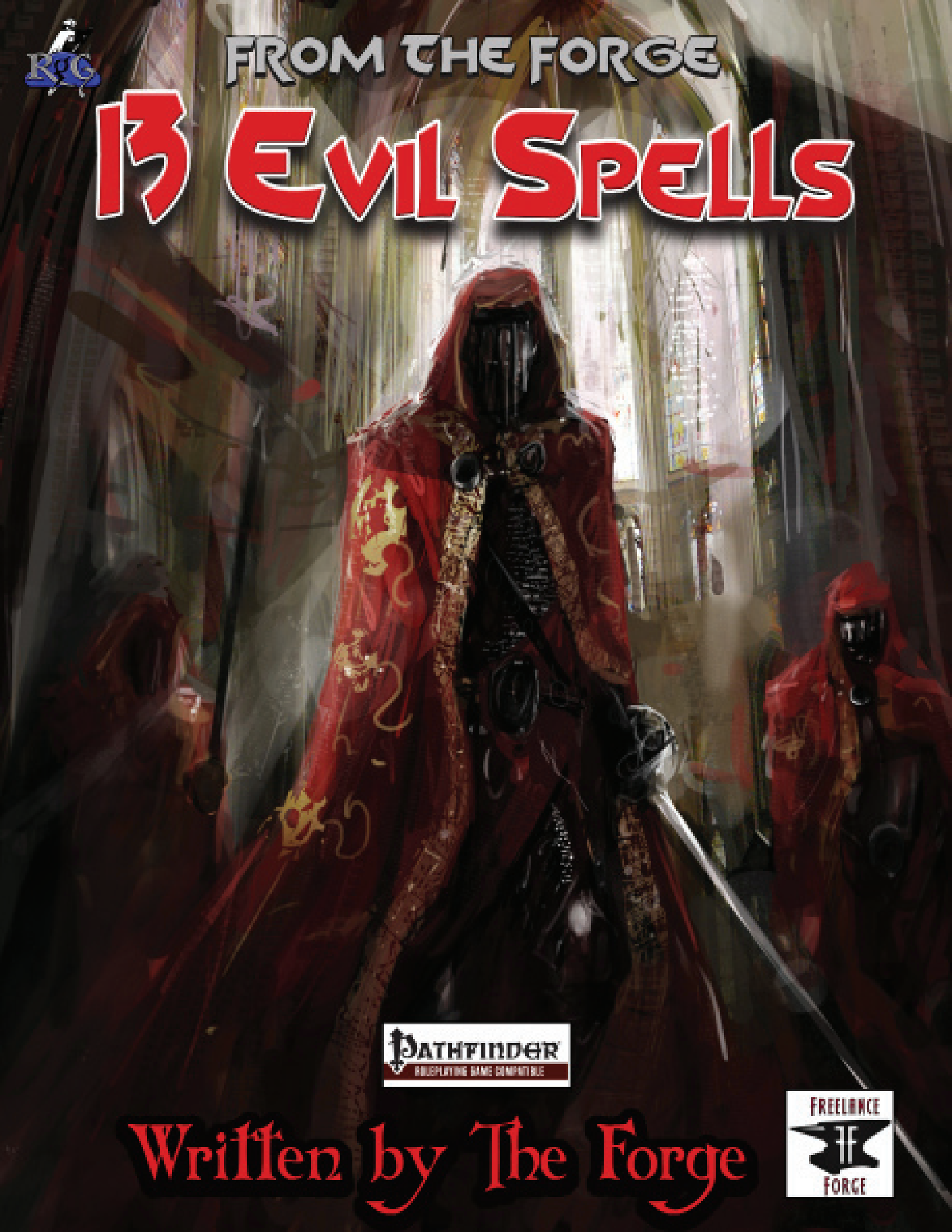

FROM THE FORGE
13 Evil Spells
Pathfinder
Roleplaying Game Compatible
Written by The Forge
Freelance
Forge

Freelance Forge is a think tank of new game designers many of whom have appeared in design contests for the *Pathfinder Roleplaying Game*. We joined together to continue issuing challenges and daring one another to hone our favorite weapons, our pencils and minds.

