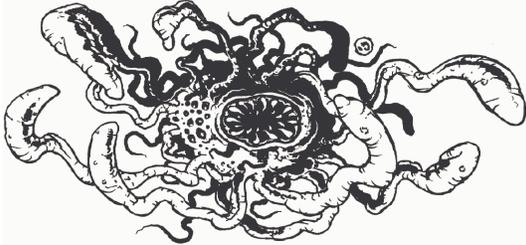


BLASPHEMOUS SECRETS AND FORBIDDEN LORE

A Thousand Squirming Children of the Void



Evocation

Level: 4th Sorcerer/Wizard

Components: Verbal, Somatic

Casting Time: Takes 1 full round to cast, goes off at the very beginning of the next round, before anyone has a chance to take any actions.

Range: 5 foot radius per caster level

Target: Circular radius effect, always centered on the caster

Duration: Instant

Saving Throw: Fortitude Halves Damage

Spell Resistance: Yes

Description: The air fills with writhing, polypous larva, all tentacles and blanched transparent flesh. They sting and sting, poisoning anyone in the target area but the spell's caster.

Every living creature attacked by the Children of the Void must make a Fortitude Saving Throw or take 1d6 poison damage per caster level (up to a maximum of 15d6). If they succeed, they still take half that damage.

The caster can't instruct the Children of the Void to spare some potential victims and sting others—they sting everything alike. If the caster moves out of the 5 foot square they are standing in after they cast the spell, the Children will sting them too.

On the round that the spell goes off, everything in the target area gains 100% cover, both from the swarming mass of polyps in the air and the weird way space seems to distort around them.

The Children of the Void are not wholly material and come from some utterly alien version of reality. They can manifest underwater or in the airless depths of space with no difficulty. They can see and pass through normal matter as though it were not there. Even a Wall of Force is useless against them, since they'll just materialize on the other side of it. They can hit ethereal and incorporeal targets with no difficulty, although few incorporeal creatures are vulnerable to the effects of poison.

They can only be hit themselves by ethereal attackers, but this does little good in any case. They

will pop apart in a very satisfying manner when struck, but there are so many of them, filling every cubic inch of space, that no amount of damage you can do to them will change the spell's effects. Kill as many as you like, it won't even give you a bonus to your Saving Throw.

A major area-effect offensive spell like a Delayed Effect Fireball (and remember, the Children appear before anyone else can cast a spell that round) will actually annihilate enough of the Children that anything in its own area of effect will only take damage from itself. For example, if one spellcaster summoned the Children of the Void, and another one dropped a Delayed Blast Fireball twenty feet away, when both spells go off at the beginning of the next round, anyone unfortunate enough to be standing in the space where the two intersect would only take damage from the Fireball.

The effects of the poison are vivid, grotesque and utterly distinctive. Anyone who has previously seen people killed by the spell before will know exactly what left these swollen corpses, all twisted and purple, without even having to make a roll.

Awful Secrets Sprout Black Flowers

Transmutation

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

Components: Verbal, Somatic

Casting Time: Standard Action

Range: Close (25 feet +5 feet for every two caster levels)

Target: One living subject, selected by the caster.

Duration: Lasts until negated by a Dispel Magic or Remove Curse spell

Saving Throw: Fortitude negates

Spell Resistance: Yes (object)

Description: This revolting curse can only be cast on a target who has some secret that they won't divulge. If they fail the saving throw, their flesh sprouts a pulsing black rose, fat with their blood. This is agonizingly painful and does 1d3 damage that won't heal until the spell is broken.

Each day they continue to keep the secret, another rose blooms. The DM should decide which part of their body each black rose buds from. They have a way of bursting up out of inconvenient, painful spots like from under the target's fingernails, the spaces between their teeth and the corners of their eyes.

After the third day the pain grows so intense that the target will lose a point of Charisma every day (it's hard to be charming when all you can think about are the warm, throbbing blossoms digging their way up out of your flesh). After the sixth night they will begin to lose a point of Wisdom each day, as well.

It is possible for the afflicted character to conceal the visible effects of their condition with a Disguise Roll vs. DC 15. They can also cut the flowers off or pull them out, although this doesn't help the Characteristic loss and does an additional 1d4 damage per blossom removed. At least this damage heals properly!

The spell can be broken by a Remove Curse, a Dispel Magic or of course by really powerful spells like Wish and Atonement. It can also be taken off by the caster, whether or not they are physically present. If the target tells the secret to at least one of the people they are trying to conceal it from, the spell is broken.

Burn, Burn, Burn!



Evocation [Flame]

Level: 6th Sorcerer/Wizard

Components: Verbal, Somatic

Casting Time: Standard Action

Range: Close (25 feet +5 feet for every two caster levels)

Target: One living subject, selected by the caster.

Duration: Lasts until negated by a Dispel Magic or Remove Curse spell, or until 20 rounds elapse

Saving Throw: Willpower negates

Spell Resistance: Yes

Description: Once this spell has been cast, it does 1d4 Flame damage to the target every round until they receive a Dispel Magic, Remove Curse, the Caster takes the spell off (this takes a Standard Action and requires them to speak aloud), 20 rounds elapse or else the target falls down and dies.

The target's gear and armor don't take damage from this spell. In fact they won't even be warmed up by it. Smoke may appear to rise from the target's clothes as the spell takes its course, but it's their flesh that is smoldering, not their garments.

It does not take any concentration to maintain this spell once it has been cast. However, it will end in 1-4 rounds if the caster is killed or

rendered unconscious. Dousing the target in water or smothering the flames won't help. They just keep burning. It is in fact possible to cast this spell underwater. If cast underwater the spell's effects are exactly the same. It does not heat up the water. In fact, evil giants sometimes use this spell to make novelty chilled deserts with hapless adventurers, who roast themselves in your dish without even melting the ice cream.

