

occult philosophy



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occult philosophy

A SOURCEBOOK FOR SHADOW OF THE DEMON LORD

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PREFACE

I always planned on writing this book. When I was rooting around in my skull before I launched the first *Shadow of the Demon Lord* Kickstarter campaign, offering an expansion to magic seemed like a natural product. Looking back to my experiences with other games, books that added spells and magical lore to the games were among my favorites. The original *Tome of Magic* for 2nd Edition AD&D saw extensive use at our tables, while the *Spell Compendium* for 3rd Edition was something of a relief given the sheer number of spells that had been added to the game from various supplements. For *Warhammer Fantasy Role Play*, I remember my excitement working on *Realms of Sorcery* and absorbing with delight the scholarly take on magic in the Old World. And when I had the chance to create *Tome of Corruption* for the same game, I attacked the subject with the same enthusiasm. It's no wonder that the first big expansion to *Shadow* would take the form of a magic book.

Of course, *Shadow* has no shortage of spells already. In the main rulebook there are 30 traditions, each with 11 spells, for a hefty 330 spells in all. *Demon Lord's Companion* added Alchemy, Death, Demonology, Spiritualism, Telekinesis, and Telepathy, while *Terrible Beauty* introduced us to Fey magic. Finally, *Demon Lord's Companion 2* introduced Invocation, Metal, Order, and Soul. As the game has grown, we've added spells here and there, expanding the list to cover areas overlooked and to broaden options for players who focused on just one or two traditions.

That might sound like a lot already, but there are always ways in which to expand the game's magic, interesting corners that offer interesting roleplaying opportunities, story development, and, naturally, plain bad-assery. And while the traditions I've written do a damned fine job covering just about every flavor of fantasy, I had always wanted to explore even weirder magic, which you'll find inside the Madness tradition—presented in this book for the first time.

Another prominent feature of this book is spells of rank 6 or higher. Up till now, I've taken a scattershot approach toward building out these ranks. You can find examples in *Terrible Beauty* and *The Hunger in the Void*, but those just brushed the surface of what's possible with powerful magic. In addition, people have been asking me about high-rank spells from the start, and who am I to deny them more fun? Thus, each tradition gets a selection of spells from rank 6 through rank 10, each group an example of the great power that might be available to characters and their enemies in the game.

That I'm writing this preface tells you that this book happened. The cost involved in producing books of this size would have been out of my reach had it not been for the enthusiastic support for the *Shadow of the Demon Lord: Occult Philosophy* Kickstarter campaign. All the people who pledged their support to help make this book happen opened a new door to adventure, excitement, and unremitting horror. So I thank you. This book is for all of you.

—Robert J. Schwalb
December 2018



INTRODUCTION

An energy field envelops the world described in *Shadow of the Demon Lord*, an echo of the forces responsible for the creation of reality. This energy, which most refer to as magic, makes the impossible possible. It permits the existence of all manner of strange beings and bestows otherworldly abilities to those who learn how to wield it. This energy radiates from relics strange and dangerous, items of incalculable power forged at a time when the world was young. It can be seen in the landscape, such as in the floating mountains that drift across the Desolation and in the hidden kingdoms that house the faerie folk. Magic is everywhere, waiting to be manipulated by those with the talent and training to do so.

With the force of magic, you can twist the minds of others and bend them to your will. You can hurl flames from your fingertips, soar through the air, raise the dead, and bring about countless other effects limited only by your imagination. Some who come to wield magic have studied under a master, others find the gift within themselves, and still others perform miracles through faith alone. And though the spells these casters use might differ, all the magical energy comes

from the same source, the inexhaustible wellspring that flows through all things.

Shadow of the Demon Lord and several supplements, from *Terrible Beauty* to installments of the *Poisoned Pages* digital series, have revealed dozens of traditions and hundreds of spells, yet all this information does not come close to encompassing what magic is capable of. *Occult Philosophy* is the definitive magical resource for the game, bringing the total number of spells to nearly 1,500. In this book are spells of every rank, from 0 to 10, for every tradition in the game, plus one new tradition—Madness, for casters who want to test the bounds of sanity.

Throughout the spell descriptions in chapter 1, you will find mentions of certain creatures, usually those summoned, called, or created by the casting of spells. When the creature's name is shown in boldface, you can find information about that creature in *Shadow of the Demon Lord*.

To round out the presentation, chapter 3 offers a large selection of new expert paths and master paths to give magic-using characters even more options, as well as expanded rules for extending characters' careers beyond level 10.

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You need to have only *Shadow of the Demon Lord* to make use of this book. Although many of the traditions discussed in these pages were introduced in supplements, each presentation in chapter 1 offers plenty of spells for those who want to learn (for instance) Fey magic or to master the secrets of the Alchemy tradition. If you’re interested in checking out other spells from any of these traditions, the Spell Index in chapter 4 tells where you can find all the other spells that have been designed for the game.

TRADITIONS OF MAGIC

As explained in *Shadow of the Demon Lord*, most spells are associated with traditions. Traditions broadly describe various approaches to mastering magical power, and the spells of each tradition represent the various discoveries that have arisen from that line of magical research. The Fire tradition, for example, includes spells that create and manipulate flame, while spells from the Spiritualism tradition call forth spirits from the Underworld, whether to bind them or learn their dreadful secrets.

Learning the spells of a tradition almost always requires one to first discover the tradition. This achievement typically happens in the time between adventures, usually as a result of training and instruction provided by someone who has discovered the tradition, such as a wizard who has taken you under his or her wing or a cleric who indoctrinates you in the teachings of the faith. For novice characters, choosing a path that offers magical power always enables the discovery of one or more traditions.

Discovering a tradition grants you access to all the spells it includes, which means that you can always choose a spell from that tradition when you become able to learn a spell.

ASSOCIATED ATTRIBUTES

Each tradition is associated with an attribute, either Intellect or Will, as indicated on the table below. This association usually indicates which attribute you normally use when you cast an attack spell from the tradition. (An asterisk signifies a dark magic tradition.)

Associated attributes have varying degrees of importance. For example, Arcana, which is associated with Intellect, rarely offers spells that require you to make an Intellect attack roll. On the other hand, Curse, which is also associated with Intellect, requires you to make Intellect attack rolls to use most of the spells that belong to that tradition.

TRADITIONS BY ATTRIBUTE

Intellect	Will
Alchemy	Air
Arcana	Alteration
Battle	Celestial
Conjuration	Chaos
Curse*	Death*
Demonology*	Destruction
Divination	Earth
Enchantment	Fire
Fey	Life
Forbidden*	Metal
Illusion	Nature
Invocation	Order
Madness*	Primal
Necromancy*	Song
Protection	Soul
Rune	Spiritualism
Shadow	Storm
Technomancy	Telekinesis
Telepathy	Theurgy
Teleportation	Transformation
Time	Water

DARK MAGIC TRADITIONS

Any spell can be twisted to a dark purpose by the ones who cast it. For instance, someone could use a Life spell to restore life to a despicable person. Beyond that, however, certain traditions expose fearful secrets, have their origins steeped in incalculable evil, or exist solely to cause suffering, spread mayhem, and make the world a worse place. Traditions associated with dark magic are identified in chapter 1 by the demon skull symbol presented near their names. They include Curse, Death, Demonology, the infamous Forbidden tradition, the newly defined Madness tradition, and Necromancy.

When you discover a dark magic tradition, you gain 1 Corruption. In addition, each time you learn a spell from a dark magic tradition, roll a d6. If the roll is lower than the number of dark magic spells you have learned, including the one you have just learned, you gain 1 Corruption. You roll this die after you have learned all the spells you are entitled to learn as a result of increasing your group level—meaning that you cannot gain more than 1 Corruption from learning any number of new dark magic spells when your group level increases. However, each dark magic spell you learn grants 1 boon on challenge rolls you make to avoid gaining Insanity.

SPELLS

All spells produce magical effects, and most work the same way each time they are cast. You can bring about a spell's effect in one of two ways: by reading aloud an incantation, or by casting the spell if it is one you have learned. An incantation is a spell that has been recorded on an object and thus can be cast by reading the spell aloud, regardless of whether you have learned that spell.

LEARNING SPELLS

When your group level increases, the path you choose or one you have previously chosen might direct you to learn one or more spells, an activity that happens during the time between adventures. When you are eligible to learn a spell, you can choose one spell from a tradition you have discovered (unless you are directed otherwise) whose rank is equal to or lower than your Power score.

EXCHANGING SPELLS

As you gain experience and capability, you might find that some of your spells are less useful now than they once were. Whenever you are eligible to learn a new spell, you can learn a second new spell in place of one you have previously learned. In effect, you forget one spell and learn a different one. When you exchange one spell for another, the rank of the spell you want to learn must be equal to or lower than your Power score.

NUMBER OF CASTINGS

When you learn a spell, you gain a certain number of castings of that spell, depending on the spell's rank and your Power score. As your Power score increases, the number of castings you have of the spells you have learned might also increase. The table below shows how many castings of a spell are available to you, based on your Power score and the rank of the spell.

EXPENDING A CASTING

You can expend a casting of a spell you have learned for one of two purposes—either to cast the spell itself, or to bring about a different effect that is triggered by expending the casting of a particular spell.

Often, information about expending a casting appears in the Sacrifice entry of a spell description (which is discussed below).

Using a spell from an incantation does not expend a casting of that spell, if the spell is one that you have learned. Similarly, you cannot expend the casting of a spell from an incantation.

REGAINING EXPENDED CASTINGS

You regain all expended castings of your spells when you complete a rest.



NUMBER OF CASTINGS

Power	—Castings by Spell Rank—										
	0	1	2	3	4	5	6	7	8	9	10
0	1	—	—	—	—	—	—	—	—	—	—
1	2	1	—	—	—	—	—	—	—	—	—
2	3	2	1	—	—	—	—	—	—	—	—
3	4	2	1	1	—	—	—	—	—	—	—
4	5	2	2	1	1	—	—	—	—	—	—
5	6	3	2	2	1	1	—	—	—	—	—
6	7	3	2	2	2	1	1	—	—	—	—
7	8	3	2	2	2	1	1	1	—	—	—
8	9	3	3	2	2	2	1	1	1	—	—
9	10	3	3	3	2	2	1	1	1	1	—
10	11	3	3	3	3	2	1	1	1	1	1

CASTING A SPELL

You can cast any spell you have learned or that you possess inscribed on an object as an incantation. To cast a spell, follow the procedure described below.

Speak the Words: Spells contain fragments of words of power first spoken by the genies when they created the world. To produce the desired magical effect of

INTRODUCTION

a spell, you must be able to speak aloud the mystic words. Ordinarily, if you are prevented from speaking because you are gagged or are in an area where sound is suppressed, you cannot cast a spell.

Wield the Implement: All users of magic focus the energy they wield with the help of an implement they wear or carry. This object might be a knife, a wand, a staff, an orb, a book, or any similar sort of possession.

You can make any object your implement by becoming attuned to it. Doing so requires 1 hour of concentration, during which time you maintain contact with the object. When you finish, you are attuned to the object until you become attuned to a different one.

Use an Action: Most of the time, you must use an action to cast a spell. Some spells, as noted in their descriptions, can be cast using a triggered action.

Expend the Casting: You must expend a casting of any spell you intend to cast. If you have no castings of a spell remaining, you cannot cast the spell.

RESOLVING SPELL EFFECTS

After you cast a spell, you resolve its effect by following the instructions in the spell's description. Each spell uses the following format or a variation of it.

NAME	TRADITION TYPE RANK
Requirement Description	
Target or Area [number and type] target or [shape and size] area within [range]	
Duration # rounds/minutes/hours/day/permanent/other	

The spell's effect.

Triggered Rules for casting the spell using a triggered action.

Sacrifice Rules for expending a casting of the spell.

Permanence Rules for making the duration permanent.

Attack Roll 20+ Additional effect.

HEADER

The spell's header, the top line of each description, includes the name by which the spell is most commonly known, the tradition to which it belongs, whether the spell is an attack spell or a utility spell, and the spell's rank.

REQUIREMENT

Some spells have special requirements you must fulfill in order to cast them, such as possessing special materials. If a spell has no such requirements, this entry is absent.

TARGET

If a spell has a Target entry, it tells you whether the spell can be directed at creatures, objects, both creatures and objects, or points in space. It indicates the maximum number of targets you can choose and the maximum range those targets can be from you. Spells that affect you and only you have no Target entry.

Awareness: You must be aware of a creature or an object in order to target it with a spell you cast. This typically means that the target cannot be hidden from you. Some spells also require that you be able to see the target.

Unobstructed Path: Unless the spell description says otherwise, there must be an unobstructed path along a straight line between you and the target.

Targeting Yourself: You can choose yourself as the target of your spell, provided you meet all the stated criteria for being eligible.

Unwilling Target: Although utility spells are generally beneficial, your intended target might not want to be affected. If you try to cast a utility spell on an unwilling target, the utility spell becomes an attack spell for the sake of that casting, and you must make an attack roll using the attribute associated with the tradition against the target's Agility. On a success, the target is affected by the spell.

Targets in Obscured Areas: If an attack spell directs you to choose a target that you can see, and your intended target is in a partially obscured or heavily obscured area, you are subject to the effect of obscurement, which imposes either 1 or 2 banes on your attack roll.

Cover: When you cast an attack spell against the Defense or Agility of a creature that has half cover or three-quarters cover, you are subject to the effect of that cover, which imposes either 1 or 2 banes on your attack roll.

