisions he is devoured by a pit fiend, and becomes panicked for 1 round and takes 1d4 damage per caster level (max 5d4), and may be fatigued. If the target succeeds his save, he is shaken for 1d4 rounds instead.

Voice of the Succubus As charm person, except it affects all creatures in a 10-ft.-radius burst, who attempt to pursue a romantic tryst with you.

#### 2<sup>nd</sup>-level Witch Spells

**Demise of the Warlock** Target's mental ability scores are reduced to 10.

**Phantom Chains** Target is paralyzed for 1 round/level, but any creature may touch the target to end the effect.

#### 3<sup>rd</sup>-level Witch Spells

**Life Leech** You create a link between you and the touched creature, and each of you may suffer damage each round that heals the other a like amount.

**Unholy Power** Target gains a +6 bonus to one ability score, but may suffer 1d6 damage to that ability score at the end of the spell's duration.

#### 4<sup>th</sup>-level Witch Spells

**Atrophic Acceleration** Triple the number of negative levels the target possesses.

Fiend's Shield You gain DR 15/adamantine, but suffer 2d6 damage each turn.

#### 7<sup>th</sup>-level Witch Spells

**Mirror of the Witch** Magical mirrors grant you total concealment and immunity to all spells.



# New Spells

The following spells are presented in alphabetical order.

#### ACID CLOUD

**School** conjuration [acid, forbidden]; **Level** sorcerer/wizard 5

Casting Time 1 standard action Components V, S, M (a vial of stomach acid from a goat) Profane Points: 2 Range medium (100 ft. + 10 ft./level) Effect cloud spreads in 20-ft. radius, 20 ft. high Duration 1 round/level

Saving Throw Fortitude partial; Spell Resistance yes

Bellowing up from phantasmal abysses unknown is a bank of deadly, acidic fog. This spell creates a bank of fog similar to that created by a *fog cloud* spell, except that the vapors are made of poisonous acid. Any creature that enters or begins his turn within the cloud suffers 4d6 points of acid damage and must succeed on a Fortitude save or suffer 1d4 points of Constitution damage and become nauseated for 1 round. The *acid cloud* has a mind of its own, with a hatred for the living. Each round on your turn, it will reposition itself within 60 feet of its last location so that the maximum possible number of creatures are within the cloud.

#### ARMAGEDDON

School evocation [fire, forbidden]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a shard from a meteorite covered in human blood) Profane Points: 3 Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration 1 round/level Saving Throw Reflex half; Spell Resistance yes

Meteors rain fire from the sky, smiting all who would dare oppose you. Each round, at the beginning of your turn, the meteors deal 10d6 fire damage and 5d6 bludgeoning damage to all creatures within the spell's area. As a fullround action each round, you may move the spell's area to anywhere within the spell's range. This does not affect where the meteors strike on the round that you make the action. The area currently affected by the spell is clearly visible, potentially allowing characters in the spell's area to move out of it before the next group of meteors hits

#### ARMOR OF EVIL

School conjuration [forbidden]; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (The scale of a chimera) Profane Points: 1 Range touch Target creature touched Duration 1 hour/level Saving Throw none; Spell Resistance no You conjure a suit of black half-plate bearing the face of a demon, which enshrouds the target. The armor is magically weightless, made of force energy touched by the lower planes. For the duration of the spell, the target gains a +8 armor bonus to armor class. Whenever the target takes damage while under the effects of this spell, the armor superheats, dealing an additional 2d8 points of fire damage to the target.

#### ARROW OF OBLIVION

School conjuration [acid, forbidden]; Level magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (an arrowhead used in battle) Profane Points: 1 Range medium (100 ft. + 10 ft. /level) Target one creature Duration instantaneous Saving Throw none; Spell Resistance no

You fire an arrow of gleaming black acid from your outstretched index finger, which flies towards the target. You must succeed on a ranged touch attack to strike the target. If the attack is successful, the target suffers 5d6 points of acid damage. If the damage dealt by this spell is sufficient to kill the target, his whole body, along with any items worn or held, is melted into a pile of bubbling green acid. This acid pool remains in the space the target occupied for a number of rounds equal to your caster level, and deals 5d6 points of acid damage to any character that begins its turn within the acid.