We present this wicked spell book from the creative minds of Nick Wasko, Clay Blankenship, Mike Kimmel, Andrew Marlowe, Jacob W. Michaels, Mark Nordheim, and Victoria Jaczko. Inside you will find 13 new evil spells for the *Pathfinder Roleplaying Game* perfect for adding a unique malevolence to your latest villainous character.

From the Forge: 13 Evil Spells

Arculf glanced around the rocky outcropping that provided him cover from the searching goblins.

"Where are they?" He muttered to himself. The mercenaries were a no-show for their rendezvous point. They may not have been the finest fighters but they would have been a welcome sight right now. Cornered and alone, he made his decision, he couldn't fight all the goblins by himself, but necromancy meant a cleric among enemies was never alone. Arculf drew his unholy symbol from his chain shirt and spoke sibilant words of prayer to his goddess for aid.

A dark ray of energy lanced out briefly connecting the necromancer to the nearest goblin. The goblin gasped and a scream cut off in his throat. Arculf summoned the skeleton hidden deep within his enemy's flesh.

"Come to me my little army," he taunted the bones. The skin and muscles of the fallen goblin split across back and shoulders where bones broke free and followed the commands of their new master. Blood and entrails sprayed the surrounding goblins, sending them into chaos.

"One down ..." the dark cleric smiled to himself. Another goblin collapsed in agony as the fell ray found its target. This skeleton also answered the call of its master.

"Two allies are better than none," Arculf thought to himself as he pulled something from his component pouch. As skilled in the martial ways as in magic, Arculf moved into melee with his mace in one hand while his medallion of faith shone upon his chest.

The cleric closed with a third goblin, "You don't look too good son." Arculf reached out with his hand and spoke the prayer of consumption. *The goblin doubled over as he vomited the contents of his stomach on the rocky floor. Arculf's skeletal companions cleared the way as he made his escape to find his allies.*

New Spells

Below are 13 new spells, all of the evil subtype.

Blood Shackles

School conjuration (creation) [evil]; **Level** cleric 6, sorcerer/wizard 6, witch 7
Casting Time 1 standard action
Components V, S, M/DF (six drops of blood and a small piece of twine)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level
Saving Throw Fortitude negates
Spell Resistance yes

You cause blood to erupt from the target of this spell inflicting 3d6 points of damage. This blood instantly transforms into red barbed-iron chains and shackles that wrap around and bind the target in place, effectively pinning the subject. You gain a +1 enhancement bonus for every two caster levels to CMB and CMD as they relate to binding your target.

Each round, on its turn, the subject may attempt to escape these bonds, but in doing so causes herself an additional 2d6 points of damage.

Bonewrench

School necromancy [evil]; **Level** cleric 6
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw Will partial; **Spell Resistance** yes

A dark ray of negative energy emanates from your unholy symbol. When this ray strikes a living target with an internal skeleton the target's bones painfully wrench and attempt to rip free of the target's body.

You must succeed on a ranged touch attack to strike a target. The target takes 10d8 points of damage +1 point per caster level. If the target's Will save succeeds, he instead takes 3d8 points of damage +1 point per caster level. If the target dies from the effects of this spell, the target's skeleton rips free of its corpse, animated as a skeleton of the appropriate type under your control as per *animate dead*.

Consumption

School necromancy [disease, evil]; **Level** antipaladin 2, cleric 2, druid 2, shaman 2, sorcerer/wizard 3, witch 2
Casting Time 1 standard action
Components V, S, M (a piece of spoiled meat)
Range touch
Target living creature touched
Duration instantaneous or 1 hour/level; see text
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell fuels rapid growth of infectious agents within the target. All diseases incubating within the target take effect immediately (the onset period is effectively completed). If the target is already suffering the effects of any diseases, this spell resets any previous saving throws he may have made toward curing the disease. If the target is not currently infected with any diseases, he instead takes a -4 penalty on all Fortitude saves to avoid contracting diseases for 1 hour/level.

Corrupt Energy

School necromancy [curse, evil]; **Level** antipaladin 2, cleric 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 hour/level or until discharged
Saving Throw Will negates and Will half; see text;
Spell Resistance yes

A dark ray shoots from your hand. You must succeed on a ranged touch attack to strike a target. The next time the target uses positive energy (such as a cure spell or the channel energy ability) to heal a living creature, he instead produces an equal amount of negative energy, which injures those affected by his energy.