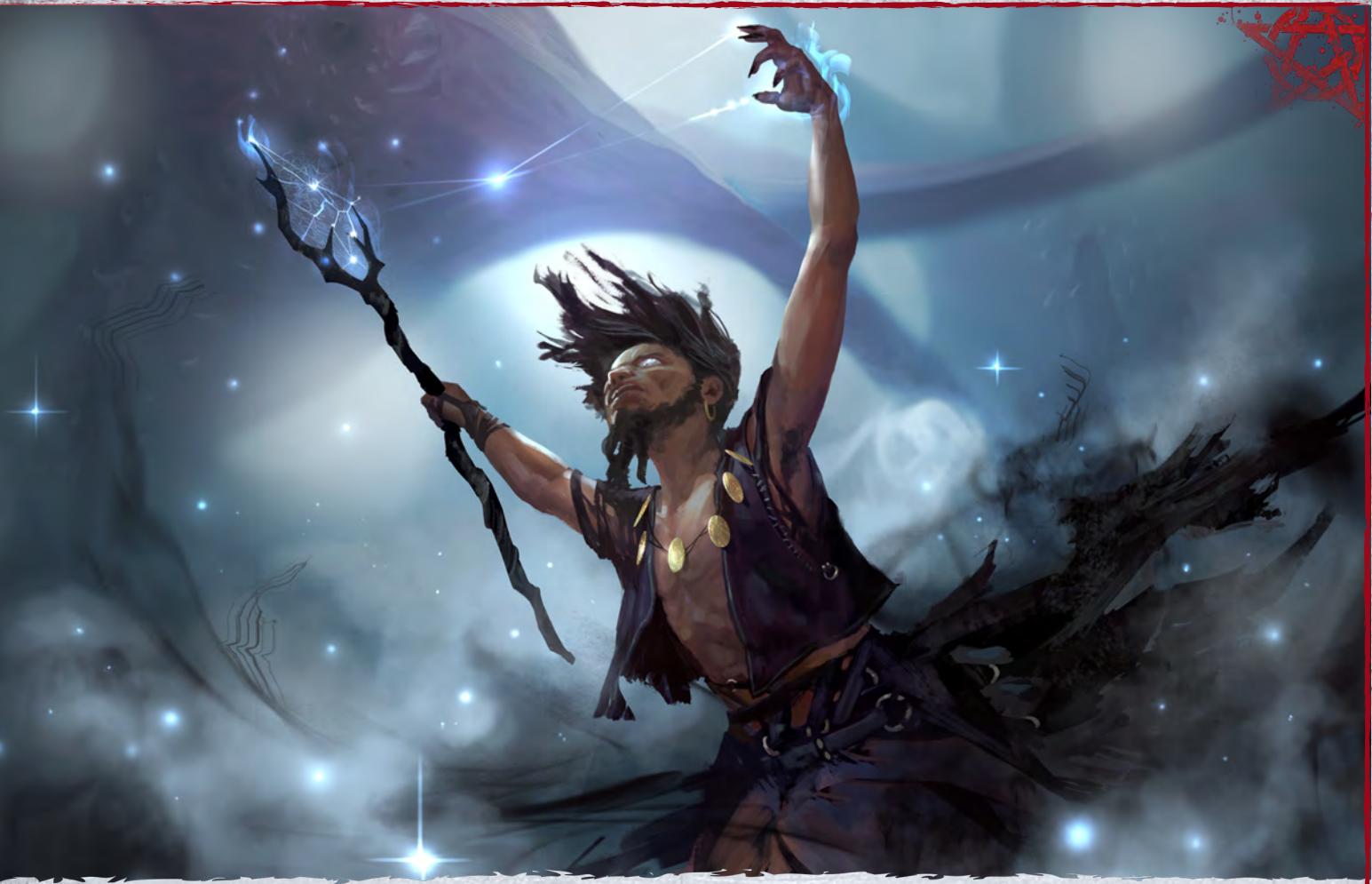
If a spell allows an Agility challenge roll to resist its effects, the target benefits from intervening cover. Half cover grants 1 boon on the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the spell. Fragile materials such as cloth, glass, and paper might not be sufficient to use for cover, at the GM's discretion.

Targeting Objects: Unless a spell's effect says otherwise, a spell that targets an object can affect only an object you are wearing or carrying, or an object that is neither worn nor carried by another creature.

AREA

If a spell has an Area entry, it has no specific target but instead affects an area of space. A spell's area can be a line, cone, cube, cylinder, sphere, or some other shape as defined in the entry.

Origin Point: All area spells have an origin point that you choose, which must be within the range specified by the spell. This point is where the area is centered or from where it originates. If you're using a gridded map for a visual reference, the origin point is always at an intersection of lines.



Size and Shape: The size and shape of an area always conform to the open space in which it is cast. For example, if a spell creates a cube of gas 8 yards on a side, and you cast the spell in a confined space smaller than that, the effect would fill the available space and extend no farther.

You can always choose to reduce the size of a spell's area. For example, if a spell would affect a cube of space 4 yards on a side, you could make the cube only 2 yards on a side instead.

When the rules mention an area of space, the space must be open; that is, not fully occupied by terrain or objects. Such a space can, however, contain objects and creatures; it just cannot be entirely inside a solid object.

Circles are two-dimensional areas, each centered on an origin point (usually on the ground) and extending outward to the maximum radius of the area.

Cones extend away from their origin points in a direction of your choice. For each 1 yard of a cone's length, it gains 1 yard of height and width. Thus, a 3-yard cone is 1 yard wide and tall after the first yard it travels away from the origin point, 2 yards wide and tall after the second yard, and 3 yards wide and tall at its maximum length.

Cubes extend away from their origin points in a direction of your choice. The origin point can be anywhere on the surface of the cube.

Cylinders are centered on their origin points. Each one extends outward from that point to its maximum radius and upward from that point to its maximum height everywhere along its circumference.

Hemispheres, much like cylinders, are centered on their origin points. From that point each one extends outward to the maximum radius of the area and upward to its maximum height directly above the origin point.

Lines extend away from their origin points, maintaining a constant width. A line might also have height, producing a wall-like effect. Some lines are shapeable, which allows you to bend them at 90-degree angles. You can change the direction in which a shapeable line runs once for each yard of the line's length.

Spheres are centered on their origin points and extend out in all directions to their maximum radius. Sometimes the text of a spell effect will refer to an area as a "3-yard radius" or a similar term. An area expressed in this way is always a sphere.

Squares are two-dimensional areas, each centered on or originating from an origin point (usually on the ground) and extending outward to the maximum dimensions of the area.

Multiple Areas: Some spells affect multiple areas in a single casting, and it might be possible for those areas to partially overlap. Regardless of the number of overlapping areas a creature might be located in, it is affected by the spell only once.

Spreads: If a spell description states that the spell spreads through the area, its effect moves around obstacles as it travels out to the maximum extent of the area, which can negate the benefit of cover.

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RANGE

The Target or Area entry provides a spell's range, which indicates the maximum distance from you where the spell can take effect. You can have a spell take effect anywhere within the spell's defined range.

Reach: The target or point from which the effect originates must be within your reach, and you must be able to touch it. See "Unwilling Target" above for more information.

Short: The target or the point from which the effect originates must be within 5 yards of you.

Medium: The target or the point from which the effect originates must be within 20 yards of you.

Long: The target or the point from which the effect originates must be within 100 yards of you.

Extreme: The target or the point from which the effect originates must be within 500 yards of you.

Sight: If a spell's Target or Area entry includes the words "you can see" but does not mention one of the above range categories, the spell's effective range is the limit of your vision.

DURATION

The Duration entry tells you how long a spell's effect lasts. If the spell takes effect instantaneously, this entry is absent. This entry is also absent for a spell whose successful casting is contingent on an attack roll or a challenge roll. For example, the *charm* spell (*Shadow*, page 127) has no duration, since you must succeed on an Intellect attack roll in order to affect the target.

1 Round: The effect begins immediately and continues until the end of the next round after the spell was cast.

Rounds, Minutes, Hours, Days, Months, Years: The effect begins immediately and continues for the specified time.

Concentration: A spell that mentions concentration in its Duration entry normally lasts for 1 round, but you can use an action to concentrate and thus extend its duration by 1 round, up to the stated maximum.

Persistence: Summoned or created creatures or objects, as well as illusions, remain for the spell's duration unless they are destroyed before then. If they are able to move, they can freely leave the area in which they appeared.

ENDING EFFECTS

Early: Unless a spell's description says otherwise, you can use an action to end the effect of any spell you cast, causing it to cease immediately. If a spell has a duration of concentration,

you can use an action to end the spell immediately, rather than waiting for it to end naturally at the end of the round.

EFFECT

The text of a spell's effect describes what happens when you successfully cast the spell, giving you what is essentially a series of instructions.

Concentration: Some spells require you to concentrate for a specified time in order for the spell to take effect. After using an action to cast the spell, you must concentrate each round for the required period of time. If you stop concentrating or your concentration is broken during this time, the effect does not occur and the casting is expended.

Attack Rolls: Many attack spells instruct you to make an attack roll using the tradition's specified attribute against one of the target's attributes or characteristics. If so, the spell description tells you what happens on a success. Typically, nothing happens on a failure, except that the casting is expended.

Challenge Rolls: Some attack spells allow a creature that would be affected by the spell to make a challenge roll to negate the attack for that creature or lessen its effect. The spell tells you what happens on either a success or a failure.

Damage: If the attack roll for a spell results in a success, the target takes damage as described in the effect. The target might be subject to other changes as well, such as gaining one or more afflictions.

A creature can take damage from the effect of a particular casting of a spell only once per round. For example, a creature that moves back and forth across a *wall of fire* in a single round takes damage from being in the spell's area just once during that round.

Extra Damage: Talents and other spell effects might cause attack spells to deal extra damage. When this happens, an affected target takes the extra damage just once. For example, say you have a talent that enables all your spells to deal 1d6 extra damage. If you cast the *fiery volley* spell (*Shadow*, page 128) and you send all three missiles at the same target, the target would take the 1d6 extra damage just once, even if you get a success on two or more of the attack rolls made as a result of casting the spell. Likewise, if you cast *unerring darts* (*Shadow*, page 117) and send several darts to strike the same target, the target would take just 1d6 extra damage regardless of how many darts strike it. If you send each projectile at a different target, however, the extra damage applies on every successful attack you make.

Moving a Target: Some spells move the target as part of their effect. Unless such a spell says otherwise, if the target is on the ground, the spell moves the target along the ground. If the target is in the air, the spell moves the target in a direction of the caster's choice.

Spell Effects Don't Combine: A target or an area can be affected by only one casting of the same spell at any



given time, and then only by the most recent casting of that spell. For example, a successful casting of the *compel* spell (*Shadow*, page 127) on a target already under the effect of another *compel* spell would replace the effect of the previous casting. Similarly, if a creature is in a space where the areas of two *acid rain* spells (*Shadow*, page 142) overlap, it suffers only the effect of the one most recently cast.

SPECIAL ENTRIES

Some spells include additional information after the effect description.

Attack Roll 20+: Some spells have an additional effect if the total of the attack roll is 20 or higher and beats the target number by at least 5.

Triggered: Some spells can be cast using a triggered action instead of an action. In such cases, the spell's description gives the trigger for casting it in this way and any changes to the effect for doing so.

Sacrifice: Some spells allow you to expend a casting of the spell to produce a different effect. When a sacrifice entry allows you to cast a certain spell by expending the casting of a spell you have learned, you can cast that spell even if you have no castings of it available and even if you have not learned that spell.

Permanence: The effects of some spells can be made permanent by fulfilling the specified criteria. If the spell indicates that you must cast it repeatedly over a period of days, weeks, months, or longer, you must cast the spell at least once a day. If you fail to do so, you must start the sequence again.

Aftereffect: Some spells, especially powerful ones, have an effect on the caster after the spell is cast and its consequences have been accounted for. If so, follow the instructions to resolve this additional effect.

RANK 6 AND HIGHER

This book contains spells of rank 6 and higher. Such spells are normally beyond the ability of player characters to cast, since a character's Power score typically tops out at 5 by the time a character finishes the campaign. Even though spells of these ranks lie beyond the reach of most characters, there are ways for player characters to cast these spells and eventually learn them, as discussed below.

RELICS

Certain relics might carry spells of rank 6 or higher within them and allow their wielder to cast such spells in a limited capacity. A relic might include one casting of a high-rank spell or multiple castings of extremely potent spells. Finding such an item might be the objective of an entire campaign, so that when the relic comes into the hands of the characters, they can use it to contend with an apocalyptic threat of similar stature and potency.

INCANTATIONS

Theoretically, any spell can be cast by using an incantation (*Shadow*, page 109). The main rulebook includes prices for incantations of rank 0 to 10. As noted there, incantations of rank 6 are exotic items, meaning they might be available only in the largest cities, such as Caecras, or in cities with deep ties to magic, such as Lij.



Access to incantations of spells of rank 7 or higher is granted by GM permission only, a rule that speaks to the scarcity of such magic and the potential havoc these spells can wreak on the setting. But though these incantations might not be readily available even in a sprawling metropolis, they might be discovered in the old ruins scattered throughout the Desolation, gifted to a character by a faerie lord or lady, or bargained for with a devil from Hell. Characters who venture into the Void could certainly come across such items as well.

Using an incantation of a rank higher than your Power score is anything but reliable, since to succeed you must get a success on an Intellect challenge roll with a number of banes equal to the difference between your Power score and the rank of the incantation. When you consider the financial investment required to acquire an incantation in the first place, the possibility of a botched roll can make you think twice about casting the spell without suitable precautions, which might mean acquiring a relic, an enchanted object, or some other spell that temporarily increases your Power score.