#### ATROPHIC ACCELERATION

School necromancy [forbidden]; Level sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (dirt from an unmarked grave) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

With a gesture like a clenching fist, you fill the air with the maddening laughter of unknown demons and the target's health rapidly decays. Unless the target succeeds on a Fortitude save, he becomes hopelessly weak, gaining a number of temporary negative levels equal to twice the number of negative levels he already possesses (minimum 1).

#### BREATH OF THE BEAST

School evocation [acid, cold, electricity, fire, forbidden, sonic]; Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (tongue of a barghest) Profane Points: 2 Range 30 ft. Area cylinder (30-ft. radius, 100 ft. high) Duration instantaneous Saving Throw Reflex half (see text); Spell Resistance yes

You bellow and howl whilst stamping your feet, calling out to the beast in all its wrath, and you are rewarded



by gusts of unholy and terrible energy. Each character within the area of the spell suffers 3d6 points of acid damage, 3d6 points of cold damage, 3d6 points of electricity damage, 3d6 points of fire damage, and 3d6 points of sonic damage, and gains 1d6 negative levels. A successful Reflex save halves the damage and prevents the negative levels. If character dies as a result of this spell, his body and all his worn or held items are transported to a random lower plane to be devoured by demons.

#### BURNING WRATH

School evocation [fire, forbidden]; Level druid 2, magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (ashes from a burnt corpse) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Reflex negates; Spell Resistance yes

With a dread word, you summon forth a ball of blackened fire from the deepest reaches of hell, and it hurtles towards the target. Unless the target succeeds on a Reflex save, he is struck by the ball of hellfire and suffers 6d6 points of fire damage. If the target is hit by the ball of hellfire, the ball attempts to bull rush the target directly backward. For the purposes of this effect, the ball of hellfire is considered to have a CMB equal to your caster level + your primary spellcasting ability score modifier. If the ball of fire misses the target, it circles back and attempts to attack you. Treat this as though you had cast the spell on yourself. The ball of hellfire dissipates after it strikes a character or after it misses both the initial target and you.

#### CALL THE ABOMINATION

School conjuration [forbidden]; Level sorcerer/wizard 4 Casting Time 1 round Components V, S, M (the heart of an aberration) Profane Points: 1 Range 20 ft. Effect writhing tentacles and teeth in a 20-ft.-radius spread centered on you Duration 1 round/level Saving Throw Will partial; Spell Resistance no

All around you, tentacles and writhing teeth emerge from the ground as you summon forth a specter of the dread abomination to feast on the mind and body of those within the area. This area does not move with you. For the spell's duration, each character who begins his turn within the spell's area suffers 4d6 points of bludgeoning and slashing damage. Additionally, any character beginning his round within the spell's area or within 5 feet of the spell's area must succeed on a Will save or succumb to the abomination's call, suffering 1d4 points of Intelligence damage and being compelled to move towards the center of the spell's area, if possible.

#### CLOAKED IN THE DARKNESS

School illusion (figment) [forbidden]; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a piece of a dwarf's funeral shroud) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius spread Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

You create an illusory darkness which you can see though, as can any character who disbelieves the effect. Characters who fail their Will saves believe themselves to be an area of darkness and see (or fail to see) accordingly. The darkness created by this spell appears to suppress all light sources, including those from powerful light spells, though characters with darkvision or those who can see through illusions (such as a character affected by the *trueseeing* spell) can see through the darkness normally. Additionally, each round a character who failed his Will save remains in the darkness, he must succeed on a Fortitude save or be blinded for 1 minute.

#### CLOUD MIND

School enchantment (compulsion) [forbidden, mindaffecting]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (the boiled brain of a lizard) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature/4 levels, no two of which may be more than 30 ft. apart. Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You fill the target's mind with confusing and befuddling images, causing him to lose control over his actions. This spell functions like the spell *confusion*, except that if any of the targets would either attack nearest or act normally, they must do their best to attack you, instead.

#### DAMNATION

School transmutation [forbidden]; Level sorcerer/wizard 6 Casting Time 1 standard action Components V Profane Points: 3 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Fortitude negates and Will partial (see text); Spell Resistance yes

You utter a word of pure loathing not meant for mortal ears, which turns the target's body and soul to ashes. Unless the target succeeds on a Fortitude save, his body is converted to ash, dealing 2d10 points of damage per caster level you possess. If the target fails his Fortitude save and the damage would be sufficient to kill him, his body is utterly destroyed. If this happens, he must succeed on a Will save, or his soul will also be reduced to ash, making it impossible to bring him back to life without first restoring his soul (such as through the use of a *miracle* spell).

