

## Introduction

Welcome to More Blasphemous Secrets and More Forbidden Lore! Make yourself at home, in whatever foul, depraved way you like,

So the first book didn't have enough Blasphemous Secrets and Forbidden Lore for you, eh? It's all right. We understand. Who could ever have enough Blasphemous Secrets and Forbidden Lore? Especially at low-low prices that can't possibly last?

## **Golly Mr. Thomson, Could You Tell Us About the Idea Behind This Book?**

Why I'm glad you asked! The idea behind this book is to improve the versatility of your spellcasting characters without making them any more powerful. To give DMs and players more options for spell effects without disrupting the game's balance.

I don't want to replace the existing spell system (that sounds like work!) or to force you to buy any of the other books in this series in order to make use of this one (although come to think of it, that's a great idea—why don't you go out and buy them all right now). Instead, I want to give you a big jumbled up toybox full of grisly occult weirdness, for you to rummage around in as you please. I want you to be able to pick and choose as many or as few spells from this book as you like. If only one of them meets your standards, you should be able to pull it out and use it by itself without having to adopt anything else.

For this reason there aren't any totally new game mechanics in this book, and there aren't any

spells that require other spells to work. No new systems to learn or mathematical formulae to memorize. It's made for ease and speed.

This also means that the spells aren't spread evenly across classes and levels. Since they are meant to add to and improve the existing system, rather than substitute for it, there's no reason why you would need the same number of (for example) 3<sup>rd</sup> level Bard spells as 8<sup>th</sup> Level Protection spells. This frees me up to concentrate on giving you stuff that's fun and useful, rather than having to laboriously fill in the blanks. Hopefully the quality of the work benefits.

One unfortunate side effect of taking the “pick and choose” approach is that there may be places where I have to repeat myself. Because I want the spells in this book to be as modular as possible, if two spells work in much the same way, it's better for me to repeat the information than to send you searching through the book for the other spell's description. This means more work for me and less for you, which is frankly how it should be, since you're paying me money rather than the other way around (all those of you who pirated your copies should feel free to snicker now)

On the plus side, this means that you will never hear me say anything like: “*Advanced Scrumfubulation* works exactly like the spell *Basic Scrumfubulation*, which you can find on page 438, although the entry just refers you to *Less-Than-Basic Scrumfubulation* on page 947 which will tell you that it's the opposite of *Anti-Scrumfubulation* which you can find on page 3 of a completely different book which I'd be happy to sell you once I finish writing it.”

This will also spare you the trouble of hunting me down like a dog.

## **Don't Some of These Spells Goof up Game Balance?**

Gee, I sure hope not! I put a lot of effort into trying to keep that from happening. In fact, some of them might be a little underpowered for their level. If you see a place where I've made a mistake, and a particular spell seems either too powerful for your game or not strong enough for your PCs to bother with selecting, adjust its level up or down. A two level shift can make a huge difference in how powerful a spell becomes, relatively speaking.

## **Are The Spells in this Book Open Game Content?**

They sure are. You bought them and now they're yours, to do with as you will. Use them in your own work if you want—but if you directly transplant the text from this book into your own publications, I'd really appreciate it if you mentioned me in the credits. The only use I'd object to would be if someone tried to take my work and publish it in another collection of spells (*Nasty Rituals and Unsavory Rites*, or some such).

## **But Where Can I Find Even More Blasphemous Secrets and Forbidden Lore?**

Still not enough Blasphemous Secrets and Forbidden Lore, eh? Why am I not surprised to hear *you* say that? Still, I know the hunger gnaws, and I sympathize.

Fortunately, by a strange coincidence I am presently working on a book with that very title (*Even More Blasphemous Secrets and Forbidden Lore*). In fact it should be ready in just two or three weeks. We'll see if it can finally slake your thirst for awful secret things.