BEYOND LEVEL 10

Characters might have the opportunity to continue their story beyond the normal limits of the game—a concept introduced in *Forbidden Rules*, where the paragon path originally appeared. Groups that advance beyond level 10 have evolved beyond the adventures that marked their earlier careers, and most likely they now tend to other concerns. But as the characters conduct business, build armies, manage syndicates, grow congregations, and engage in any number of other activities, their abilities might continue to improve. Such characters, in time, might be able to learn spells of rank 6 and higher, earning their right to be considered among the most powerful beings in the world and beyond.



Traditions and Spells

The power of magic resides in talented individuals who have learned to harness the field of energy enveloping Urth and shape it into predictable effects called spells. Everyone has the potential to wield magic, but few do, finding the route to mastery too arduous and costly. The ones who do are as varied as the spells they learn: devout priests who believe they serve gods, secular magicians who attack the riddle of magic scientifically, and dabblers who by accident or happenstance have learned a little magic here and there.

Although users of magic come from many different walks, use their power for different

ends, and even harness their magic in different ways and with wildly different effects, the process of casting spells is the same for all of them. So a priest who beseeches his god for the power to smite his foe and the wizard who hurls lightning at his enemies are both seizing magical energy and bending it to their will.

This chapter expands on the traditions and spells revealed in *Shadow of the Demon Lord* and other rulebooks to provide a host of new options for magic-using characters. In addition, this chapter expands the upper limits of spellcasting, offering spells of rank 6 and higher for all the traditions in the game.

Traditions and Spells

AIR

One of the four fundamental forces of creation, Air magic, sometimes called Aeromancy, has practitioners the world over. Most who come to the art do so by seeking out congress with the mad genies and listening for the words of power that will give them command over the winds and sky. Other users of Air magic might learn the techniques from a magical institution such as the Tower Arcane, or could have been born with the ability—a gift that awaits discovery from within.

Air magic does not yield its secrets easily; one must struggle to harness its power, to form the mystic words and phrases that produce the desired effects. In time, students of Aeromancy learn to manipulate the air around them, assailing their foes with punishing blasts of wind or soaring to the clouds themselves.

SHIMMERING WALL

AIR UTILITY 0

Area A shapeable line, 5 yards long, 2 yards tall, and 1 yard wide, that originates from a point within short range

Duration 1 minute

You cause the air in the area to become hot so that it shimmers. The shimmering air imposes 2 banes on attack rolls made against targets behind the area. A creature within 3 yards of the wall ignores the effect.

UPLIFTING STEP

AIR UTILITY 0

Duration 1 minute

The air swirls around your feet, supporting you as you move. For the duration, whenever you move by walking or running, you ignore the effects of moving across difficult terrain. In addition, you can move across liquid surfaces and open spaces, such as pits, as if you were moving across solid ground. You sink, however, if you end your movement on a liquid surface, or you fall if you end your movement above an open space.

HEAT WAVE

AIR ATTACK 1

Area A 3-yard-long cone originating from a point within short range

A wave of heat spreads through the area, melting all ice and instantly drying damp creatures and objects touched by it. A creature in the area must get a success on a Strength challenge roll or take a -3 penalty to Health that lasts for 1 minute. While a creature has this penalty, it is fatigued.

WIND DISK

AIR UTILITY 1

Duration 1 minute

A thin disk of wind swirls around you, moving with you for the duration. The disk deflects attacks, granting you a +2 bonus to Defense. In addition, when a Size 1 or smaller creature attacks you with a ranged weapon, the disk imposes 1 bane on the attack roll; siege weapons and firearms ignore this effect.

Shield Disk When a creature within short range of you would be the target of a ranged attack, you can use a Triggered action to impose 1 bane on the attack roll. You lose the benefits of the effect until the end of the round.

Disk Attack You can use an action, or a triggered action on your turn, to use the disk to attack one creature you can reach. Make a Will attack roll against the target's Agility. On a success, the wind buffets the target for 1d6 + 1 damage. You lose the benefits of the disk until the end of the round.

BUFFETING WINDS

AIR UTILITY 2

Area A 5-yard-long cone originating from a point within short range

Duration 1 minute

Strong winds blast through the area for the duration. The area counts as difficult terrain. In the area, the wind automatically disperses vapors, fog, smoke, and gas, extinguishes all unprotected flames, and scatters unsecured lightweight objects, causing them to fly about and land a few yards away. The wind imposes 3 banes on ranged weapon attacks made against targets in or behind the area; siege weapons and firearms ignore this effect. In addition, flying creatures in the area when you cast the spell or that enter the area must get a success on a Strength challenge roll with 1 bane or be moved 1d6 yards away from the origin point.

EXPLOSIVE EXHALATION

AIR ATTACK 2

Target One living and breathing creature within short range

Make a Will attack roll against the target's Strength. On a success, you violently force the air from the target's lungs, causing it to take 1d6 + 3 damage. A target that takes this damage must also get a success on a Will challenge roll or become stunned for 1 round.

Attack Roll 20+ The target makes the Will challenge roll with 1 bane.

BEDEVILING WINDS

AIR ATTACK 3

Area Up to 3 cubes, each 1 yard on a side, originating from points within medium range

Duration Concentration, up to 1 minute

Powerful winds whip through the areas for the duration. The winds automatically disperse vapors, fog, smoke, and gas, extinguish all unprotected flames, and scatter unsecured lightweight objects, causing them to fly about and land a few yards away. In addition, each Size 2 or smaller creature in the area when you cast the spell or that enters the area before the spell ends must make a Strength challenge roll. A creature takes 2d6 damage and falls prone on a failure, or just takes half the damage on a success.

When you use an action to concentrate on this spell, you can move each cube up to 3 yards in any direction.

CLOAK OF AIR

AIR UTILITY 3

Duration 1 hour

A continuing eddy of wind envelops you. For the duration, the wind pushes smoke, mist, gas, and vapor 1 yard away from you and snuffs out unprotected flames within 1 yard of you. While you are underwater, the wind provides you with air so you can breathe normally. When you land after a fall, the winds cushion you so that you take half damage. Finally, the wind imposes 2 banes on attack rolls against you made using ranged weapons; siege weapons and pistols and rifles ignore this effect.

SOAR

AIR UTILITY 4

Duration 4 hours

You gain a +10 bonus to Speed that lasts for the duration. While you have this bonus, you can fly.

SUFFOCATE

AIR ATTACK 4

Target Up to three living and breathing creatures within medium range

Duration 1 minute

You pull the air away from each target, making it difficult for the creature to breathe. At the end of each round for the duration, each target must make a Strength challenge roll with 2 banes. On a failure, the target takes 1d6 + 2 damage and becomes fatigued for 1 round. When it is fatigued in this way, the target is also slowed.



CONTROL WINDS

AIR UTILITY 5

Duration 8 hours

You seize control of the winds. For the duration, you gain a +2 bonus to Speed and you can use any of the following effects.

Gust You can use an action, or a triggered action on your turn, to cast the *wind blast* spell (*Shadow*, page 115) without expending a casting, and you make the attack roll with 3 boons. You can cast this spell even if you haven't learned it.

Sustained Winds You can use an action to create a sustained blast of wind that lasts for as long as you concentrate, up until the spell ends. The wind spreads across a 10-yard-wide and 30-yard-long line in a direction you choose. In the area, the wind disperses all vapors, gases, smoke, and fog, extinguishes all unprotected flames, and scatters lightweight unsecured objects such as papers and pebbles. Creatures moving against the wind treat the area as difficult terrain. The wind is strong enough to fill the sails of a sailing ship.

Uplifting Wind When you would move, you can use a triggered action to call on the winds to lift you, enabling you to move by flying until the end of the round. If you do not land on a solid surface by the time this effect ends, you fall.

When you would jump, you can use a triggered action to call the winds to aid you. For 1 round, you treat your Agility score as if it were 5 higher for the purpose of determining the distance you can jump (*Shadow*, page 47), and you make challenge rolls to jump with 3 boons.

VACUUM

AIR ATTACK 5

Area A 5-yard-radius sphere centered on a point within long range

You cause the air inside the area to leave with incredible force, such that it dissipates vapors, fog, smoke, and gas from the area, while also extinguishing all flames in it. In addition, each living and breathing creature in the area must get a success on a Strength challenge roll with 1 bane or take 3d6 damage and become dazed for 1 round.

At the end of the round in which you cast this spell, air within 10 yards of the area rushes in to fill the vacuum, moving vapors, fog, smoke, and gas into the area. In addition, the sudden wind extinguishes all flames within 10 yards of the area and pulls all Size 2 and smaller unsecured objects into the area of vacuum.

Each creature within 10 yards of the area makes Strength challenge rolls with 2 banes. Flying creatures make the roll with 4 banes. For each point of Size above 2, a creature makes the roll with 1 boon. On a failure, the creature takes 2d6 damage, moves 1d6 + 1 yards toward the origin point, and then falls prone. On a success, a creature just takes half the damage.

CACOPHONY

AIR ATTACK 6

Area A 15-yard-long cone originating from a point you can reach

A wave of destructive sound spreads through the area, dealing 7d6 damage to everything in it and double the damage to glass, stone, and fragile objects. Each creature in the area must make a Strength challenge roll with 1 bane. The creature takes half the damage on a success, or also becomes deafened for 1d6 days on a failure. A rank 4 or higher Life spell can remove the deafened affliction.

MASS FLIGHT

AIR UTILITY 6

Target Up to ten creatures you can see within short range

Duration 1 hour

For the duration, each target gains a +2 bonus to Speed and can fly.

SKYFALL

AIR ATTACK 7

Target Up to ten creatures or unsecured objects within long range

Each target must make a Strength challenge roll. A Size 1/2 or smaller target makes the roll with 3 banes. A Size 2 or larger creature makes the roll with 1 boon plus 1 boon per point of Size it has above 2. If a target's roll is a failure, you launch the target $5d6 + 20$ yards into the sky. When it reaches this distance, it then falls, taking damage as normal upon landing (*Shadow*, page 38). If a creature can fly, it does not fall unless it can't move.

A target that encounters a solid surface before traveling the full distance of the fall takes $1d6$ damage plus $1d6$ damage for each 5 full yards it was prevented from moving. After taking this damage, the target falls.

BECOME THE WIND

AIR UTILITY 8

Duration Concentration, up to 1 hour

You and everything you wear and carry assume the form of a Size 3 howling whirlwind, gaining all of the following traits. When the spell ends, you and everything you wear and carry return to your normal form, appearing anywhere in the space you formerly occupied as a whirlwind.

Sightless You rely on senses other than sight to perceive your surroundings and can pinpoint the location of each creature and object within long range of you. Creatures within that area cannot hide from you, and you ignore banes imposed by obscurement on rolls to perceive things. You are not subject to the blinded condition.

Swift as the Wind You gain a +10 bonus to Speed, and you can fly.

Immune damage from disease and poison; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, and stunned.

Resilience You take half damage from weapons.

Amorphous You can move freely through openings wide enough to permit the passage of air, and you can move through spaces occupied by other creatures.

Deafening Winds Creatures are deafened while they are within short range of you.

Savage Winds When you move into a space occupied by a creature, it must make a Strength challenge roll with 1 bane. The creature takes $3d6 + 2$ damage and falls prone on a failure, or just takes half the damage on a success. A creature makes this roll no more than once per round, regardless of how many times you enter its space.

NAME OF THE WIND

AIR UTILITY 9

Duration 1 hour

You speak the secret name of the wind and master its power. For the duration, you can cast Air spells of rank 3 and lower that you have learned without expending a casting. Also, you can cast any rank 0 Air spell, whether you have learned it or not.



FURY OF THE HEAVENS

AIR ATTACK 10

Target A point on the ground that you can see within extreme range that is under the sky

Duration Concentration, up to 1 minute

An enormous tornado appears in the sky and descends until it touches the target. The tornado is 200 yards in diameter where it touches the ground and forms a funnel that's up to $1d6 \times 100$ yards tall. At the end of each round, the tornado moves 50 yards in a straight line in a direction you choose.

For the duration, anything in the tornado's space or that enters it takes $8d6$ damage. A creature or an object can take this damage only once per round, regardless of how many times it enters the tornado. When a creature takes this damage, it must make a Strength challenge roll with 1 bane, or 3 banes if the creature is flying. On a failure, the creature is grabbed by the tornado. The tornado has an effective Strength of 20. Unsecured items are automatically pulled into the tornado's space. Objects, such as structures and trees, destroyed by the tornado's damage are also pulled into the tornado's space.

When the spell ends, all the debris inside the tornado falls to the ground, turning the ground in its space and within 200 yards of it into difficult terrain until it's cleared away. Any creatures in the tornado fall 10d6 yards to the ground.

Aftereffect You must make a Will challenge roll with 5 banes. On a failure, $1d6 + 3$ hostile wind genies appear in spaces the GM chooses within 10 yards of you. The genies take the next available turn to attack you and your companions, fighting to the death.

TRADITIONS AND SPELLS

ALCHEMY

One of the most scholarly of the magical traditions, Alchemy stands at the crossroads of science and the supernatural. The methods at the heart of the tradition become known through observation and experimentation, all in an effort to understand the fundamental properties of things. Not content with the limitations of science for affecting change in the world, the pioneers of the tradition supplemented their work by harnessing magical energies to expedite their experiments and to produce unusual concoctions.

All the early alchemical work sought to achieve major objectives: turn base metals into gold, restore life to the dead, and tease out the secrets of immortality. Over the centuries, students of the tradition have enjoyed some success in achieving their objectives, and the most powerful spells can do all these things and more. Such knowledge has come with a terrible price, however. Many alchemists poisoned themselves by handling toxic chemicals, created abominations that eventually tore them to pieces, or simply vanished in explosions when they used the wrong formula.

