

Corrupt Spells

1st Level

Transmutation
Seething Eyebane

2nd Level

Transmutation
Devil's Tongue
Fangs of the Vampire King
Lahm's Finger Darts

3rd Level

Divination
Absorb Mind
Evocation
Love's Pain
Necromantic
Red Fester
Transmutation
Rotting Curse of Urfesta
Serpents of Theggeron
Touch of Juiblex

4th Level

Necromantic
Absorb Strength

5th Level

Enchantment
Call Forth the Beast

Forbidden Speech

Necromantic
Power Leech
Transmutation
Claws of the Bebilith

6th Level

Necromantic
Consume Likeness
Transmutation
Master's Lament

7th Level

Conjuration
Death by Thorns
Necromantic
Chain of Sorrow
Transmutation
Rapture of Rapture

8th Level

Conjuration
Evil Weather
Enchantment
Plague of Nightmares

9th Level

Conjuration
Apocalypse from the Sky

Corrupt spells can be cast by divine or arcane spell casters, but must be learned so a spontaneous spell caster would have to find them on a scroll to use them. They have a cost in ability damage when the spell expires and can inflict the caster with taint. If the spell is prepared as a scroll or potion then the one who uses it must pay the ability damage.

Notes:

From: Book of Vile Darkness and Heroes of Horror