Curdle Milk

Transmutation

Level: 1st (Bard), 1st (Cleric), 1st (Sorcerer/Wizard)

Components: Verbal, Somatic

Casting Time: Standard Action

Range: Close (25 feet +5 feet for every two caster levels)

Target: Ten gallons of milk or one milk-giving animal, per caster level.

Duration: Effect is permanent on the milk itself, but can be lifted from a living creature with a Cure Disease, Dispel Magic or Remove Curse spell

Saving Throw: None, unless it is cast on a living target, in which case she is entitled to make a Fortitude Saving throw to negate the spell's effects. (object)

Spell Resistance: yes (if cast on an animal or person)

Description: A witchy classic, dear to the heart of every cackling coven of hags! This spell can either be used to render 10 gallons of milk per caster level undrinkable, or else to render one milk-giving beast per level incapable of yielding edible milk. So, for example, a 20th level spellcaster could either taint 200 gallons of milk, or afflict 20 different animals (although many spellcasters at that level of their profession are loath to admit even knowing a spell this low and sordid).

If the spell is used to afflict a living animal, they are entitled to a Fortitude Saving Throw to resist its effects.

Milk tainted by this spell isn't actually poisonous, it just looks smells and tastes foul, and has no nutritive value. If it is cast on an undead cow, or a demon cow, or some other supernatural beast that somehow gives evil milk (whatever that means) then it makes the creature's milk even more appetizing to whatever depraved entities favor it, although this has no specific game effect.

Yes, the spell does work on people and other sentient beings. This can lead to a few puzzling questions. For example, do elves give milk? Every piece of fantasy art I've ever seen would appear to indicate an emphatic "yes", but that's really up to the DM to resolve.

Curse of the Screaming Wounds

Transmutation [Evil]

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

Components: Verbal, Somatic

Casting Time: 1 round

Range: Close (25 feet +5 feet for every two caster levels)

Target: One living subject, selected by the caster.

Duration: Lasts until negated by a Remove Curse spell

Saving Throw: Fortitude negates

Spell Resistance: Yes

Description: If the target fails their saving throw, they lose 1d6 hp per round for 3 rounds. For each HP worth of damage they suffer, one fanged, screaming mouth opens in their flesh. These raw, jagged-toothed wounds do not heal until the spell is broken and they shriek constantly, never pausing.

It is very difficult to sleep when your wounds scream and hurt and gnash their teeth all night. No one under the effects of this curse can use their sleep periods to regain any lost spells or psi points and they regain only 1/4 of the usual Fatigue. The target will also suffer a -4 penalty on all attempts to Concentrate.

Anything in the vicinity is at once alerted to the afflicted character's presence and any attempt they make to Move Silently suffers a -10 penalty. Armor will only slightly reduce the noise. If the target wears leather armor they will Move Silently at a -8 and if they wear any kind of mail up to and including plate they will roll at a -6.

It is usually considered unattractive to walk around with a bunch of fanged screaming mouths bleeding and slobbering all over your clothes. Unless the spell's target lives in a very strange and deeply evil society, they suffer a -4 penalty to all reaction rolls. At the DM's discretion, particularly xenophobic or superstitious people may attack the character on sight. There may be a few particularly loathsome and degenerate tribes of gnolls who actually regard the wounds as becoming and Drow may find them chic, but this too is strictly a matter for the DM to determine (for all I know the Drow might in fact think that wearing screaming wounds all over your body looks like you're trying too hard to be cool, or it might just be out of fashion this year).

The screaming wounds open up at totally

random locations on the target's body. There is probably no point in keeping track of precisely where each wound is located. Assume that at least one is in some spot that's difficult to conceal (the character's face, neck, the palms of their hands, etc.) so if they attempt to use the Disguise skill to conceal their condition they will roll at a -4 penalty.

For every four points of damage the target takes from this spell there is a 1/6 chance that a screaming wound has opened up on the bottom of one or both feet, reducing all their movement (except swimming) by half. Creatures that don't have feet aren't subject to this effect.

It is possible, although not worth the effort, to muffle the screaming mouths by making a Disguise Roll vs. DC 18. This reduces all the penalties associated with them by 2 (it's still possible to faintly hear the wounds scream). It generally makes the target look a little strange, since the process of muffling the wounds involves winding lengths of cloth around big areas of their body. However, the real drawback to concealing the curse in this way is that it only works briefly. Each round the wounds will attempt to bite anything they come into contact with. They have a +2 attack bonus and do 1d3 damage each. In just a few rounds they will almost certainly chew through anything that they have been gagged with, leaving the character no better off than before. Please note that they can also eat their way through padded or leather armor, which doesn't ruin it's protective value, but does keep it from concealing them. It also looks really nasty when the screaming wounds gnaw their way up from beneath.

Anyone who tries to touch the wounds (to try to muffle them or to attempt some kind of medical aid) risks being bitten.

An enterprising character who is suffering from this curse can actually use their affliction as a weapon. If they make a successful unarmed attack or grapple, 1d4 of their wounds will bite the target of their attack. If they continue grappling the target, 1d4 of the gobbling mouths will have a chance to make attack rolls each round.

Only a Remove Curse spell or some other more powerful abjuration will undo the Curse of the Screaming Wounds. Dispel Magic is not sufficient. The caster may release the target at will, whether or not they are actually present. They can also set a simple 5-word condition that will break the spell ("do something totally selfless," "guess my name", "marry my hideous daughter", etc.)