The inherent secrecy in the art of alchemy combined with its well-deserved reputation for being a dangerous tradition to explore have made alchemists unpopular throughout the Empire, even though well-moneyed nobles enlist their services from time to time. Thus, most alchemists have withdrawn from the Empire to settle in Lij, where knowledge is valued and people have the freedom to push against the boundaries of what magic can do.

PRESERVATION

ALCHEMY UTILITY 0

Requirement You must have an alchemist's kit

Target One Size 1 or smaller object you can reach

Duration 10 days

You whip up a special ointment from your alchemist's kit and smear it on the target. For the duration, the target will not rot, decay, or spoil. The target takes half damage from all sources. If the target is something that can be worn, the protective quality applies to the object and not the wearer—smearing the substance on a suit of plate and mail armor would impart all the qualities to the armor, but the wearer would still take damage as normal.

If you smear the substance on a clockwork in object form, the clockwork remains protected by the spell until it returns to its creature form or until the spell ends.

Finally, if the target is a corpse, the magic prevents it from being turned into undead.

VENOMOUS DART

ALCHEMY UTILITY 0

Requirement You must have an alchemist's kit and at least one dart

Duration Until you complete a rest

Upon casting this spell, you must concentrate for 1 minute, during which time you use your alchemist's kit to concoct a special poison and apply it to as many as five darts. When you finish, each dart you applied poison to becomes imbued with magic that lasts for the duration or until it is used to make an attack.

A creature holding a dart can attack with it, and makes the attack roll with 1 boon. A creature hit by a dart must get a success on a Strength challenge roll or take $1d3 + 1$ damage from the dart's poison and become poisoned for 1 minute.

FIRE BOTTLE

ALCHEMY UTILITY 1

Requirement You must have an alchemist's kit

Target Up to three small, empty containers, capable of holding liquid, that you can reach

Duration Until you complete a rest; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you mix up a volatile substance from your alchemist's kit. When you finish, you fill each container with the substance, which retains potency for the duration or until the bottle is used.

A creature holding the container can use an action to throw it at a point within short range. If the point is on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility. Otherwise, the bottle lands at a point within $1d3$ yards of the creature in a direction of the GM's choosing.

When the bottle strikes a solid surface, the container breaks and the substance inside explodes in a 2-yard radius centered on the point of impact. The flames from the explosion deal $1d6$ damage to everything in that area. Combustible objects that take this damage catch fire. A creature in the area of the explosion must make an Agility challenge roll, taking half the damage on a success, or catching fire on a failure. A creature that catches fire takes $1d6$ damage from the flames at the end of each round until the fire is extinguished.

REEKING FOG

ALCHEMY ATTACK 2

Target A point within medium range

Duration 1 minute

You toss a small bead of liquid at the target. If you chose a point on a creature, you must get a success on an Intellect attack roll against its Agility. Otherwise, the bead lands at a point within $1d3$ yards of the creature in a direction the GM chooses. When the bead strikes a solid surface, it shatters, and the liquid inside becomes a foul-smelling fog that spreads out in a 5-yard radius centered on that point. The fog remains for the duration. It partially obscures the area, and any living, breathing creature in the area when it appears or that enters that area must make a Strength challenge roll with 1 bane. On a failure, the creature becomes impaired for as long as it remains in the fog and for 1 minute after. On a success, the creature becomes immune to the effects of the fog. A creature makes this roll just once per round, regardless of how many times it enters the fog.

CORROSIVE TOUCH

ALCHEMY UTILITY 2

Duration 1 minute

An orange, gelatinous substance covers your hand and remains for the duration. When you cast the spell and again whenever you use an action to do so, you can make an attack with an unarmed strike, substituting Intellect for the attribute you ordinarily use to make attacks with unarmed strikes. If you get a success against a creature or against an object made from organic materials such as wood, bone, or flesh, the target of the attack takes $2d6$ extra damage from the corrosive substance on your hand.

OIL SLICK

ALCHEMY ATTACK 2

Area A circle with a 5-yard radius centered on a point on the ground within short range

Duration 10 minutes

Oil rains down to cover every surface in the area. The oil is extremely slippery and the area counts as difficult terrain. Once per round when a creature moves across a surface in the area by a means other than crawling or tries to stand up in it, the creature must get a success on an Agility challenge roll with 3 banes or fall prone. Any creature that tries to pick up an object from out of the oil must get a success on an Agility challenge roll with 3 banes. On a failure, the object squirts out of the creature's hand and lands $1d3$ yards away in a random direction.

The oil is flammable. If anything in the area takes fire damage, the entire area catches fire and burns for $1d6$ minutes, filling the air with acrid smoke. The smoke heavily obscures the area, and any creature in the area that breathes it must

get a success on a Strength challenge roll or take 1d6 damage. Furthermore, at the end of each round, the fire deals 1d6 damage to everything in its area. Once the fire burns out, the oil disappears.

SPEW POISON

ALCHEMY ATTACK 3

Requirement You must have an alchemist's kit
Area A 5-yard-long cone originating from a point in your space

You drink a dose of noxious fluids stored in your alchemist's kit and then spray it from your mouth into the area. You take 1d6 damage from the poisonous substance, and each creature in the area must make a Strength challenge roll. A creature takes 4d6 damage from the poison and becomes poisoned for 1 hour on a failure, or just takes half the damage on a success.

MANIKINS

ALCHEMY UTILITY 3

Requirement You must have an alchemist's kit
Target A Size 1 block of clay
Duration See the effect

Upon casting this spell, you must concentrate for up to 5 minutes. For each minute you spend in concentration, you shape one compelled tiny construct (see page 136) from the target. The construct remains until you cast this spell again or the manikin is destroyed.

While at least one construct remains, you can use an action to perceive from the space of any active construct that is within long range. When you perceive from the construct's space, you are blinded and deafened with respect to the space you occupy, but you can see and hear normally from the construct's space. You can use a triggered action at any time to end this effect.

Sacrifice You can use an action and expend a casting of this spell to cause each manikin created by this spell to explode in a 1-yard radius centered on a point within the manikin's space. The manikin takes damage equal to its Health, which destroys it, and everything in the area takes 1d6 + 1 damage from the flying debris. A creature can make an Agility challenge roll and takes half the damage on a success.

BREW DRAGON FIRE

ALCHEMY UTILITY 4

Requirement You must have an alchemist's kit
Target A small clay container, capable of holding liquid, that you can reach
Duration Until you complete a rest; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you mix ingredients from your alchemist's kit. When you finish, you fill the target with a volatile substance that retains its potency for the duration or until it's used.

A creature holding the container can use an action to throw the bottle of dragon fire to a point within short range, where the container lands. If the thrower chooses a point on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility. The bottle hits the creature on a success; on a failure, it lands within 1d3 yards of the specified point in a direction the GM chooses.

Upon striking a solid surface, the container breaks, releasing fiery goo that threatens to cover everything in a 4-yard-radius hemisphere. A creature that gets a success on an Agility challenge roll avoids the goo. Anything covered in the dragon fire takes 2d6 damage and catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

The flames from the substance last 1 minute, cannot be smothered by ordinary means, and burn even when submerged in liquid. A creature can use an action to scrape away the goo with an object, which then catches fire if it is flammable. Once dragon fire burns out, it leaves behind ordinary fire that can be extinguished using normal means.



REANIMATE CORPSE

ALCHEMY UTILITY 4

Requirement You must have an alchemist's kit
Target One Size 1 dead creature you can reach

Upon casting this spell, you must concentrate for 1 minute, during which time you use your kit to inject strange ingredients into the target's body. When you finish, you return the creature to life with damage equal to its healing rate.

Each time the target completes a rest, it must make a Will challenge roll with 3 banes. On a failure, it gains 1d6 Insanity and takes a -3 penalty to its Intellect score (minimum 0). If the target's Intellect drops to 0, the target transforms into a hostile **monster** (*Shadow*, page 246) of its Size, retaining none of its original statistics, and taking the next available turn to attack. If the target gets three successes on the Will challenge rolls, it removes the penalty to Intellect and no longer has to make the Will challenge rolls.

BEGET OOZE

ALCHEMY UTILITY 5

Area A cube of space, 2 yards on a side, originating from a point within medium range
Duration 1 minute

You fling a gelatinous droplet to a point on a solid surface inside the area. At the end of the round, the droplet expands to become a compelled Size 3 **ooze** (*Shadow*, page 249) that remains for the duration or until it's destroyed.

MONSTROUS TRANSFORMATION

ALCHEMY UTILITY 5

Requirement You must have an alchemist's kit
Target A syringe or a small bottle, capable of holding liquid, that you can reach
Duration 8 hours or until expended

Upon casting this spell, you must concentrate for 1 minute, during which time you mix ingredients to fill the target with a

TRADITIONS AND SPELLS

transformative substance that retains its potency for the duration.

Any living creature holding a syringe that contains the substance can use an action to voluntarily inject the substance into itself or into another willing and living creature. Against an unwilling living creature, the creature holding the syringe must get a success on an Agility attack roll against the target's Agility.

If the substance is inside a bottle, a living creature holding it can use an action to consume it or to administer it to a defenseless or unconscious living creature.

At the end of the round in which a creature is injected with or otherwise consumes the substance, it transforms into a **huge monster** (*Shadow*, page 246) with the frightening trait and remains in this form for 1 hour or until it becomes incapacitated. While in this form, the creature replaces its statistics with that of its new form. When the effect ends, the creature returns to its normal form and gains 1d3 Insanity.

BREW LONGEVITY POTION

ALCHEMY UTILITY 6

Requirement You must have an alchemist's kit and rare ingredients worth 10 gc

Target A container, capable of holding liquid, that you can reach

Duration 1 year or until expended

Upon casting this spell, you must concentrate for 1 hour, during which time you mix the ingredients. When you finish, you expend the rare ingredients and the container fills with a powerful elixir that retains potency for the duration.

Any creature holding the container can use an action to consume its contents. At the end of the round in which a creature quaffs the liquid, it grows younger by 1d3 age categories (see the following table). The liquid has no effect on immortal creatures. If a creature would become younger than a child, it disappears, leaving behind an embryo on a solid surface inside the space the creature occupied. The embryo dies 1d3 rounds later.

AGE CATEGORIES

Age	Effects
Child	Halve the creature's Size and Speed, -3 to Strength
Adolescent	Halve the creature's Size, -2 to Strength
Young adult	—
Adult	—
Middle-aged adult	—
Older adult	-1 Strength
Venerable adult	-2 Speed, -2 Strength

After you create the potion, you must make an Intellect challenge roll with 3 banes. On a failure, your age category increases by one.

Sacrifice You can use an action and expend a casting of this spell to cast the *philosopher's stone* spell (*Demon Lord's Companion*, page 35).

UNIVERSAL SOLVENT

ALCHEMY UTILITY 6

Requirement You must have an alchemist's kit and rare ingredients worth 5 gc

Target A specially treated container worth 5 gc that is capable of holding liquid and that you can reach

Duration 8 hours or until expended

Upon casting this spell, you must concentrate for 1 minute, during which time you mix the ingredients. When you finish, you expend the ingredients and fill the target with a powerful acid that retains its potency for the duration.

Any creature holding the container can use an action to either pour out the contents or throw the container to a point within short range. If the point is on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility to hit it. Otherwise, the container lands at a point within 1d3 yards of the target of the attack in a direction of the GM's choosing.

If the creature pours the acid onto a defenseless or unconscious creature or a Size 1 or smaller object, the creature or object takes damage equal to its Health, dissolving into a slick of foul-smelling fluid. If poured onto a larger object, the acid dissolves a cube of it, 1 yard on each side.

If a creature throws the container, once the container hits a solid surface, it breaks to splash the deadly acid onto everything within 1 yard of that point. Size 1 or smaller objects and immobilized, stunned, defenseless, or unconscious creatures in the area take damage equal to their Health, dissolving as described above. Larger objects and creatures take 10d6 damage. Any creature that does not have one of the listed afflictions can avoid the fluids with a success on an Agility challenge roll.

PROMETHEAN

ALCHEMY UTILITY 7

Requirement You must have at least 3 Corruption

When you cast this spell, choose either *create promethean* or *command promethean*.

CREATE PROMETHEAN

Requirement You must have an alchemist's kit and exotic ingredients worth 1,000 gc

Target A pile of humanoid body parts

Upon casting this spell, you must concentrate for 24 hours, during which time you work with your alchemist's kit, expending the exotic ingredients and assembling the promethean's body from the body parts. At the end of this time, you create a new **promethean** (*Shadow*, page 251), which then becomes compelled by you for 24 hours. After this time, the promethean becomes hostile to you.

After you create a promethean, you must make a Strength challenge roll with 3 banes. On a failure, you gain 2d6 Insanity and permanently reduce your Will by 1. For each promethean you create after the first, you make the roll with 1 additional bane.

Traditions and Spells

COMMAND PROMETHEAN

Target One promethean within short range

Make an Intellect attack roll against the target's Will. On a success, the promethean becomes compelled until you complete a rest. On a failure, the promethean becomes hostile to you and takes the next available turn to attack you.

TRANSMUTATION

Requirement You must have an alchemist's kit and exotic ingredients worth 1 gc

Target One Size 1 or smaller object you can reach that is neither magical nor affected by magic

Duration Permanent

Upon casting this spell, you must concentrate for 10 minutes, during which time you use your alchemist's kit and apply the ingredients to the target by expending them. When you finish, the target transforms into a different material without changing its Size or shape. For example, you could turn a set of iron bars into wooden bars or a stout oak door into a fragile glass door.

If you cast this spell to transform an object into gold or into a precious gemstone, the total value of the transformed object cannot exceed 500 gc.

