

Table of Contents

Introduction	4	Nose of the Dog	25
Ace of Swords	5	Phantom Dagger	25
Alleviate Curse	5	Plague of Ill Fortune	26
Annihilate Evil	5	Power of the Mind	26
Anti-Abjuration	6	Pressure Point Blow	26
Assume the Spirit of the Thief	6	Resist Paralysis	26
Aura of Mystery	6	Resist Sleep	27
Black Beneficence	6	Resounding Blast	27
Blind-Strike	7	Ruin Book	27
Bloodpower	7	Scream of the Damned	28
Bridge of Blackness	7	Sense Weakness	28
Burning Coin	8	The Seventh Wind	28
Call on the Power of Darkness	8	Shatterstaff	29
Copy Scent	9	Skullbane	29
Crush Goodness	9	Smash Law	29
Curse of the Black Moon	9	Smite Chaos	30
Curse of He Who Walks in Shadow	10	Smite Evil	30
Dagger of the Void	10	Song of the Red Moon	30
Dampen Magic	11	Steel Spirit	31
Dancing Blade	11	Strength of Stones	31
Deep-Drag-You Down	11	Suppress Magic	31
Demon Ram	11	Theophrastic Compass	31
Demonic Howl	12	They Watch	32
Detect Cheating	12	This Door Belongs to Darkness	32
Detect Shapeshifter	13	This Water is Angry	33
Disarm	13	Thrumble's Thaumaturgic Triple-Lock	33
Doorway Into Pain	13	Thunderous Blast	34
Drink the Vampire's Blood	14	Total Awareness	34
Earthpact	16	Trapdoor to Nowhere	34
Ease Your Burden	16	The White Death	35
Ectoplasmic Ladder	17	Unsavory Flavor	36
Enchanted Implement	17	Venomous Glance	36
Everyone Drop Their Weapon	17	Wall of Bones and Filth	36
Evil Lurks	17	Wall of Grief	37
Exploding Rat	18	Warding Against the Shadow of the Mind	37
Find That Thing	18	What is its True Worth?	38
Flail of Screaming Nothingness	18	Who Am I?	38
Fly Swift, My Steed	19	Wind of Razors	38
A Fool is Blind	19	Witch-Hammer	38
Glass Dagger	20	Writ in Water, Wrote on Sand	39
Goblinhammer	20	You're Not Well, Stay in Your Circle	39
Hellwind	20	You're So Hideous, Cringe in Shame	40
How Fare his Fortunes?	20	Your Weapons Hate You Now	40
Hypnotic Voice	21	Zone of Blood	41
Ice-Storm Arrow	21	Appendix A: Spells by Level.....	42
The Idiot's Arcanum	21		
Imbue With the Thunder	22		
Invoke the Power of the Blood-Spirits	22		
Is This Sickness Natural?	22		
Kiss of the Serpent	22		
Liquefy Metal	23		
Magic Picture	23		
Magnetic Flux	24		
Melting Glance	24		
Negate Lightning	24		
No One Gets Out of Here	25		

Introduction

Yes, that's right. It's yet another collection of 99 new OGL spells from the good folks at Plain Brown Wrapper Games. Use them in whatever foul, depraved way you like best.

We have esoteric arcana, lost rites, creepy private rituals and invocations by the barrel. And all for less than six bucks! That's your best value on the dollar for unsavory occult weirdness. At prices like this, you could buy the whole series and slurp down blasphemous secrets and forbidden lore until you burst.

How can I afford to give you so much high quality product for such an incredibly low-low price? It's easy! I've got a day job, I think... (Can anyone tell me, does kidnapping boy-bands on the high seas and trading them to corrupt officials for tainted rum and Pokemon cards count as a job? And if not, how do I deduct all those N'Synch albums on my taxes?)

What Sinister Purpose Guides This Book?

My guiding principle in creating this book was to give you new spells that you could use without having to change much else. New magical techniques that you could drop into any campaign, either by themselves or in a group, without sending game balance off the rails. Ways to expand the options available to spellcasters without screwing up the balance of power between the various classes. Or, to put it another way, cool stuff that won't cause you extra hassles.

This book is supposed to be a jumbled-up toybox of random occult fun, for you to pick and choose from as you like. It wasn't my intention to either replace the existing magic system (my basically lazy nature recoils at the very thought of doing that much work) or to force you to buy all the other books in this series. Although it would be great if you did buy them. Ideally, you should be able to bring all of these spells into your campaign or, if you prefer, just one.

To make this approach work, I've tried to have as few new game mechanics cluttering up the rules as possible, and never to have a spell that can't be used without adopting some other spell from the collection.

One of the effects of doing things this way is that we don't have the same number of spells for all the different spellcasting classes. Since these spells are meant to supplement the existing set, rather than replace it altogether, there's no need for me to make sure that there are, for example, as many 3rd level Ranger spells as Bard Spells, or that Clerics get the same number of 4th level offensive spells as Wizards, or anything like that. Frankly, this approach works better from a creative standpoint and ensures that you get only my best material, since I'm spending less time worrying about filling in all the blanks properly and more about coming up with stuff you'll think is

cool.