#### DANCE OF DEMONS

School enchantment (compulsion) [forbidden, mindaffecting]; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (the beak of a vulture) Profane Points: 2 Range medium (100 ft. +10 ft./level) Target one creature/4 levels, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates, Reflex half, see text; Spell Resistance yes

You screech in a harsh and birdlike tongue, and your victims begin to caper and twirl. This functions identically to the spell *irresistible dance*, except that each round that an affected creature spends dancing, they are treated as performing a dance of ruin. At the end of each round in which one or more creatures danced in this way, a crackling wave of energy erupts from one of the dancers (chosen at random) inflicting 5d6 points of damage to each creature within 100 feet. A successful Reflex save (DC equal to *dance of demons*' DC) halves this damage. For every creature that joined in the dance beyond the first, the damage increases by 5d6, and the saving throw DC increases by +1. Only creatures affected by this spell, or those that are independently capable of performing a dance of ruin, such as a vrock, can contribute to the dance in this way. You are not immune to this damage.

#### DARK SUPPLICATION

**School** conjuration (calling) [forbidden]; **Level** sorcerer/ wizard 9

Casting Time 1 standard action Components V, S, M (blood of an innocent) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Effect one summoned outsider Duration instantaneous and 1 day/level; see text Saving Throw Will negates; Spell Resistance no and yes, see text

You declare your worship of evil and call out to your masters that they might send you one of their servants. By means of this spell, you can summon either a balor or a pit fiend as though by the spell *planar binding*. When you cast this spell, you must succeed on an opposed Charisma check with the summoned outsider; if you fail, you fall under the outsider's influence as though affected by *dominate person* for 1 day/level. If you succeed, the summoned creature serves you faithfully and to the best of its ability for 1 day/ level, instead, after which it acts as normal for a creature summoned by *planar binding*.

#### DEFY REALITY

School transmutation [forbidden]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V Profane Points: 2 Range personal Target you Duration 2d4 rounds (apparent time); see text Saving Throw Will negates; Spell Resistance yes You can halt the flow of time, bending and warping space and time to your whims. This spell functions identically to *time stop*, except that you may take 2d4 rounds' worth of actions, but you may not cast spells of any kind during this time. This spell puts a heavy strain on the fabric of reality, however, and at the end of the spell's duration, there is a 30% chance that an accidental planar rift calamity will occur. Treat this as though a calamity had occurred normally and a result of accidental planar rift was rolled on Table 1-3: Calamities. This is in addition to any normal chance of a calamity as a result of casting *defy reality*. See the rules for forbidden magic, at the beginning of this book, for more information.

#### DEMISE OF THE WARLOCK

School enchantment (compulsion) [forbidden, mindaffecting]; Level sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (the skull of a horse) Profane Points: 2 Range touch Target creature touched Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

You rob the target of his higher mental faculties, not crippling him, but stripping him of everything that makes his mind extraordinary. For the spell's duration, the target's Intelligence, Wisdom, and Charisma scores are each reduced to 10. Any enhancement, profane, or sacred bonuses to the target's ability scores apply to these new scores (so if the target was benefitting from *fox's cunning* his Intelligence would be 14), but inherent and racial bonuses to the target's ability scores do not.

#### **DEVOURING FLAMES**

School evocation [fire, forbidden]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a piece of rotted wood) Profane Points: 1 Range long (400 ft. + 40 ft. /level) Area 20-ft.-radius spread Duration instantaneous Saving Throw Reflex negates; Spell Resistance yes

You create an exploding ring of eerie green fire that consumes everything it touches. Each creature that fails its Reflex save catches on fire, suffering 2d6 points of fire damage each round on your turn for a number of rounds equal to your caster level (to a maximum of 10 rounds). The flames are supernatural in origin and cannot be extinguished through mundane means, though any spell or supernatural ability which douses magical fire can douse these flames.

#### DREAD OBSERVATION

School divination (scrying) [forbidden]; Level sorcerer/ wizard 4 Casting Time 10 minutes Components V, S, M (the eyes of a crow) Profane Points: 1 Range 100 miles Target one creature

#### Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes

This spell functions like the spell *scrying*, except that it can only target non-good characters, and for each hour that you take no action other than to observe the target, you gain a +1 bonus to attack and damage rolls made against that target for the next 24 hours (to a maximum of +5).