Aftereffect Make a Will challenge roll with 4 banes. On a failure, you gain 3d6 Insanity and take a -10 penalty to Health that lasts for 1 month, 1 day, and 1 hour.

RAPID ALCHEMY

Requirement You must have an alchemist's kit

Target Up to ten containers that are capable of holding liquid and that you can reach

Duration 1 week; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you quickly brew different magic potions, one for each container. You must know the formula for any potion you create. The total value of these potions cannot exceed 50 gc. The potions retain their potency for the duration or until consumed.

ALCHEMY UTILITY 8

GOLEM

ALCHEMY UTILITY 10

Requirement You must have an alchemist's kit and exotic ingredients worth 5,000 gc

Target A Size 3 block of clay

Duration Permanent

Upon casting this spell, you must concentrate for 24 hours, during which time you work with your alchemist's kit, expending the ingredients and shaping a body from the block of clay. In addition, you must also inscribe three rules on the inside of the golem's head. The rules can be anything you choose, but they must limit the golem's activity in some way. When you finish, you have created a **golem** (*Shadow*, page 236).

The golem regards you as its master, and it obeys your spoken commands, provided those commands do not violate the rules you gave it. Giving the golem a command does not use an action, and you can give the golem commands at any time.

Aftereffect Make a Will challenge roll with 5 banes. On a failure, you gain 3d6 Insanity. If the Insanity gained would cause you to go mad, you cannot ever cast this spell again. The golem then becomes hostile to all creatures until it's destroyed.

Sacrifice You can use an action and expend a casting of this spell to cast the *rapid alchemy* spell (left).



TRADITIONS AND SPELLS

ALTERATION

A versatile tradition of magic, Alteration spells work by augmenting a target's existing capabilities or by bestowing onto it new ones. Such spells can confer the ability to breathe underwater, to climb like a cockroach up any surface, or make incredible leaps. Although sometimes overlooked by those seeking flashier spells, Alteration magic provides its users with a large toolset from which they can draw to handle a variety of challenges and complications.

Studying Alteration magic can sometimes have unintended consequences. Legends tell of masters of this art who reflect the nature of the magic in their form and appearance, as blemishes fade or distinguishing features vanish. Others display minor physical changes, shifting skin coloration or facial features so that they no longer resemble who they once were, or more profound effects such as the appearance of scales, fur, and other visible features.

UNLOCK POTENTIAL

Target One creature you can reach
Duration 1 round

You touch the target. For the duration, the target makes all attack rolls and challenge rolls with 2 boons.

Triggered On your turn, you can use a triggered action to cast this spell, but the spell grants just 1 boon.

ALTERATION UTILITY 0



WARP FLESH

ALTERATION ATTACK 0

Target One living creature of flesh and blood that you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and cause it to take 1d6 damage from the twisting and warping of its flesh.

Attack Roll 20+ The target also becomes impaired for 1 round.

MALFORM

ALTERATION ATTACK 1

Target One living creature of flesh and blood that you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and reshape its body to assume a hideous appearance that lasts for 1 minute or until the target becomes incapacitated. The target takes 1d6 + 2 damage from the transformation and, until the effect ends, the target is impaired and has the frightening trait.

Attack Roll 20+ The target takes 2d6 extra damage.

STEAL HEARING

ALTERATION ATTACK 1

Target One living creature of flesh and blood that you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and cause its ears to pop. The target takes 1d6 + 3 damage and becomes deafened for 1 minute. When the target is deafened in this way, you make Perception rolls that involve hearing with 2 boons.

Attack Roll 20+ The target takes 1d6 extra damage, and the deafened affliction lasts for 1 hour.

REVITALIZE

ALTERATION UTILITY 2

Target One creature you can reach

You touch the target. If the target has a penalty to its Health, you remove that penalty. Otherwise, the target heals damage equal to its healing rate.

Sacrifice You can use an action and expend a casting of this spell to heal damage equal to twice your healing rate.

STEAL SIGHT

ALTERATION ATTACK 2

Target One sighted living creature that you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and its visual organs become opaque, which causes it to become blinded for 1 minute. When the target is blinded in this way, you make all Perception rolls that involve sight with 1 boon.

Attack Roll 20+ The blinded affliction lasts for 1 hour.

ELASTICITY

ALTERATION UTILITY 3

Target One creature you can reach

Duration 1 hour

You touch the target and give it incredible flexibility. For the duration, the target increases its reach by 2 yards and gains a +4 bonus to Speed. In addition, whenever an effect would knock the target prone, it can make an Agility challenge roll with 1 boon. On a success, the target is not knocked prone.

STEAL STRENGTH

ALTERATION ATTACK 3

Target One living creature you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and sap its strength to increase your own physical power. The target becomes fatigued for 1 minute. When the target is fatigued in this way, it deals half damage on all melee weapon attacks and all attacks using thrown weapons. Until this effect ends, you make all Strength rolls with 1 boon, and your attacks with melee weapons and thrown weapons deal 1d6 extra damage.

Attack Roll 20+ The target also becomes slowed until it is no longer fatigued.

Traditions and Spells

BOLSTER HEALTH

ALTERATION UTILITY 4

Target One creature you can reach
Duration 1 hour

You touch the target and, for the duration, the target gains a +20 bonus to Health. While the target has this bonus, it never takes damage from disease or poison, and it is immune to the diseased and poisoned afflictions. If the target had either of these afflictions when you cast the spell, their effects are suppressed until the spell ends.

HORRID GROWTHS

ALTERATION ATTACK 4

Requirement You must have at least 2 Corruption
Target One living creature of flesh and blood that you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target. The target takes 2d6 damage from the disease you impart and becomes diseased for 1 minute. When it is diseased in this way, horrid nodules and growths appear all over its body. Until the effect ends, at the end of each round the target must make a Strength challenge roll with 1 bane. On a failure, the target takes 1d6 + 1 damage from the disease.

If the target becomes incapacitated while under the effects of this spell, it dies and the growths explode, showering everything within 3 yards with foul-smelling ichor.

Attack Roll 20+ The target takes 3d6 extra damage.

DIMINISH

ALTERATION ATTACK 5

Target One creature you can reach

Make a Will attack roll with 1 boon against the target's Agility. On a success, you touch the target, causing it to be diminished in every way for 1 minute. While it is diminished, the target makes all attack rolls and challenge rolls with 3 banes, and creatures attacking the target make their attack rolls with 3 boons.

Attack Roll 20+ The target must also get a success on a Strength challenge roll or take 4d6 damage from the trauma done to its body by this spell.

RESISTANCE

ALTERATION UTILITY 5

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, the target takes half damage from all sources.

SUSPEND ANIMATION

ALTERATION UTILITY 6

Target One willing or unconscious creature you can reach
Duration 1 year

You touch the target and place it into a state of suspended animation that lasts for the duration. A target in this state cannot use actions or move, does not perceive its surroundings or experience the passage of time, and is immune to all damage and afflictions.

Permanence You must cast this spell on the same target each day for 1 year and 1 day.

Sacrifice You can use an action and expend a casting of this spell to cast the *resistance* spell (above).

STEAL CAPABILITY

ALTERATION UTILITY 6

Target One creature you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and bestow a -5 penalty on its four attributes, though this penalty does not affect the target's characteristics derived from these attributes. If the penalty would reduce any of the target's scores to 0, the target takes damage equal to its Health. The penalty persists for 1 minute. Until it ends, you have a +5 bonus to your Strength and Agility scores (maximum 20). The bonus does not alter your Health or Defense.

AWAKEN THE GIANT

ALTERATION UTILITY 7

Target One creature you can reach
Duration 1 hour

You touch the target, causing it, along with everything it wears and carries, to grow to enormous size for the duration. The target's Size becomes 10 if its Size is less than 10. If the target's Size changes, it has a +80 bonus to Health and a +4 bonus to Speed. Note that the increased Size of the target's weapons also increases the amount of damage they deal based on the creature's new Size (*Shadow*, page 102).

If the space the target occupies is not large enough to accommodate its new Size, the target takes 10d6 damage and the spell ends immediately.

BESTOW POWER

ALTERATION UTILITY 8

Target One creature you can reach
Duration 1 hour

You touch the target, giving it a +2 bonus to Power (maximum 10) for the duration. The target expends extra castings gained from the increase to Power before expending its normal castings. Once you cast this spell, make a Will challenge roll with 4 banes. On a failure, you take a -1 penalty to Power that lasts for 1 hour.

MALEFIC MONSTROSITIES

ALTERATION ATTACK 9

Area A 20-yard-long cone originating from a point you can reach

Magic spreads through the area, forcing each creature in it to make a Strength challenge roll with 1 bane. On a failure, the creature becomes stunned for 1 minute. A stunned creature undergoes a hideous transformation. Each creature other than the ones affected by this spell that sees the transforming creatures must make a Will challenge roll with 1 bane. On a success, the creature becomes immune to this aspect of this spell until it completes a rest; on a failure, the creature gains 1 Insanity.

If a stunned creature takes any damage, it removes the stunned affliction from itself and is no longer affected by this spell. A creature that remains stunned for the full minute transforms into a **monster** (*Shadow*, page 246) of its Size, retaining none of its memories or original statistics. You decide the monster's appearance, and the transformation is permanent.

Atereffect You must make a Will challenge roll with 4 banes. On a failure, you gain 1d3 Corruption.

DEMIGOD

ALTERATION UTILITY 10

Target One creature you can reach
Duration 8 hours

You touch the target, granting it all of the following benefits for the duration:

- The target's Strength, Agility, Intellect, and Will scores become 20, and its Defense and Perception scores become 25.
- The target gains a +50 bonus to Health.
- It cannot gain Insanity.
- It takes half damage from all sources.

When the spell ends, the target must make a Strength challenge roll with 5 banes. On a success, the target becomes fatigued for 1d6 + 1 days. If the target is already fatigued, it instead takes a -3d6 penalty to its Health. On a failure, the target takes a penalty to Health equal to half its Health score, and if the total of the roll was 0 or lower, the target instead takes damage equal to its Health. Penalties incurred by this spell last for 1 week and 1 day.

Atereffect You must succeed on a Will challenge roll with 5 banes or take a -1d6 penalty to your Power that lasts for 1 week and 1 day.

TRADITIONS AND SPELLS

ARCANA

One of magic's purest forms, the Arcana tradition offers reliable attacks, means for unraveling enemy spells, and a bevy of protective effects to help casters stay alive.

HELPING HAND

Duration Concentration

A semitransparent hand of the same size as your hand appears inside the space you occupy and remains in existence for the duration. Whenever you move or you are moved, the hand moves to follow you so that it remains within 5 yards of you. Each time you use an action to concentrate on the spell, you can move the hand up to 5 yards away from you, and you can manipulate the hand as if it were your hand. The hand can manipulate objects as if it had a Strength of 5.

LEGERDEMAIN

ARCANA UTILITY 0

Choose one of the following effects.

You create a harmless effect in an open space within short range. Some possible uses are given below.

- Choose one object. The object can be worn or carried by another creature. The object becomes clean, changes color, or becomes dirty.
- You light or extinguish a candle, lantern, or torch.
- Choose one object. You can cause a symbol to appear on the object and remain until you complete a rest.
- Choose one object. You cause the object to become warmer or cooler.
- Choose one edible or drinkable object. You season or spice the object in any way you choose.
- Choose any number of Size 1/8 or smaller objects. You cause them to move together and form into a tidy stack in an open space you choose.
- Create another sort of minor effect that cannot harm, distract, or hamper another creature, subject to the GM's approval. This might be a burst of sparkles, a puff of smoke, a light wind, the sounds of singing or music, or a strong odor.

POTENT MAGIC

ARCANA UTILITY 1

Duration 1 round

For the duration, when you attack with a spell, you make the attack roll with 2 boons, and creatures make challenge rolls to resist your spells with 2 banes.

Triggered On your turn, you can use a triggered action to cast this spell. The spell ends at the end of your turn.

SORCEROUS LENS

ARCANA UTILITY 1

Target A point you can reach
Duration 1 hour

A 1-yard-diameter lens of magical force appears, centered on the target, and remains for the duration. The lens has two sides. Any creature peering through either side of the lens can see through it with ten times the magnification.

Sacrifice You can use an action, or a triggered action on your turn, and expend a casting of this spell to convert the force created by this spell into a blast. One creature you can reach must make a Strength challenge roll with 1 bane. On a failure, you move the creature 1d6 yards away from you, and the creature then falls prone.

ARCANE COILS

ARCANA ATTACK 2

Target Up to three creatures within short range

Magical ribbons fly from your hand to coil around each target, causing it to become immobilized. A target can use an action to make a Strength challenge roll and removes the affliction from itself on a success.

INEVITABLE BLADE

ARCANA UTILITY 2

Duration 1 minute

A blade of magical force appears in your hand and remains in existence for the duration or until you drop it, which ends the spell. When you cast the spell and, again using an action on your turn, you can attack with this weapon. The weapon counts as a basic weapon that deals $2d6 + 1$ damage. When you attack with it, you can substitute Intellect for the attribute you normally use to make attacks with melee weapons. In addition, you make your attack roll against the target's Agility instead of its Defense. Finally, when you attack a target with this weapon and the result of the attack roll is a failure, the target still takes half damage from the attack.

FLYING DISC

ARCANA UTILITY 3

Area A cube of space, 1 yard on a side, that you can reach
Duration 1 hour

Inside the area appears a disc-shaped contraption that's about 1 yard in diameter and hovers parallel to the ground. You can add any additional cosmetic embellishments you like.

The disc can hold one Size 1 creature or an equivalent weight in objects placed on it. If you can see the disc, you can use a triggered action on your turn to move the disc up to 20 yards in any direction, including up, down, or side to side. If you are standing on the disc when it moves, you move with it.