Another and perhaps less welcome effect of taking this approach is that I may have to repeat myself a lot during the course of the book. I want you to be able to adopt these spells piecemeal. I don't want you to have to dig through the book looking for another spell description in order to figure out how the one you want works. None of this stuff: "*Greater Thramfobulation* works just like *Lesser Thramfobulation* (see page 496) except that it has a lower Thramfobule Fluxion Cost (see the description of the spell *Least Thramfobulation* on page 3 but ignore the part about gnomes—it's a typo)."

This means that you may see me describe how an effect like Invisibility or Mental Domination works five or six times, rather than just referring you to another section. I apologize in advance if you find that annoying. I frankly thought it would be more annoying to make you constantly rifle through the pages. This way it's more work for me but less for you, just as it ought to be.

Are These Spells Open Game Content?

Certainly! Use 'em in your own published work however you please. You have purchased them and now they are yours (although come to think of it, some of you haven't actually *purchased* your copies at all—but that's a topic for another time). I would certainly appreciate it if you mention me in the credits, but apart from that the only thing I might take issue with is if someone tried to publish them in their own collection of spells (*Nasty Arcana and Unauthorized Invocations*, or some such).

But.. I Still Don't Have Enough Blasphemous Secrets and Forbidden Lore

What? Still not satisfied?! Yeesh, is there no end to your thirst for Blasphemous Secrets and Forbidden Lore? Well, that's all right. We understand your monstrous cravings, even if we can't approve. So we're bringing out another collection, entitled "Still More Blasphemous Secrets and Forbidden Lore" in just a few short weeks. Promise us you won't do anything rash before then.



Ace of Swords

Transmutation

Level: 4th Bard, 3rd Sorcerer/Wizard

Components: Verbal, Somatic, Focus

Casting Time: Standard Action

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

Target: Area: 10 by 10 foot square

Duration: The spell itself lasts for 1 round per caster level (but the effect is Instant, once triggered)

Saving Throw: Reflexes Negates

Spell Resistance: no

Description: Enchants a playing card and turns it into a throwing weapon. For some reason the spell only seems to work on aces. You throw the card at a particular 10 by 10 foot square, and it rapidly expands when it reaches the target, slicing neatly across the square and effectively attacking anything inside it.

Anyone caught in the target square must make a Reflexes Saving Throw vs. DC 15 or take 3d8 Slashing damage as the pane slices through their body. If the caster rolls a critical hit, they can pick one target who failed their saving throw to be slit cleanly in half, and killed outright. There may be some really alien monsters (for instance totally amorphous beings like oozes, puddings and so forth) who aren't particularly inconvenienced by being sliced in half. Anyone else is extremely dead. The card then returns to its normal size and drops to the floor, spattered with blood. The caster is free to announce that they have won this hand and collect their winnings from the corpses. No one is likely to want to accuse them of cheating. The spell must be re-cast for the card to be used again.

Only a real ace from an actual deck of cards is safe to use. If the caster just draws an ace on a piece of paper or uses a different card, there is a 40% chance that the spell will fail to work (the caster will only know the spell has failed when they fling the card and watch it fall harmlessly to the ground or bounce off an amused would-be target) and a 20% chance that the spell will go off in the caster's hand, attacking everything in his/her square instead of the target's.

If the caster uses an innapropriate or an improvised card and the spell goes off prematurely, the DM should make a "to-hit" roll, purely for the purposes of determining whether or not the card gets a critical hit and cuts them in half.

Alleviate Curse

Abjuration

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

Components: Verbal, Somatic

Casting Time: 1 round

Range: Touch

Target: One living subject touched by the caster.

Duration: Instant

Saving Throw: Willpower negates (harmless)

Spell Resistance: yes (harmless)

Description: Works exactly like Remove Curse, but it will only suppress the curse until the next sunrise. Once the sun rises or 24 hours have elapsed, whichever happens first, the curse will return in full force. This time limit holds true even if the spell is cast deep underground, or somewhere else that it is impossible to see the sunrise.

If someone uses a divination spell on the target to see if they are cursed, while the "Alleviate Curse" spell is still in effect, they must make an Intelligence Roll vs. DC 15. If they succeed, they can tell both that the subject is laboring under a curse and that it has been temporarily repressed. If they fail, the subject does not appear to be cursed, yet there is something funny about them--something not quite right. True Seeing immediately tells the whole story.



Annihilate Evil

Transmutation [good]

Level: 4th Cleric

Components: Verbal, Somatic

Casting Time: Standard Action

Range: Touch

Target: One living subject touched by the caster.

Duration: 10 minutes per caster level or until the first time the spell is triggered, whichever comes first.

Saving Throw: Willpower negates (harmless--but see the description)

Spell Resistance: yes

Description: A more powerful version of "Smite Evil", with some additional side effects. The next time the subject successfully scores a hit against an Evil target, the blow will do an additional +4d6 damage, and require them to make a Willpower Saving Throw or become Stunned. The extra damage will be of whatever type the blow would normally do, but it will never be non-lethal.

If the subject is striking for non-lethal damage, the extra 4d6 will probably come in the form of Bludgeoning damage, but there could be situations (depending on the attack) where it could be something else. This is a matter for the DM to adjudicate.

The extra damage cannot be held back or