#### EDGE OF BLACKNESS

School transmutation [forbidden]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (bonemeal) Profane Points: 1 Range touch Target one weapon touched Duration 1 round/level Saving Throw Fortitude negates (object); Spell Resistance yes (object)

You trace the edge of the touched weapon with the hideous forces of the netherworld, increasing its potency. For the spell's duration, the chosen weapon gains the *keen*, *unholy*, and *vicious* weapon special abilities. Whenever a character wielding the target weapon kills a living creature, he gains a negative level (no save).

#### ENSLAVEMENT

School enchantment (compulsion) [forbidden, mindaffecting]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a leather ring) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

You utterly destroy the target's sense of self and will, making him into your perfect, obedient slave. This spell functions like the spell *dominate person*, except that it reduces the target's Intelligence and Charisma score to 1. Additionally, the target will perform even dangerous or obviously suicidal commands without question.

#### FIEND'S SHIELD

School abjuration [forbidden]; Level cleric 5, druid 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (a piece of molten iron) Profane Points: 1 Range personal Target you Duration 1 round/level

You enshroud yourself in the black iron armor of a legionnaire from the lower planes. For the spell's duration, you gain DR 15/adamantine. Each round on your turn, the fiendish armor twists and constrains, dealing 2d6 points of damage to you. This damage is not subject to damage reduction.

#### FIENDISH INSIGHT

School divination [forbidden]; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (aged turtle eggs) Profane Points: 1 Range personal Target you Duration 1 round/level

You beckon, and the demons and devils of all the ages whisper their dread advice in your ear, warning you of trouble and guiding your every move. You gain a +4 insight bonus to AC and saving throws. Additionally, as an immediate action, you may choose to end the spell's duration in order to add +20 to all d20 rolls you make this round.

#### FORM OF THE DARK GODS

School transmutation [forbidden]; Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a human hand) Profane Points: 1 Range personal Target you Duration 1 min./level

You call out to the dark ones to provide you with their power and assume a form akin to a demigod of evil and corruption. For the duration of the spell, you grow an angry red carapace of scales and scabs which increases your natural armor bonus by +10 for the spell's duration. You also gain a +10 enhancement bonus to your Strength and Dexterity scores, and your hands twist into wicked claws, granting you two primary claw natural attacks that deal 1d8 points of slashing damage on a successful hit (for Medium creatures). The claws also deal an additional 2d6 points of damage against good creatures. There are some negative side effects, however: for the spell's duration, you are unable to cast any spells unless their range is personal. Additionally, this new form is hard to control, as dark entities whisper corruption in your mind, and each minute that you remain under its influence, you must succeed on a Will save (DC equal to form of the dark gods's saving throw DC) or gain the confused condition for the remainder of the spell's duration, even if you would normally be immune to confusion or mindaffecting effects in general.

#### GRIM KNOWLEDGE

School divination [forbidden]; Level bard 1, cleric 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M/DF (a page ripped from a wizard's spellbook) Profane Points: 1 Range touch Target magic item touched Duration instantaneous and 1 day/level; see text Saving Throw Will negates (object); Spell Resistance yes (object)

You call upon ancient and forgotten spirits of forbidden knowledge in order to unlock the secrets of the touched item. You may only cast *grim knowledge* on an item with a magical aura of at least moderate strength. When you



do, you immediately make a Spellcraft check to identify the item with a +10 competence bonus. If the check is successful, not only do you learn about the item as normal, but you also learn whether or not the item is cursed or intelligent (even if the result would not normally be high enough to gain this information). Additionally, whether or not the Spellcraft check is successful, you gain a +5 competence bonus on all Use Magic Device checks made to use the item for a number of days equal to your caster level.

#### HELL'S ICY GRASP

School necromancy [cold, forbidden]; Level sorcerer/wizard

Casting Time 1 standard action Components V, S, M (a piece of frozen wood) Profane Points: 1 Range personal Target you Duration 1 round/level

Your hands become impossibly cold with the chill of death and damnation. When you cast this spell, you suffer 1d8 points of cold damage and 1d2 points of Strength damage. For the spell's duration, you gain a melee touch attack which may be used once each round as a standard action, and which does not provoke attacks of opportunity. If the touch is successful, the target suffers 1d8 points of cold damage and 1d2 points of Strength damage. A successful Fortitude save (DC equal to *hell's icy grasp's* DC) halves the cold damage and negates the Strength damage (both for you and for creatures you touch).