## Abjure the Power of Darkness

Abjuration [Good]

**Level:** 8th Cleric

**Components:** Verbal, Somatic

**Casting Time:** Free Action

**Range:** Medium (100 ft.radius + 10 ft./level)

**Target:** Any and all evil spellcasters within the spell's radius of effect (which must always be centered on the caster).

**Duration:** Instant

**Saving Throw:** See Description

**Spell Resistance:** Yes

**Description:** Negates evil Summonings, Conjurations and Evocations. When this spell is cast, anyone within the spell's range who has an "evil" alignment and is presently casting a Summoning, Conjunction, or Evocation spell must make a Willpower Saving Throw at a -8 or the spell fails. Spells that have been disrupted in this way are lost and must be re-memorized normally. It does not matter what the Summoner is trying to call. The spell will disrupt an angelic manifestation as easily as a demonic one.

Please note that this spell does not banish or disrupt entities or spell effects that have already been Conjured, Summoned or Evoked. It does however make summoned creatures angry. Any summoned entity with an Intelligence of greater than 6 knows that someone in the immediate vicinity has cast this irritating spell. It will want to seek the caster out and harm them, unless doing so would violate its master's commands. If the summoned entity has an Intelligence of greater than 18, they will know exactly who cast the spell and where they were standing as they cast it. They will even know the caster's name, through some incomprehensible magical means.

The DM should adjudicate this carefully. A Good creature summoned by an Evil spellcaster

probably won't attack anyone who tried to cast "Abjure the Powers of Darkness" and may even be favorably disposed to the caster (or may be angry and offended that the caster used a spell made to banish evil forces on them, impugning their Goodness).

## Abjure the Power of Chaos

Abjuration [Law]

**Level:** 8th Cleric

**Components:** Verbal, Somatic

**Casting Time:** Free Action

**Range:** Medium (100 ft.radius + 10 ft./level)

**Target:** Any and all chaotic spellcasters within the spell's radius of effect (which must always be centered on the caster).

**Duration:** Instant

**Saving Throw:** See Description

**Spell Resistance:** Yes

**Description:** Negates Summonings, Conjurations and Evocations cast by the forces of Chaos. When this spell is cast, anyone within the spell's range with a "chaotic" alignment who is presently casting a Summoning, Conjunction, or Evocation spell must make a Willpower Saving Throw at a -8 or their spell fails.

Spells that have been disrupted in this way are lost and must be regained normally.

The summoner's alignment is the key to this spell, rather than the alignment of the creature or force that they are trying to summon. If a chaotic spellcaster is trying to summon a neutral or even a lawful entity, the conjuration still goes awry.

"Abjure the Power of Chaos" does not banish or damage entities or spell effects that have already been Conjured, Summoned or Evoked before it was cast. It does however annoy them. Any summoned entity with an Intelligence of greater than 6 knows that someone in the immediate vicinity has

cast "Abjure the Power of Chaos" and will want to find the caster and punish them (unless doing so would violate its master's commands). If the summoned entity has an Intelligence of greater than 18, they will know exactly who cast the spell and where they stood as they cast it

If a Lawful character casts Abjure the Power of Chaos and a Lawful summoned entity is within the spell's radius of effect, the summoned being will probably be indignant and offended that the caster would cast such a spell on them, but they might be willing to listen to reason rather than attack the caster, depending on the circumstances. This is a matter to be resolved by the DM, should it come up. Weigh the circumstances carefully and take the entity's personality into account, as well as the question of how well it can communicate or understand explanations.



## Arrow of Hate

Transmutation [Death]

**Level:** 3rd Sorcerer/Wizard

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 round

**Range:** Touch

**Target:** One non-magical arrow

**Duration:** 1 round per caster level

**Saving Throw:** Willpower negates (object)

**Spell Resistance:** Yes (object)

**Description:** Creates a temporary, limited version of an Arrow of Slaying. The caster inscribes a victim's name on the arrow as they cast the spell (they must know the intended target's true name, or the spell is ineffective). If this arrow hits that particular target while the spell is still in effect, the target must make a Willpower Saving Throw or die instantly.