Instead of any saving throw normally granted by the corrupted healing source, those affected by the corrupted healing may make a successful Will save (DC equal to that of corrupt energy) to reduce the damage by half.

Corrupt Haze

School abjuration [evil]; **Level** alchemist 4, antipaladin 4, bloodrager 4, cleric 4, inquisitor 4, witch 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
Saving Throw Will partial; **Spell Resistance** yes

This spell creates a murky aura of profane energy around you. Any good creature striking you with a melee weapon (except reach weapons), natural weapon, or unarmed strike takes 1d6 points of unholy damage +1 point per two caster levels (maximum +10), and becomes sickened for 1 round (Will negates). If a creature is already sickened, add one round to the duration of the condition.

The aura also diminishes the impact of holy attacks. You only take half damage from effects that preferentially harm evil creatures, such as *holy smite* or the extra damage caused by *holy* weapons. If such an attack allows a Will save for half damage, you take no damage on a successful saving throw. This spell has no impact on additional afflictions caused by these effects, such as the blindness caused by *holy smite*.

Curse of Worms

School conjuration (summoning) [chaotic, curse, evil]; **Level** magus 6, shaman 6, sorcerer/wizard 6, summoner 6, witch 6
Casting Time 1 standard action
Components V, S, M (a live worm)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude negates, see text; **Spell Resistance** yes

You inflict a horrible curse on your target. When your target is wounded, each round, wriggling masses of abyssal worms, crawl out of her injuries. This deals one point of Constitution damage, and forms a fiendish leech swarm in the target's space. The swarm counts as a summoned creature under your control.

Each round, the subject receives a new Fortitude saving throw to break the curse. If at any point the subject is fully healed, the curse ends. If the subject is able to break the curse, any swarms already generated remain for the duration of the spell.

Dark Contract

School evocation [evil, lawful]; **Level** cleric 9, sorcerer/wizard 9, witch 9
Casting Time 10 minutes
Components V, S, M (special parchment and inks worth 1,500 gp)
Range touch
Target creature touched
Duration instantaneous; see text
Saving Throw none; **Spell Resistance** no

You offer the subject a contract similar to what devils use to gain control of a creature's imortal soul. Unlike a true devil's contract, you gain power over the subject's soul only while it is alive. In order for the magic to take effect, the subject must be willing, and both you and the subject must sign your true names to the contract.

Once the contract is signed, the subject gains access to a *limited wish*, granting it any effect it desires within the limits of that spell. The *limited wish* must be used within one hour. In return, you permanently gain power over the subject's soul: the subject suffers a -8 penalty to saving throws against all enchantment (compulsion) and divination (scrying) spells cast by you. You also gain a +8 bonus to caster level checks to overcome the subject's spell resistance against spells of those schools. In addition, you ignore any *mind blank* and *nondetection* spells, or similar effects protecting the subject.

After the spell takes effect, two copies of the contract come into existence – one to be kept by the subject and one by you. If both copies of the contract are destroyed, the *dark contract* is broken. The *limited wish* granted by this spell represents the power of the contract, itself. If the *dark contract* is broken, the effect of the *limited wish* is undone. In some cases, this is easy to ajudicate: damage done is removed, healing gained is lost, anything created ceases to exist.

In other cases, it's difficult to foresee the exact consequenses of destroying a contract, the GM has final say on the outcome. Each time you cast this spell, you must take responsibility as a player to keep track of what *limited wish* it grants. A creature may not be the subject of more than one *dark contract* at a time.

Your control over the subject of this spell can also be ended by a *wish* or *miracle*, but not by any other mortal magic. Ending the power of the *dark contract* in this way does not undo the *limited wish* it granted.

Exsanguination

School necromancy [evil]; **Level** bloodrager 4, druid 4, magus 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a drop of blood)
Range Close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/2 levels
Saving Throw Fortitude half; see text; **Spell Resistance** yes

This spell causes blood to start pouring out of the target's orifices, causing it to suffer bleed damage equal to the caster's level. A successful Fortitude save reduces the bleed damage by half.

The blood loss is devastating – unlike normal bleed damage, it's not immediately stopped by any application of healing. Each time the target receives magic healing, the source of that healing makes a caster level check (DC 10 + caster level of the *exsanguination*), ending the bleed effect on a successful check. A succesful Heal check reduces the bleed rate by 1 with a DC 15 skill check. Multiple successful Heal checks are cumulative.