#### HELL'S STALLION

School conjuration (summoning) [forbidden]; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, F (reigns made from horse leather) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Effect one spectral horse Duration 1 hour/level; see text Saving Throw none; Spell Resistance no

As the spell *mount*, except that so long as you take no action other than to move while mounted on the summoned steed, that round does not count against the spell's duration.

Additionally. the horse summoned by this spell will often attempt to wrest control from its rider and lead him into perilous situations. Every so often (once every X hours, where X is your caster level), the rider of a horse summoned by this spell must succeed on a Will save (DC equal to *hell's stallion's* DC) or lose control over the horse. If this occurs, the horse begins to seek out dangerous situations and take its rider towards them. Dismounting the horse while it is moving involves the normal risks. If the rider successfully dismounts, the horse attacks him.

#### HELLISH SERVITUDE

School enchantment (compulsion) [forbidden, mindaffecting]; Level cleric 6, sorcerer/wizard 6 Casting Time 10 minutes Components V, S, M (the teeth of a wolf) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Will negates; Spell Resistance yes

You force the target to do evil and vile things at your behest. This spell places a magical command on the target to carry out some wicked service, as desired by you. The creature must be able to understand you. While you cannot compel a creature to kill itself or perform acts that would result in certain death, you can force it to engage in almost any other course of activity. The activity the target is forced to perform must be considered "evil" by the target, or else he receives a +4 bonus on his saving throw.

This spell can be removed with *break enchantment* or more powerful magic. However, the first time an attempt is made to remove this spell, the target must succeed on a Fortitude save or his heart blackens and shrivels, inflicting 100 points of damage.

#### HORRENDOUS BLOW

School divination [forbidden]; Level antipaladin 1, bard 1, cleric 1, magus 1, ranger 1, sorcerer/wizard 1, witch 1 Casting Time 1 move action Components V, S, M/DF (a shard from an executioner's axe) Profane Points: 1 Range personal Target you Duration 1 round

You fill yourself with murderous energy, giving you the strength to rip open your enemies with ease. You gain a bonus equal to twice your caster level (to a maximum bonus of +20) on all melee attack rolls until the beginning of your next turn. Additionally, for the spell's duration, all of your melee attacks deal maximum damage. These boons come with a drawback, however, and for the spell's duration, whenever you deal damage with a melee attack, you suffer half as much damage as you inflicted (rounded down, minimum 1). Damage reduction and resistances do not apply to damage inflicted to you in this way (although any damage reduction that the target possesses reduces the damage, as normal).



#### ICY DOOM

School evocation [cold, forbidden]; Level magus 5, sorcerer/ wizard 5 Casting Time 1 standard action Components V Profane Points: 1 Range 60 ft. Area cone-shaped burst Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

You speak a dread word of death and cold which echoes out before you, and draw forth the heat from your victims. Because you pull the heat from them forcibly instead of blasting cold at them, escaping the spell's effect is all but impossible. All characters in the area of the cone take 10d6 points of cold damage (no save) and must succeed on a Fortitude save or be staggered for a number of rounds equal to your caster level.

#### **IMPART WILL**

School transmutation [forbidden]; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (the ears of a rabbit) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one summoned creature Duration 1 round/2 levels (D) Saving Throw Will negates, see text; Spell Resistance yes (harmless)

You channel your very self into a summoned creature, bolstering its combat abilities and allowing you more direct control over the summoned creature. You can only cast this spell on a creature summoned with a *summon monster* or *summon nature's ally* spell. The target's hit points are instantly restored to their maximum, and the creature gains a number of temporary hit points equal to your caster level. Additionally, the target gains a +4 enhancement bonus to a single ability score of your choice. This spell subsumes your will, transporting you into the mind of the summoned creature and allowing you to control it directly. While under the effects of this spell, you can take no actions other than swift and immediate actions, but gain direct control over the summoned creature's actions, and do not need to issue commands to it. You are not considered helpless. If the target was summoned by a spell that you cast, it does not receive a saving throw to resist this spell.