BLOCK MAGIC

ARCANA ATTACK 3

Target One creature you can see within medium range
Duration 1 hour

You cut the target off from magic for the duration, making it more difficult for the target to cast spells. When the target casts a spell, it must first get a success on an Intellect or Will challenge roll or the spell fails and the casting is wasted. In addition, when the target casts an attack spell, the effect imposes 1 bane on the attack roll and grants 1 boon on challenge rolls made to resist that spell.

Sacrifice You can use an action and expend a casting of this spell to cast the *empowered magic* spell (*Shadow*, page 117).

REVERSE SPELL

ARCANA UTILITY 4

Triggered When a creature targets you with an attack spell, you can use a triggered action to cast this spell. You change the target from yourself to the creature that triggered this casting.

Sacrifice You can use an action and expend a casting of this spell to cast the *destroy magic* spell (*Shadow*, page 118).

WELL OF MAGIC

ARCANA UTILITY 4

Area A circle with a 5-yard radius centered on a point on the ground that you can reach
Duration 1 minute

A field of intensified magic spreads through the area and remains for the duration. When a creature in the area casts an attack spell, it makes the attack roll with 2 boons and imposes 2 banes on challenge rolls made to resist the spell. In addition, whenever a creature on the ground in the area casts any spell, the creature can roll a d6. On a 6, it casts the spell without expending a casting.

ARCANE CONFLAGRATION

ARCANA ATTACK 5

Area A 5-yard-radius sphere centered on a point within medium range

You ignite the field of magic, causing a wave of roiling violet flames to spread through the area and deal $5d6$ damage to everything in it. In addition, each creature in the area must make an Agility challenge roll and a Will challenge roll. A creature takes half the damage with a success on the Agility challenge roll. A creature that gets a failure on the Will challenge roll becomes dazed for 1 minute. When a creature is dazed in this way, it has a $-1d3$ penalty to its Power score. A creature can repeat the Will challenge roll at the end of each round and removes the dazed affliction from itself on a success.

MAGICAL VORTEX

ARCANA UTILITY 5

Area A 5-yard-radius sphere centered on a point within long range
Duration 1 minute

A multicolored storm of colorful lights and sounds fills the area for the duration. Any creature, object, or area inside the spell's area that is under the effect of a rank 5 or lower spell ends the effect immediately.

You can use an action to move the area of this spell up to 20 yards in any direction across the ground. The vortex ends magical effects as described above when it enters spaces occupied by creatures, objects, and areas affected by such spells.

Finally, when a creature within 5 yards of the vortex would cast a spell, it must first get a success on a Will challenge roll with 2 banes or the creature expends the casting to no effect.

Sacrifice You can use an action and expend a casting of this spell to cast the *destroy magic* spell (*Shadow*, page 118). When you do so, you can end the effect of a rank 4 or lower spell.

ABSORB MAGIC

ARCANA UTILITY 6

Duration 1 hour; see the effect

An invisible field surrounds you and protects you from magic for the duration. When a creature targets you with an attack spell it casts or when you find yourself in the area of an attack spell, you can use a triggered action to absorb the spell, which ends the effect of your casting of absorb magic. The triggering spell has no effect, and you gain a number of spell points equal to 1 + the spell's rank. You retain these spell points until you cast this spell again or until you spend them. When you would cast a spell you have learned, you can cast the spell using spell points instead of expending a casting. You can expend spell points to cast even a spell you have learned but for which you have no castings remaining. You must spend a number of spell points equal to the rank of the spell you would cast (minimum 1). You cannot, however, use these spell points to cast the absorb magic or harness magic spells.

CLOUD OF MISSILES

ARCANA UTILITY 6

Duration 1 hour

The air around you becomes filled with glowing darts made of magical force for the duration. The darts move with you and partially obscure your space. Each time you take a turn, you can use an action, or a triggered action, to cast the *explosive darts* spell (*Shadow*, page 117) without expending a casting of that spell and even if you have not learned that spell.

ARCANE RESERVOIR

ARCANA UTILITY 7

You regain the expended castings of every spell of rank 3 or lower that you have learned.

END ALL MAGIC

ARCANA UTILITY 8

Target One point within extreme range

A wave of multicolored light spreads out from the target until it reaches a 100-yard radius. Any spell effects of rank 8 or lower that affect creatures, objects, or areas inside this spell's area immediately end if they have a duration shorter than permanent. You can end the effect of a spell of higher rank or a spell with a duration of permanent by getting a success on an Intellect challenge roll. Attempting to end a rank 9 spell imposes 2 banes on your roll, while attempting to end a rank 10 spell imposes 3 banes on your roll. Attempting to end an effect with a permanent duration likewise imposes 3 banes on your roll.

Sacrifice You can use an action and expend a casting of this spell while touching one object you can reach. If the object is under the effect of any spell, you end the effect. If the object is an enchanted object, it is utterly destroyed.

If the object is a relic, make an Intellect challenge roll with 3 banes. On a success, the relic loses all of its properties until you complete a rest. On a roll of 20 or higher, you permanently remove its properties. On a failure, you become stunned for 1 minute. On a roll of 0 or lower, you take damage equal to your Health.



DARTS OF ANNIHILATION

ARCANA ATTACK 9

Target Up to three creatures or objects you can see

For each target, you loose a dart of magical energy. Provided there is an unobstructed path between you and the target, the dart hits. A target with a Health score of 35 or lower disappears, along with everything it was wearing and carrying that is not a relic. A relic drops to the ground in the space the target occupied. Otherwise, the target takes $10d6 + 35$ damage.

ENRICH MAGIC

ARCANA UTILITY 10

Area A 5-mile-radius sphere centered on a point you can see

Duration 1d6 days

A wave of multicolored light spreads through the area and dissipates. You enhance magic in the area. For the duration, any spell cast in the area that normally lasts for 1 minute or less now lasts for 1 hour. Spells that last for 10 minutes or longer now last for 24 hours. All spells with durations longer than 24 hours have their durations doubled.

This spell grants 5 boons on attack rolls made as a result of casting spells in the area and imposes 5 banes on challenge rolls made to resist such spells. In addition, spells that deal damage deal $3d6$ extra damage. The benefits normally attached to an attack roll of 20+ result are triggered when the attack roll is 15 or higher and the total roll beats the target number by at least 5.

Constructs and other creatures created by magic can take fast turns and slow turns while in the area and make all rolls with 1 boon.

Aftereffect You must make an Intellect challenge roll with 5 banes. On a failure, your Power becomes 0. Every 30 days thereafter, you can repeat the Intellect roll. On a success, your Power increases by 1 (up to your maximum Power).

TRADITIONS AND SPELLS

BATTLE

Battle magic stands apart from other traditions in that it exists solely to enhance the user's ability to fight and, ultimately, triumph over one's enemies. Nearly all battle spells involve seizing magical energy and channeling it to empower strikes and amplify the caster's fighting techniques to surpass what should be possible with a weapon.

BATTLE MADNESS

Students of Battle magic sometimes find their tempers fraying and their patience weakening until they seem on the cusp of losing control. When the trauma becomes too great and the stress of their situation fractures their minds to the point of breaking, they become afflicted by battle madness.

If you know at least one spell from the Battle tradition, whenever you would go mad, you instead suffer battle madness. While gripped by battle madness, you must take a fast turn each round and use an action to attack the creature nearest to you, making a charge if necessary. You regard all creatures as your foes, and you must determine your target at random if you have more than one potential target for your attack. At the end of each round, roll a d6. On a roll of 5 or higher, your battle madness ends and you reduce your Insanity total as normal.

PRESSING STRIKE

BATTLE ATTACK 0

Make an attack with one melee weapon you are wielding. You can substitute Intellect for the attribute you would normally use to make the attack roll. On a success, the attack deals normal damage, and you and the target move up to 5 yards in a direction you choose.

SAVAGE STRIKE

BATTLE ATTACK 0

Make an attack with one melee weapon you are wielding. You can substitute Intellect for the attribute you would normally use to make the attack roll. On a success, the attack deals 1d6 extra damage and you grant 1 boon on the next attack roll made to attack you before the end of the round.

CERTAIN STRIKE

BATTLE UTILITY 1

Triggered When you make an attack roll for a weapon attack or as part of your casting of a Battle spell and you get a failure on the roll, you can use a triggered action to cast this spell. Disregard the triggering result and repeat the attack roll with 1 boon.

FANGS OF THE SERPENT

BATTLE ATTACK 1

Either make an attack with a weapon you are wielding against one target or make two attacks with a weapon you are wielding, each one against a different target. You make the attack roll with 1 boon, and you can use Intellect instead of the attack's normal attribute.

If you attack and hit one target, the attack deals 1d6 extra damage and you can move up to half your Speed after the attack without triggering free attacks.

If you attack two targets, each hit deals normal damage.

KILLING URGE

BATTLE ATTACK 1

Target One creature within short range that can hear you

The target can use a triggered action to make an attack with a weapon. You grant the target 1 boon to its attack roll, and the attack deals 1d6 extra damage.

Sacrifice You can use an action and expend a casting of this spell to make an attack with a melee weapon. You can substitute Intellect for the attribute you would normally use to make the attack roll. On a success, the target takes 1d6 extra damage and, for 1 round, you make attack rolls that are part of free attacks with 2 boons.

AVALANCHE STRIKE

BATTLE ATTACK 2

Target Up to three creatures within 1 yard of you

A target must get a success on an Agility challenge roll with 1 bane or fall prone. If a creature falls prone, you can make a weapon attack against that creature as part of the same action you used to cast the spell and substitute Intellect for the attribute you normally use to make the attack roll. The weapon attack deals 2d6 extra damage.

DISTANT DOOM

BATTLE ATTACK 2

Target One creature or object within medium range

You move up to your Speed toward the target. Your movement ignores difficult terrain, lets you move through spaces occupied by other creatures, and does not trigger free attacks. If you can reach the target by the end of your movement, you can make an attack against it using a melee weapon you are wielding. You make the attack roll with 1 boon and you can substitute Intellect for the attribute you would normally use to make the attack. On a success, the attack deals 2d6 extra damage.

CLIMB THE MOUNTAIN

BATTLE ATTACK 3

Target One creature you can reach that is your Size or larger

You move into the target's space, climb its body, and attack it with a weapon you are wielding. You make the attack roll with 2 boons and you can substitute Intellect for the attribute you would normally use to make the attack. On a success, the attack deals 3d6 extra damage. On a success or a failure, you fly and land in an open space within 5 yards of the target. This movement does not trigger free attacks.

IRON GRASP

BATTLE ATTACK 3

Requirement You must have a hand free
Target One creature you can reach

Make an attack with an unarmed strike against the target. You make the attack roll with 1 boon and you can substitute Intellect for the attribute you would normally use for the attack. On a success, the attack deals 2d6 extra damage and the target becomes grabbed. You can maintain the grab each round using a triggered action on your turn. Each time you maintain the grab, the target takes 1d6 damage. The effect ends when you or the target becomes incapacitated or when the grabbed affliction is removed.

DRIVE THEM BEFORE YOU

BATTLE ATTACK 4

Move up to your Speed. At the end of your movement, each creature you choose within your reach must get a success on a Strength challenge roll with 2 banes or take 2d6 damage, fly 1d6 yards away from you in a direction you choose, and land prone.

STEELY DEFENSE

BATTLE UTILITY 4

Duration 1 minute

For the duration, you take half damage from weapons.

Triggered On your turn, you can use a triggered action to cast this spell.

Traditions and Spells

PAINT THE FIELD RED

BATTLE ATTACK 5

Requirement You must be wielding a melee weapon other than an unarmed strike

Target Each creature of your choice that you can reach

You swing the weapon around you in a deadly arc. A target must make an Agility challenge roll with 1 bane. It takes 4d6 + 1 damage on a failure, or half the damage on a success. Any creature that got a failure on the Agility roll and becomes injured by this attack takes extra damage equal to its Health.

REAPER'S HARVEST

BATTLE ATTACK 5

Target One creature you can reach

Attack the target with a weapon you are wielding. You make the attack roll with 3 boons and you can substitute Intellect for the attribute you would normally use. On a success, the target takes 6d6 + 5 damage. A target with a Health score of 30 or lower instead takes damage equal to its Health.

SAVAGE REBUKE

BATTLE ATTACK 6

Triggered You can use a Triggered action to cast this spell when a creature attacks you with a weapon and gets a success on the attack roll. You turn the success into a failure and then make an attack with a weapon against the triggering creature. You make the attack roll with 3 boons and you can substitute Intellect for the attribute you would normally use. On a success, the attack deals 3d6 + 3 damage and the target becomes impaired for 1 round.

CAST DOWN FROM HEAVEN

BATTLE ATTACK 6

Triggered You can use a Triggered action to cast this spell when you succeed on an attack roll to grab a creature of your Size or smaller. You fly up to 20 yards into the air, taking the grabbed creature with you. You then make an attack with a melee weapon against the target you have grabbed. You make the attack roll with 1 boon and can substitute Intellect for the attribute you would normally use. On a success, the attack deals 2d6 extra damage and the target becomes stunned until the end of the round. On a success or a failure, you remove the grabbed affliction and the target falls. You then land safely in an open space within 5 yards of the space you left.

WHIRLWIND OF DEATH

BATTLE ATTACK 7

Requirement You must be wielding a melee weapon other than an unarmed strike

Target Each creature of your choice that you can reach

You sweep your weapon around you in a deadly arc. Each target must make an Agility challenge roll with 1 bane. A creature takes 6d6 damage on a failure, or half the damage on a success.