Any allies of the bleeding victim who can see him must make a Will save at the save DC of the *exsanguination* spell, or be sickened for one round.

The bleed effect of multiple *exsanguination* spells do not stack. The spell does not work on creatures without blood, such as most oozes, constructs, and undead.

Heart-Eater Curse

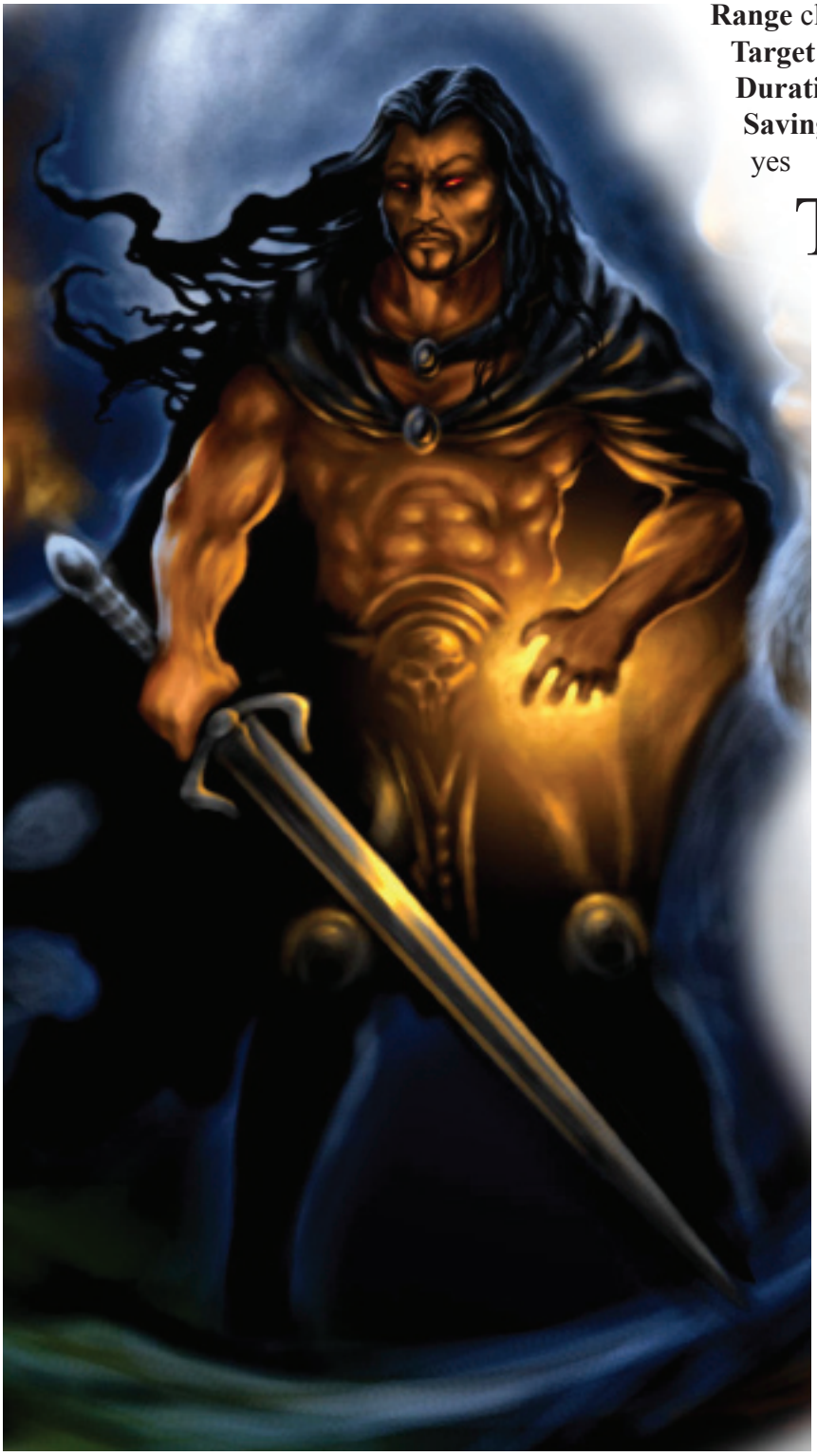
School transmutation [evil]; **Level** cleric 5, druid 4, ranger 4, shaman 4, witch 4
Casting Time 1 hour
Components V, S, DF, F (likeness of target)
Range see text
Target one living creature of 3 Intelligence or higher
Duration Permanent
Saving Throw Will negates; **Spell Resistance** yes