#### LIFE LEECH

School necromancy [forbidden]; Level sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M (a pint of worm blood) Profane Points: 1 Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You create a magical link between you and the target, which transfers their blood and vital essences into you over time. You must succeed on a melee touch attack in order to deliver the spell. If you hit, you establish a link between yourself and the target, which can transfer life force between you. For the spell's duration, at the beginning of your turn each round, the target must succeed on a Fortitude save (DC equal to *steal*'s DC) or suffer 3d6 points of damage +1 per 2 caster levels (to a maximum of +10). For each point of damage inflicted in this way, you heal a like number of hit points. The link goes both ways, however, and for the spell's duration, at the beginning of your turn each round, you must succeed on a Fortitude save as well, or have your life leeched to the target in the same way.

#### MIRROR OF THE WITCH

School abjuration [forbidden]; Level sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, F (a hand mirror made from silver or iron) Profane Points: 1 Range personal Target you Duration 1 round/level

You quietly intone wicked phrases, causing four demon-faced mirrors to appear around you. These mirrors shelter you from all harm, both magical and mundane. For the spell's duration you gain total concealment and immunity to all spells, so long as the mirrors created by this spell remain intact. The mirrors are actually metaphysical manifestations of abjurative power and can be disrupted or destroyed through sufficient hostile intent. A successful Intimidate check (DC 10 + your caster level + you primary spell casting ability score modifier) destroys the mirrors. The mirrors can also be destroyed by anything which can destroy a *wall of force*, such as a *rod of cancelation*, but cannot be destroyed by physical damage of any sort.

#### NOXIOUS VAPOR

School conjuration (creation) [forbidden, poison]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (eggs from a beetle)

#### **Profane Points:** 1

Range close (25 ft. + 5 ft./2 levels) Effect 10-ft.-radius cloud of poison gas Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance no

You exhale a cloud of noxious vapor which causes sickness and pain in those who remain within the cloud. Each round on your turn, you may move the cloud up to 30 feet as a standard action. Any character that enters or begins his turn within the cloud must succeed on a Fortitude save or be nauseated and take 1 point of Constitution damage. Any time a character succeeds on his saving throw, the wicked vapors are repelled and move 10 feet closer to you.

#### OIL OF INFERNO

School conjuration (creation) [forbidden]; Level sorcerer/ wizard 1 Casting Time 1 standard action Components V, S, M (oil extracted from the skin of newts) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Effect 15-ft. square of oil and 1 spark/3 caster levels Duration instantaneous and 1 round/level; see text Saving Throw Reflex partial (see text); Spell Resistance no

You create a 15-foot by 15-foot square of glistening oil and summon a smoldering ember, which floats in the air just above the oil slick. Any character standing in a square which becomes filled with oil in this fashion must succeed on an Acrobatics check (DC 15) or fall prone. Additionally, if a creature does fall prone in such a square, the floating ember immediately falls, causing the oil to erupt in flames which deal 1d6 points of damage to any character standing in the oily squares. A successful Reflex save halves this damage. The oil lasts indefinitely until it begins to burn, at which point it burns for 1d4 rounds and then vanishes. While the oil is burning, it is not slippery, and can be traversed without an Acrobatics check. The floating ember lasts for up to 1 round/ level, and if it has not fallen by this time, it vanishes.

#### PHANTOM CHAINS

School illusion (shadow) [forbidden]; Level bard 2, cleric 2, inquisitor 2, sorcerer/wizard 3, witch 2 Casting Time 1 standard action Components V, S, F (iron manacles) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes



The target is bound in phantom chains, which paralyze him and render him unable to act. For the spell's duration, the target is paralyzed. Any character can immediately end this effect by touching the spectral chains that bind the target (a standard action). A character attacking the paralyzed character has a 50% chance of breaking the chains in this way.

#### PHANTOM SHIELD

School abjuration [forbidden]; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (piece of a wooden shield destroyed by fire) Profane Points: 1 Range personal Target you Duration 1 min./level (D)

You gain a +4 shield bonus to AC and also gain immunity to a single 1<sup>st</sup>-level spell of your choice (such as *magic missile*).

#### PIERCE MIND

School enchantment (compulsion) [forbidden, mindaffecting]; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (the down of a black sheep) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

You stare deep into the target's mind and gain the ability to read his thoughts and view his dreams. This spell functions as *detect thoughts*, except that it has only a single target and you may read his surface thoughts as a swift action each round. Additionally, if the target is asleep, you can view his dreams. While viewing his dreams in this fashion, the DC of any spell you cast which targets a sleeping creature is increased by +4.