You then fly up to your Speed. You must land at the end of this movement or you fall. If you land, you sweep your weapon around you again, and each creature you choose within your reach must make an Agility challenge roll with 1 bane. A creature takes 6d6 damage on a failure, or half the damage on a success.

When the spell ends, you must get a success on a Strength challenge roll with 3 boons or become fatigued for 1 minute.

BATTLE FERVOR

BATTLE UTILITY 8

Duration 1 hour

You amplify your fighting techniques for the duration. Until the spell ends, you can use the following special actions.

Blurring Advance On your turn, you can use a triggered action and expend the casting of any one rank 0 utility spell and then move up to three times your Speed. This movement does not trigger free attacks.

Blurring Deflection When a creature you can see attacks you with a weapon, you can use a triggered action and expend the casting of one rank 0 attack spell to impose 3 boons on the triggering attack roll.

Blurring Evasion When you would make a challenge roll to resist an attack that affects an area, you can use a Triggered action and expend the casting of one rank 0 attack spell to make the challenge roll with 3 boons. If the spell deals damage, you take no damage on a success, and half the damage on a failure.

Blurring Strike On your turn, you can use a triggered action and expend the casting of one rank 0 attack spell. Until the round ends, when you attack with a weapon, you make the attack roll with 3 boons.

SURGE OF SLAUGHTER

BATTLE ATTACK 9

Area A 20-yard-long cone originating from a point you can reach

You leap into motion to carve a path through your enemies. Each creature with a Health score of 35 or lower inside the area takes damage equal to its Health. Each other creature in the area must make an Agility challenge roll with 3 banes. A creature takes 10d6 damage on a failure, or half the damage on a success.

You then move to any open space within the area.

GOD OF WAR

BATTLE UTILITY 10

Duration 8 hours

Magical power flows into you, transforming you into a god of war. You become bigger, stronger, and far more menacing. Your eyes glow with malice, and blood paints your body. Any creature that can see you when you transform must get a success on a Will challenge roll with 3 banes or gain 1d3 Insanity. Until the spell ends, gain the following benefits:

- You gain a +50 bonus to Health.
- You cannot gain Insanity.
- You make attack rolls with 3 boons.
- Your attacks with weapons deal 5d6 extra damage.
- You impose 3 banes on attack rolls made by creatures against you.
- At the end of each round, each creature you choose within your reach takes 3d6 damage.

Aftereffect You must make a Will challenge roll with 5 banes. On a failure, you gain 3d6 Insanity and take a -1d6 penalty to Power that lasts for 1 week and 1 day. If you would go mad as a result of this Insanity gain, you suffer battle madness as normal, but the madness ends only on a roll of 6, and you take 2d6 damage at the end of each round until the madness ends.



CELESTIAL

Celestial magic is often associated with the Cult of the New God, as the devotees of the faith use it to eradicate the scourge of undead and demons from the world, but the tradition has much older roots. The faeries saw Celestial magic as sacred, the pure distillation of magical energy that could chase away the dark and burn those hateful things that live in it. Certain faerie lords and ladies made a study of the tradition and put it to good use in the devastating wars against the trolls.

In addition to followers of the New God, many wizards, sorcerers, and other users of magic wield Celestial power. Some discover the tradition after searching the stars for their secrets, while others master the arcane formulas to turn magical energy into luminous energy.

ILLUMINATION

Duration 2 hours

You harness the power of the sun, drawing it inside you so that you glow for the duration. You emit light in a 2-yard radius, and whenever you walk across a surface, you leave behind a trail of glowing footprints that emit light in a 1-yard radius for 1 minute before fading away. If you touch a creature or an object, you cause it to emit light in a 1-yard radius for 1 minute.

You can use a triggered action on your turn to suppress this spell's effect on yourself or to resume its effect. Time spent suppressed counts against the spell's duration.

Triggered You can use a triggered action to cast this spell when you cast a Celestial attack spell or you attack with a weapon. If the triggering attack results in a success, the target of the attack emits light in a 2-yard radius and, when it walks across a surface, it leaves behind a trail of glowing footprints that emit light in a 1-yard radius for 1 minute before fading away.

RADIANT SHIELD

CELESTIAL UTILITY 0

Triggered You can use a triggered action to cast this spell when a creature you can reach attacks you with a melee weapon. A burst of light appears between you and the triggering creature, imposing 1 bane on its attack roll. If the attack results in a success, the triggering creature must get a success on a Strength challenge roll or become blinded for 1 round.



SUN SHARD

CELESTIAL ATTACK 1

Target One creature you can reach

A blazing shard of light slashes toward the target. Make a Will attack roll against the target's Agility. On a success, the blazing light strikes the target and deals $2d6 + 2$ damage. If the target is a spirit or an undead, or has a special vulnerability to sunlight, it takes $1d6$ extra damage.

Attack Roll 20+ The target also becomes blinded for 1 round.

STROBE LIGHT

CELESTIAL UTILITY 1

Area A 5-yard-radius sphere centered on a point within short range

Duration 1 minute

Flashing light fills the area, turning darkness in it to shadows. The brightness of the light, however, imposes 1 bane on all attack rolls made by sighted creatures in the area.

TINY LANTERNS

CELESTIAL UTILITY 2

Target Four points within medium range

Duration 1 hour

Four Size 1/4 glowing balls appear centered on the targets and remain for the duration. Each ball sheds light in a color you choose in a 5-yard radius. As a minor activity (*Shadow*, page 50), you can move one or more lights created by this casting of the spell up to 10 yards in any direction. The lights remain in their positions until moved again.

You can also use an action to cause one or more balls to flash with intense brightness and then go out. Any sighted creature within 5 yards of a flash must get a success on a Perception challenge roll or become impaired for 1 round. A creature makes this roll with 1 bane for each area of light created by this spell that it is in.

FOCUSED LIGHT

CELESTIAL ATTACK 2

Duration Concentration, up to 1 minute

A beam of light in a color you choose, 1 inch in diameter, extends up to 20 yards from your hand in a direction you choose. The beam turns darkness within 1 yard of it into shadows. The beam cannot extend through any solid and non-transparent creature or object it touches; thus, such obstacles provide total cover to anything behind them. Any object touched by the beam takes $2d6 + 1$ damage.

When you cast the spell, each creature in the beam's path can make an Agility challenge roll. A creature dodges the beam on a success, or takes $2d6 + 1$ damage on a failure.

For the duration, each time you use an action to concentrate on the spell, you can point the beam in a different direction. The first creature or object in the path of the light is subject to the spell's effect as if you had just cast the spell.

BLINDING BURST

CELESTIAL ATTACK 3

Target A point within medium range

You hurl a mote of light toward the target. When the mote reaches the target or impacts against a solid surface before then, it explodes to release blinding light in a 5-yard radius. Each creature in the area must get a success on an Agility challenge roll with 1 bane or become blinded for 1 minute.

RAINBOW

CELESTIAL UTILITY 3

Duration 1 hour; see the effect

A bow formed from solidified multicolored light appears in your hand and remains for the duration or until you drop it, which ends the spell. The bow functions as a ranged weapon that has the range (extreme) property and deals $2d6$ damage. The weapon provides its own ammunition—magical arrows of multicolored light—and you can substitute Will for the attribute you would normally use to attack with this weapon. When a target takes damage from an attack made using this weapon, it emits light in a 5-yard radius for 1 minute.

Triggered On your turn, you can use a triggered action to cast this spell.

Traditions and Spells

CROWN OF STARS

CELESTIAL ATTACK 4

Duration 1 minute; see the effect

Five glowing motes swirl in the air around your head and remain for the duration or until you expend them. When you cast this spell, you can launch any of the motes from around your head at creatures or objects within long range. You can divide these motes between targets, but you cannot send more than two motes against a single target. For each mote, make a Will attack roll against the target's Agility. On a success, the mote strikes the target and explodes, dealing 2d6 damage. On a failure, the mote returns to you and resumes orbiting your head.

If you have any motes remaining after you cast this spell, you can use a triggered action on your turn to expend one mote and send it flying at a creature or object within long range. Make a Will attack roll against the target's Agility. On a success, the mote hits and explodes, dealing 1d6 + 2 damage. On a failure, the mote returns to you and resumes orbiting your head.

Attack Roll 20+ The target takes 1d6 extra damage.

SWORD OF THE DAWN

CELESTIAL UTILITY 4

Duration 1 hour; see the effect

A crescent blade of rose-colored light emerges from your hand and remains for the duration or until you drop it, which ends the spell. The blade functions as a melee weapon that you can wield in your off hand and that deals 3d6 + 2 damage. You can substitute Will for the attribute you would normally use to attack with this weapon. The blade emits light in a 5-yard radius. Finally, if the total of your attack roll is 20 or higher and beats the target number by at least 5, the target must get a success on a Strength challenge roll or become blinded for 1 round.

Triggered On your turn, you can use a triggered action to cast this spell.

FALLING STARS

CELESTIAL ATTACK 5

Requirement You must be able to see the sky

Target Up to four points on the ground within long range

Stars fall from the sky to land on each target and then explode with blinding light in a 3-yard-radius hemisphere. Each creature or object in the area of one or more of the explosions takes 4d6 + 1 damage and must make an Agility challenge roll. A creature or object in the area of more than one explosion makes the roll with 1 bane for each explosion beyond the first one. A creature takes half the damage on a success, or also becomes blinded for 1 minute on a failure.

PERMANENT LIGHT

CELESTIAL UTILITY 5

Target One object you can reach

Duration Permanent

You touch the target and cause it to emit light in a 20-yard radius for the duration. Light created by this spell counts as sunlight.

Sacrifice You can use an action and expend a casting of this spell and cast the *nova* spell (*Shadow*, page 120).

RAIMENT OF THE SUN

CELESTIAL UTILITY 6

Duration 1 hour or until you become incapacitated

Brilliant light shines from a point in your space into a 20-yard radius sphere for the duration. Until the spell ends, you can use an action to loose a beam of radiance at one creature or object within long range. Make a Will attack roll with 1 boon against the target's Agility. On a success, the beam hits and the target takes 4d6 damage.

SUNBURST

CELESTIAL ATTACK 6

Area A 6-yard-radius sphere centered on a point within medium range

Duration 1 minute

Sunlight fills the area for the duration. Light created in the area illuminates everything within 100 yards of it. When you

cast the spell, each creature in the area must make a Strength challenge roll with 1 bane. A creature takes 7d6 damage on a failure, or half the damage on a success. Demons, faeries, spirits, trolls, undead, and any creature that has sunlight vulnerability or sunlight weakness makes the challenge roll with 1 bane and takes 3d6 extra damage on a failure.

INVISIBLE SUN

CELESTIAL ATTACK 7

Area A 20-yard-radius sphere centered on a point within long range

Duration 1 minute

Invisible radiance spreads through the area for the duration. At the end of each round, the radiance deals 3d6 damage to everything in the area. A creature in the area must make a Strength challenge roll with 1 bane. The creature becomes fatigued for 1 minute on a failure, or just takes half the damage on a success.

A creature fatigued by this spell is also slowed. If a creature is already fatigued, it takes 3d6 extra damage. Any creature incapacitated by the damage dies, reduced to a puddle of quivering jelly.

BLAZE IN THE NORTHERN SKY

CELESTIAL ATTACK 8

Area A cube of space, 1 yard on a side, originating from a point within extreme range

Duration Concentration, up to 1 hour

A 1-yard-diameter ball of roiling light appears inside the area and remains for the duration. The ball illuminates everything within 1 mile of it, and its light counts as sunlight.

When you cast the spell and, again, when you use an action to concentrate on it, you can release a beam of light from the area. The beam is a 1-yard-wide line that extends up to 1,000 yards or until it strikes a solid object. Each creature in the area of the light takes 5d6 damage. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

SECOND SUN

CELESTIAL UTILITY 9

Target A point in the sky that you can see

Duration Until you complete a rest

A second sun appears at the target and remains for the duration. The sun illuminates everything within 100 miles of it. Light created by the spell counts as sunlight. In addition, the light negates all mundane and magical forms of shadow and darkness, such as the shadows cast by the Demonic Shadows trait, in the area. Finally, demons, devils, spirits, undead, and creatures with sunlight vulnerability or sunlight weakness are impaired for as long as they remain in the area.

Aftereffect You must make a Strength challenge roll with 4 banes. On a failure, you can't cast this spell again for 1d20 days.

CALL DOWN THE HEAVENS

CELESTIAL ATTACK 10

Requirement You must be able to see the sky

Target A point on the ground that you can see within 10 miles of you

A star falls from the heavens and strikes the target, exploding in a 1-mile radius. The explosion deals 10d6 + 25 damage to everything in the area. Each creature in the area must make an Agility challenge roll with 1 bane. A creature takes half the damage on a success, or becomes blinded for 1 hour on a failure. A creature blinded by this spell is also dazed and fatigued.

The fallen star creates a crater that forms a hemisphere, 10 yards deep and 20 yards in diameter.

Aftereffect You must make a Strength challenge roll with 5 banes. On a failure, your eyes burn out, causing you to become permanently blinded.



Traditions and Spells

CHAOS

One of the most dangerous traditions of magic, the powers of Chaos appeal to those in the grip of madness, nihilists who care nothing for the consequences of their actions, and the thoroughly wicked who delight in wreaking havoc. For all its perils, the tradition offers insights into the workings of magic by allowing casters to apprehend the energy in its purest, rawest form, and thus some come to this tradition in search of that greater understanding.

Chaos magic works by releasing a burst of raw, magical energy and then using a loose framework to direct the energy into some useful or semi-useful effect. Although it can be unpredictable, Chaos magic's appeal comes from how it can boost other magic and thus surpass what would normally be possible. No wonder, then, that the tradition is favored by sorcerers.