By chanting over an object with the likeness of your chosen target (a portrait, doll, figure, etc.), you curse her with a ferocious and cannibalistic hunger. The difficulty of the target's save is modified by your familiarity with the subject and what sort of physical connection you possess, as per the modifiers for *scrying*.

If the save fails, the target is afflicted with ravenous hunger. The victim suffers the effects of starvation, but the Constitution check is repeated every hour instead of every day. Unlike normal starvation, the target is never knocked unconcious, or killed by the effect. The victim quickly finds that no amount of normal food satisfies the hunger and starvation continues, combined with an insatiable longing for meat freshly stripped from bone.

At any time the target has access to a fresh humanoid or animal corpse, she must make a successful Will save to resist immediately feasting upon it, as a full-round action. This satisfies the hunger for 1d4

hours and bestows a +2 profane bonus to Strength, Constitution and saving throws (except Will saves) until the hunger resumes. The target will crave an even fresher meal and, when hungry again, must make a successful Will save the next time she is alone with a living humanoid, or else attempt to kill that person for a meal. If the target makes an initial Will save against this spell, she cannot be affected by this spell again for one week.



The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Incite Greed

School enchantment (compulsion) [emotion, evil, mind-affecting]; **Level** bard 2, inquisitor 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components S, F (a gold coin)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

The target is compelled to steal a specific, visible item of your choice. The theft may be carried out in any reasonable manner, but the target may not take any actions, other than in self-defense, that do not help with this goal. The target receives a +2 morale bonus on any combat maneuver or skill check involved in the theft. This spell does not compel the target to take any obviously life-threatening actions. This spell's effect ends immediately if the target is attacked by anyone (including the item's possessor).

Once the item is in the target's possession, the target cannot take any action that he reasonably believes will lead to losing the item.

Rumor

School enchantment [evil, language-dependent, mind-affecting]; **Level** bard 2, shaman 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 40 ft. radius
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

You point at a subject and speak aloud a statement about the subject you believe is untrue. Creatures within the spell's area must make a Will save or believe that your statement about

the subject is factual. If the statement strains credulity (claiming the subject is something he clearly is not, for example) then these Will saves are made with a +5 circumstance bonus. You cannot control what actions those who believe the rumor will take; they will act in accordance with their personalities and alignments.

The subject may attempt to convince a target that the *rumor* is not true by making a Diplomacy check with a DC of 10 + the Will save DC of the *rumor*. If that fails, the target cannot be convinced the *rumor* is untrue for 24 hours.

Steal Thoughts

School enchantment [evil, mind-affecting]; **Level** antipaladin 3, bard 3, inquisitor 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, M (a shred of blank paper)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

The target loses her memory of the past minute, and you gain those memories. As a result of the theft, you discern the truthfulness of the target's words for the previous minute and you become aware, in a general sense, of her ongoing actions (such as a deception) and immediate plans. As a result of confusion about where she is and what she's doing, the target is staggered for 1 round. When the spell ends, the target regains her memories.

Whispers of Evil

School enchantment [evil, mind-affecting]; **Level** antipaladin 2, bard 3, cleric 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

You lure the target into a new, darker outlook on life, turning its mind to evil. The target of this spell must succeed at a Will save or its alignment immediately changes from good or neutral to evil.

This spell doesn't cause the target to gain any special affinity for the caster, but could cause it to view the caster's actions in a different light. Any target whose abilities are dependent on its alignment immediately loses those benefits (such as a paladin, or a cleric whose alignment moves more than one step from its deity's). Once returned to its original alignment, the target does not need an atonement spell to make up for the alignment change, but may need one for deeds it committed while under the influence of the spell.

Whispers of evil may be made permanent with a *permanency* spell, at a cost of 15,000 gp.

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Mike Kimmel- *corrupt energy*
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