#### POWER WORD MASSACRE

School necromancy [forbidden]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V Profane Points: 3 Range 30 ft. Area cone-shaped emanation Duration instantaneous Saving Throw none; Spell Resistance yes

You speak dark words of pure death, and all creatures in the affected area wither away and die. Each creature in the affected area that currently has less than 100 hit points immediately dies. Creatures with more than 100 hit points are unaffected.

#### **PROCLAMATION OF SUICIDE**

**School** enchantment (compulsion) [forbidden, mind-affecting]; **Level** bard 6, cleric 7, sorcerer/wizard 7

Casting Time 1 standard action Components V, S, M (a loop of hangman's rope) Profane Points: 1 Range medium (100 ft. + 10 ft./level) Target one creature/level, no two of which can be more than 20 ft. apart Duration 1 round/level Saving Throw Will negates and Will partial, see text; Spell Resistance yes

By your will, you force the targets to attempt to kill themselves. Each target that succeeds on his or her initial Will save is completely unaffected. Targets that fail their initial Will saves must succeed on a secondary Will save each round at the beginning of their turn. Failure on this secondary Will save causes the target to spend his entire turn attacking himself, inflicting 1d8 + the target's Strength modifier points of damage to the target. Success on this secondary Will save allows the target to act normally for that turn, but he must continue making Will saves each round for the remainder of the spell's duration.

#### RAY OF WEAKNESS

School necromancy [forbidden]; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (a rotting cabbage) Profane Points: 2 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

A black ray extends from your outstretched hand. You must succeed on a ranged touch attack to hit the target. If you are successful, the target must succeed on a Fortitude save or suffer 1d<sub>3</sub> +1 per two caster levels (max 1d<sub>3</sub>+5) points of Strength and Constitution damage. This Strength and Constitution damage cannot reduce the target's ability scores to less than 1, and does not stack with itself or with similar spells (such as *ray of enfeeblement*).

#### **REAPER'S CULLING**

School necromancy [death, forbidden]; Level sorcerer/ wizard 7 Casting Time 1 standard action Components V, S, F (a black burial shroud) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

Dark words and profane gestures precede a vertical opening behind your target, and a quicksilver scythe made entirely of sorrow and loss lashes from that void, striking down your target. The target must succeed on a Fortitude save or have his heart seize, suffering 10 points of damage per caster level you possess. If the target succeeds on his saving throw, the spell turns to you in order to gain the energy it craves, and you suffer 1d4+1 temporary negative levels as your life energy is drained away to parts unknown.



#### SMOKE MAZE

School conjuration (teleportation) [forbidden]; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, F (the pipe of a man 10 years dead) Profane Points: 2 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw none; Spell Resistance no

You transport the target to a mystical maze full of choking and deadly smoke. This functions identically to the *maze* spell, except that the maze is full of animated and violent smoke which deals 5d6 points of damage each round that he fails his Intelligence check.

#### **SPIRIT OF BLACK KNIFE**

School transmutation [forbidden]; Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, F (a minuture representation of a jet black dagger) Profane Points: 1 Range touch Target dagger touched Duration 1 round/level **Saving Throw** Fortitude negates (object); **Spell Resistance** yes (object)

You empower the touched weapon with a trace of the power of the black knife, transforming it into a +1 unholy dagger for the spell's duration. Each round that the dagger is not used to make a melee attack, the spell backlashes, dealing 2d6 points of damage to you. This damage occurs even if you are no longer holding the dagger.

#### SWEET NIGHTMARE

School enchantment (compulsion) [forbidden, mindaffecting]; Level sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (hair taken from a sleeping child) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target up to four creatures, no two of which may be more than 10 ft. apart Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance yes

You speak fell words, and cause a terrible slumber to fall upon the affected creatures. This spell can affect a total number of Hit Dice worth of creatures equal to your caster level, though it cannot affect any single creature with more than 4 Hit Dice. Creatures that fail their saving throw fall asleep and are racked with a terrible shared nightmare. Each round, the spell inflicts an amount of nonlethal damage to each sleeping target equal to 1d4 per creature that is currently affected by the spell (1d4 if there is only one sleeping creature, 2d4 per creature if there are two sleeping creatures, 3d4 per creature if there are three sleeping creatures, and so on). Each round, each affected creature may make a new Will save. Success indicates that they wake up, but cannot act until their next turn. Sleeping creatures can also be woken as a standard action (a use of the aid another action), and awaken automatically if they suffer damage from a source other than *sweet nightmare*.