It must be a singularly disagreeable way to die--victims of this spell never look peaceful. Apart from that, there is nothing blatantly magical about their death. They appear to have taken a lethal arrow wound and to have died in great pain from it. Only a Detect Magic spell or some other form of divination will reveal that there was anything unnatural about the manner of their passing.

The arrow will affect whoever's name is written on it, regardless of whether or not they are who the spellcaster thinks they are. If for example a prospective target is impersonating someone else and the spellcaster knows them only by their alias, the arrow will be keyed to slaying that person whose name they have used. This can have all kinds of awkward consequences, best left to the devious imagination of the DM.

## Arrow Pact

Abjuration

**Level:** 3rd Bard, 2nd Cleric, 2nd Protection, 3rd Sorcerer/Wizard

**Components:** Verbal, Somatic

**Casting Time:** 1 Minute

**Range:** Touch

**Target:** One living subject touched by the caster.

**Duration:** 10 minutes per caster level

**Saving Throw:** Willpower negates (harmless)

**Spell Resistance:** yes (harmless)

**Description:** Arrows avoid hitting the subject of this spell. For the spell's duration, the subject gains 15 points of damage resistance vs. arrows, 5 points of

Damage Resistance vs. crossbow bolts and 3 points of Damage Resistance vs. darts.

The effect of this spell can be subtle if the target is a long ways away from the attacker or utterly blatant if they are at point blank range (the arrow will visibly try to avoid hitting the target). The DM should determine how obviously magic is at work here based on the individual circumstances.

The spell would also give the subject its full protection from being stabbed with an arrow, should this ever happen.

## Black Flame

Evocation

**Level:** 2nd Sorcerer/Wizard

**Components:** Verbal, Somatic, Focus

**Casting Time:** Standard Action

**Range:** Touch

**Target:** The caster's staff.

**Duration:** 1 minute per caster level

**Saving Throw:** None

**Spell Resistance:** Yes

**Description:** An eerie black flame springs forth from the end of the caster's staff. It sheds no light, gives no warmth and cannot be used to start other fires, but for the duration of the spell it will do an extra 2d4 flame damage to any target struck by the staff.

The Black Flame is visible in darkness, although it sheds no useful light and at the DM's discretion it may alert hostile forces to the spellcaster's presence. Make all Hide rolls at a -2 penalty while holding a staff with this spell on it.

For some reason the spell only works on staves, and can only be used on a staff that the caster is holding themselves. If the caster sets the staff down or gives it to someone else (or for that matter has it taken away from them), the flame goes out and the spell ends prematurely. At the DM's discretion it

might be possible to use this spell on an improvised staff that the caster has picked up on the spot. For this to work, the piece of wood must be the same size (Large, 4 pounds), have the same Hardness (5) and the same number of Hit Points (2) as a Quarterstaff.

## Blade Pact

Abjuration

**Level:** 4th Bard, 3rd Cleric, 3rd Protection, 4th Sorcerer/Wizard

**Components:** Verbal, Somatic

**Casting Time:** 1 Minute

**Range:** Touch

**Target:** One living subject--either the castet themselves or another character.

**Duration:** 10 minutes per caster level

**Saving Throw:** Willpower negates (harmless)

**Spell Resistance:** yes (harmless)

**Description:** No metal blade will harm the subject of this spell. If the subject is stuck by one, the blade will turn aside and refuse to bite. For the spell's duration, the subject gains 15 points of damage resistance vs. any attack by any slashing weapon made of metal. They also have 10 Points of Damage Resistance vs. shortswords, rapiers and other swords that do piercing rather than slashing damage. The spell provides no resistance at all against spears, arrows, bludgeoning weapons or blades that aren't made of metal. It's the weapon's actual striking surface that has to be made from metal—it would work against an axe with a bronze head and a wooden handle, but not against an obsidian knife with a handle made of gold. If the subject is struck with the flat of a blade, the damage resistance still applies. If however they are struck by the handle or pommel of a weapon, they take normal bludgeoning damage.