#### TORTUROUS IMPRISONMENT

School necromancy [forbidden, mind-affecting]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (ashes from a prison fire) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

Walls of black smoke surround your target, followed by the sound of horrible wailing. This spell slowly and agonizingly reduces the target to a mere husk of his former self. If the target fails his saving throw, he is surrounded by a thick black smoke, and is completely paralyzed, except that he retains the ability to speak. The smoke grants the target total concealment. For the spell's duration, each round on the target's turn, he suffers 25 points of damage. Additionally, each round on the target's turn, you can ask the target a single question, which he must answer truthfully to the best of his ability, using up to 25 words. This spell cannot reduce the target to less than 1 hit point.

#### **UNHOLY POWER**

School transmutation [forbidden]; Level antipaladin 2, cleric 2, druid 2, sorcerer/wizard 2, witch 3 Casting Time 1 standard action Components V, S, M (a stake which has been used to kill a vampire) Profane Points: 1 Range touch Target creature touched Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

You infuse the target with energy from the nether reaches, imbuing him with strength driven by a hatred older than the world. The target gains a +6 enhancement bonus to the ability score of your choice for the spell's duration. The dark energies of this spell constantly seek to drain away the target's life force, and at the end of the spell's duration the target must succeed on a Fortitude save (DC equal to *unholy power*'s DC) or suffer 1d6 points of ability damage to the chosen ability score.

#### VISION OF TERROR

School necromancy [emotion, fear, forbidden, mindaffecting]; Level sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (tears of a dog) Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will partial; Spell Resistance yes

You summon forth the dread apparition of a pit fiend, which seems to devour the target, body and soul. Unless the target succeeds on a Will save, he becomes panicked for 1 round and suffers 1d4 points of nonlethal damage per caster level you possess (to a maximum of 5d4 points of damage). A character that suffers any nonlethal damage as a result of this spell is fatigued for 1 round. A character that succeeds his Will save is shaken for 1d4 rounds, instead. Characters with 5 or more Hit Dice receive a +4 bonus on their saving throw to resist the spell.

#### VOICE OF THE SUCCUBUS

School enchantment (charm) [forbidden, mind-affecting]; Level bard 1, cleric 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S Profane Points: 1 Range close (25 ft. + 5 ft./2 levels) Area 10-ft.-radius burst Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

This functions as the spell *charm person*, except that it affects all characters in a 10-foot-radius burst. Additionally, all characters affected by this spell become overwhelmed by a carnal desire for you, and will go to great lengths to pursue a romantic tryst with you during the spell. This often causes characters to interpret requests and orders in ways that they were not originally intended, and sometimes causes groups of characters to turn on one another.



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# Forbidden Spells of Incredible Power!

Everyone knows that there are some spells that are too dangerous, too wild, or just plain too powerful for any ambitious mage to east. These rare, exotic, and above all forbidden spells are few and far between, but the immense opportunity that they provide to those who find a way to claim them is well worth the risks. And the risks are many: not only is there a risk that any practitioner who takes up such a spell will be hunted for dabbling in forbidden and "black" magic, but the spells themselves invite danger, and by casting them, the mage opens himself up for the possibility of losing control, and causing a terrible calamity.

Still, such forbidden magic is highly desirable to spelleasters of every sort, because despite all of that, or perhaps because of it, these spells contain more power than those of the average sorcerer or wizard. Destroy your enemies with powerful killing spells like power word massacre and damnation, or take up more defensive magic, like mirror of the witch, which surrounds the easter with nigh—impenetrable mirrors that protect her from all forms of attack. Alternatively, east dance of demons, and laugh as your victims destroy themselves and each other by enacting a wrock's dance of ruin. Strip virtually any target of spelleasting ability with demise of the warlock, or force your victims to kill themselves with proclamation of suicide.

The Book of Forbidden Magic includes 4.7 new spells with the forbidden descriptor. These spells are more powerful than traditional spells, but come with a drawback in the form of profane points, and the possibility that each time one is cast, they may cause a horrible calamity to befall the caster. The book also contains detailed rules governing profane points and calamities, including nearly 50 different specific types of potential calamities, from horrible magical backlash of various sorts to accidental planar rifts of all kinds and numerous sorts of mental intrusion by otherworldly entities. If you want spellcasting in your game to be more exciting, or are looking for more options for your character and enjoy taking risks and dabbling with powers man was not meant to know, look no further than *The Book of Forbidden Magic*.