CHAOS AND ORDER

Chaos and Order do not play well together. Chaos spells are never affected by effects created by Order spells, and vice versa. For example, if you cast the *chaos shield* spell, described here, in an area affected by a *consistency* spell (*Demon Lord's Companion 2*, page 40), you would still roll the d6 after resolving the attack, ignoring the effect of the Order spell on the area.

CHAOS SHIELD

Duration 1 minute

Colors dance around you and dapple your body for the duration. The colors emit light in a 2-yard radius centered on a point in your space. Whenever a creature makes an attack roll against you, the colors impose 1 bane on the attack roll. After resolving the attack, roll a d6. On a 3 or lower, the spell ends.

Triggered On your turn, you can use a triggered action to cast this spell.

CHAOTIC ERUPTION

Area A 1-yard-radius sphere centered on a point in your space

Vibrant colors rush out from you and dissipate. Each creature in the area, including you, must make a Strength challenge roll with 1 bane. On a failure, roll a d6. On a 4 or higher, the creature is moved 1d6 yards in a straight line away from the area's origin point in a direction you choose. On a 3 or lower, the creature becomes impaired for 1 round.

Triggered On your turn, you can use a triggered action to cast this spell.

RANDOMNESS

Area A 3-yard-radius sphere centered on a point you can reach

A burst of color spreads through the area, making each creature in it subject to randomness for 1 minute. Creatures affected by this spell double the numbers rolled on boons or banes, such that a roll of 6 would count as a roll of 12.

At the end of each round, each creature affected by this spell must make a Will challenge roll. On a failure, the creature gains 1 Insanity.

CHAOS UTILITY 1

UNLIKELY TRANSFORMATION

CHAOS ATTACK 1

Target One living creature within short range

You hurl colors at the target. Make a Will attack roll against the target's Strength. On a success, the target becomes impaired for 1 round, as its body seems to rearrange itself for a moment. When the target is impaired in this way, it is also frightened.

Each creature within short range of the target and that can see it must get a success on a Will challenge roll with 1 bane or become frightened for 1 round.

Attack Roll 20+ You also cause the target to assume the form of a **small animal** (*Shadow*, page 217), as if it had been affected by a Transformation spell. The target remains in this form for 1 minute or until it takes any damage.

CHROMATIC LANCE

CHAOS ATTACK 2

Target One creature within medium range

A braided rainbow leaps from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes $2d6 + 5$ damage. Then, roll a d6. On a 3 or lower, the target takes half damage from all sources for 1d6 rounds thereafter. On a 4 or higher, the target takes double damage from all sources for 1d6 rounds thereafter.

CHAOS UNLEASHED

CHAOS UTILITY 2

Area A 5-yard-radius sphere centered on a point you can reach

Duration 1 minute

A buzzing cloud of sparkling lights spreads through the area and remains for the duration. The cloud grants 2 boons to attack rolls made by creatures in the area when they cast attack spells and imposes 2 banes on challenge rolls made by creatures outside the area to resist attack spells cast from within the area. When a creature in the area casts any spell, however, it must get a success on a Will challenge roll or take 1d6 damage from exposure to the chaotic energy.

CHAOS ORB

CHAOS ATTACK 3

Target A point you can see on a solid surface within medium range

You gather up and throw a ball of unruly, chaotic energy at the target. When the ball reaches its destination or if it encounters a solid surface before then, it explodes into a 3-yard-radius sphere centered on the point it struck. The energy deals $3d6$ damage to everything in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

Then, roll a d6. On an odd number, the spell ends. On an even number, the ball bounces 1d6 yards. Roll a d6: you choose the direction on an even number, and the GM chooses a direction on an odd number. When the ball lands at the new point, it releases a pulse as described above. A creature can take damage from this spell only once per round per casting of the spell, regardless of how many times it finds itself in the area of its pulse. Roll a d6 again to determine if the ball continues bouncing or the spell ends. Continue this process until the spell ends.



TRADITIONS AND SPELLS

SCINTILLATING WORMS

CHAOS ATTACK 3

Target Up to three creatures within medium range

You fling out your hand to release one writhing, scintillating tendrils toward each of the targets. For each tendrils, make a Will attack roll against the target's Agility. On a failure, the tendrils dissipates. On a success, the tendrils touches the target, vanishes into it, and causes light to shine out from the target's eyes and orifices in a 10-yard radius for 1 minute. The light grants 1 boon on attack rolls made against an affected target. When a target emitting light in this way would take a turn, roll a d6 and consult the following table to see what the target does.

d6 Effect

- 1 The target cannot use an action or move. Instead, it experiences maddening revelations and gains 1d3 Insanity.
- 2 The target becomes immobilized for 1 round, during which time it floats 1d6 yards in the air. When the effect ends, the target falls to the ground.
- 3 The target can act normally, but it makes attack rolls and challenge rolls with 1 bane.
- 4 The light shining from the target causes it to catch fire. The target takes 1d6 damage at the end of each round until a creature uses an action to extinguish the flames. The target can act normally.
- 5 The target teleports to an open space of its choice within short range and then can act normally.
- 6 The target can act normally. It makes attack rolls and challenge rolls with 3 boons until the end of its turn.

STRANGE CHANGES

CHAOS UTILITY 4

Area A cube of space, up to 5 yards on a side, originating from a point within short range

Chaos afflicts everything in the area. Each object in it that is not worn or carried by a creature warps, twists, and changes color. The object's functionality is unchanged, however.

Each creature in the area must make a Will challenge roll with 1 bane. A creature gains 1 Insanity on a failure, or on a success becomes subject to a random change. Roll a d6 for each creature that gets a success and consult the following table.

d6 Effect

- 1 The creature becomes a **monster** (*Shadow*, page 246) of its Size and uses the statistics of its new form in place of its own. The effect lasts until the target becomes injured or incapacitated, or until you complete a rest.
- 2 The creature gains the horrifying trait for 1 minute.
- 3 The creature's Size increases by 1d6 for 1 minute. If there is not sufficient space for a creature of its new Size, the target takes 5d6 damage and the effect ends immediately.
- 4 The creature's Size, but nothing it wears or carries, becomes 1/2 for 1 minute.
- 5 The creature teleports to an open space of your choosing within 1 mile of you.
- 6 The creature gains a +20 bonus to its Health and makes all attack rolls and challenge rolls with 1 boon. The effect lasts for 1 minute.

Attack Roll 20+ Roll twice to see what happens to the creature and apply both effects to it.

UNCHAINED PROBABILITIES

CHAOS UTILITY 4

Target A 10-yard-radius sphere centered on a point you can reach

Duration 1 minute

A wave of electric blue light spreads through the area and remains for the duration, periodically making odd musical noises and flashing lights, and turning darkness in the area into shadows.

Until the effect ends, when a creature in the area would make an attack roll or a challenge roll, it must roll two additional d20s, and you roll a d6. If you roll an odd number, the triggering creature uses the lowest number rolled on any d20. If you roll an even number, the triggering creature uses the highest number rolled on any d20.

Sacrifice You can use an action and expend a casting of this spell to cast the *wild magic* spell (*Shadow*, page 121).

CHAOS VORTEX

CHAOS ATTACK 5

Area A cylinder, 10 yards tall with a 5-yard radius, centered on a point within long range

Duration Concentration, up to 1 minute

Brightly glowing vapors and flashing lights spread through the area and swirl around to heavily obscure it. The vortex remains for the duration.

Each time you use an action to concentrate on this spell, you can make a Will challenge roll and move it up to 5 yards across the ground on a success. On a failure, the GM moves the vortex up to 5 yards in any direction.

Any creature with a Health score of 15 or lower in the vortex's space when it appears or that enters it dies, and its body along with everything it wears and carries, except for relics, breaks apart into colorful clouds that join the vortex. Relics fall to the ground in the vortex's space, unharmed.

Creatures with Health scores higher than 15 in the vortex's space when it appears or that enter it must make a Will challenge roll. A creature takes 4d6 damage from the wild energy on a failure, or half the damage on a success. A creature can take this damage only once per round per casting of the spell, regardless of how many times it enters the vortex's space during that round.

Finally, whenever a creature within medium range of the vortex casts a spell, roll a d6 and consult the following table.

d6 Effect

- 1 A pulse of energy spreads 1d6 yards out from the vortex and dissipates. Everything in the area of the pulse and outside the space of the vortex must get a success on an Agility challenge roll or take 2d6 damage.
- 2 The vortex moves 1d6 yards toward the triggering creature.
- 3 Nothing happens.
- 4 The vortex moves 1d6 yards away from the triggering creature.
- 5 The vortex adds 1d3 yards to its radius.
- 6 A pulse of energy spreads 2d6 yards out from the vortex and dissipates. The energy deals 5d6 damage to everything it touches. A creature that would take this damage can make an Agility challenge roll and takes half the damage on a success.

SHAPE MAGIC

CHAOS UTILITY 5

You bend and twist the magical energy released when you cast this spell so that it takes a useful form. Choose a spell from any tradition that is of rank 5 or lower. Make a Will challenge roll with a number of banes equal to the rank of the chosen spell. On a success, you cast the chosen spell.

On a failure, the magic gets away from you and explodes in a sphere with a radius in yards equal to the rank of the spell you chose. You and everything in the area take 6d6 damage. A creature in the area that gets a success on a Will challenge roll instead takes half damage.

Traditions and Spells

POWER OF CHAOS

Duration 1 minute

You flood your body with raw magical energy, becoming a living vessel for its power for the duration. The spell has several effects.

Inner Radiance Light pours from your eyes, nostrils and mouth, illuminating the area inside a 20-yard-long cone.

Amplified Magic Until the spell ends, when you cast an attack spell, you make the attack roll with 2 boons and creatures make the challenge roll to resist the attack with 2 banes. In addition, your attack spells deal 2d6 extra damage.

Searing Chaos When you cast a spell, roll a d6 to see what happens.

- On a 1, 1d6 **small demons** appear in open spaces around you and take the next available turn to attack the nearest creature.
- On a 2–5, nothing else happens.
- On a 6, raw magical energy rushes from a point in your space out to a radius in yards equal to the rank of the spell you cast. The energy deals 3d6 damage to everything other than you in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

REMAKE

CHAOS UTILITY 6

Target One willing creature you can reach

Duration 1d6 hours

You touch the target and channel raw chaotic energy into it to alter its appearance. You can make whatever cosmetic changes you like to the target, while altering its height by up to 6 inches and its weight by up to 30%. You can make the target appear older or younger, or of a different gender.

In addition, for each attribute, roll a d3. On a 1, the target takes a -1d3 penalty to that attribute score. On a 2, nothing else happens. On a 3, the target gains a +1d3 bonus to the score. A bonus cannot increase an attribute score above 20 or reduce it below 1. Bonuses and penalties last until the spell ends. They do not, however, modify the target's characteristics.

Sacrifice You can use an action and expend a casting of this spell to cast the *shape magic* spell (previous page).

SCINTILLATING BARRIER

CHAOS UTILITY 7

Area A shapeable line 35 yards long, 10 yards tall, and 1 yard wide, originating from a point within long range

Duration Concentration, up to 1 minute; see the effect

Shimmering opaque colors spread through the area to become a wall that totally obscures everything behind it for the duration. The wall emits light out to a range of 20 yards. If you concentrate for the full minute, the wall remains for 1 additional hour without requiring your attention.

Any object in the wall's space that is not a relic takes damage equal to its Health and disappears.

For any creature in the wall's space when it appears or that enters it, roll a d6 and consult the following table. A creature can be affected by the wall only once per round per casting of this spell, regardless of how many times it enters the wall's space.

CHAOS UTILITY 6

d6 Effect

1	Nothing happens.
2	The creature must make a Perception challenge roll with 1 bane. On a failure, the creature teleports to an open space of your choice within 2d6 yards of the wall and becomes dazed for 1 round.
3	The creature must get a success on a Will challenge roll with 2 banes or become compelled by you until the spell ends.
4	The creature must get a success on an Intellect challenge roll with 3 banes or become immobilized for 1 round and be subject to the wall's effect again on its next turn.
5	The creature must make an Agility challenge roll with 4 banes. On a failure, the creature takes 5d6 damage, flies 2d6 yards away from the wall, lands prone, and becomes stunned for 1 round. On a success, the creature teleports to a space of your choice within 2d6 yards of the wall.
6	The creature must make a Strength challenge roll with 5 banes. The creature takes damage equal to its Health and disappears forever on a failure, or on a success it takes damage equal to half its Health and teleports 1d6 miles away to an open space of the GM's choice.

HORDE OF MONSTERS

CHAOS UTILITY 8

Target Any number of objects within medium range whose total Size does not exceed 10

Each target becomes a **monster** (*Shadow*, page 246) of its Size. Objects smaller than Size 1 count as Size 1 for the purpose of this spell. Every ten Size 1 monsters merge to become a **mob** (*Shadow*, page 264). The monsters are hostile to all creatures that are not monsters, and the monsters take the next available turn.

TRUE CHAOS

CHAOS UTILITY 9

Area A 1-mile-radius circle on the ground centered on a point you can reach

Duration Permanent

Upon casting this spell, you must concentrate for 8 hours, during which time you infect the area with chaos. If you finish, the area functions as if under the Weird Magic effect (*Shadow*, page 199).

Aftereffect Make a Will challenge roll with 4 banes. On a failure, you gain Insanity equal to your Will score.

UNDO REALITY

CHAOS ATTACK 10

Requirement You must have at least 1 Corruption

Area A 10-yard-radius sphere centered on a point you can see within medium range

You unravel the words of creation that give form to substance. Make a Will challenge roll with 6 banes. On a failure, you take damage equal to your Health as your body turns to dust and drifts off into the Void to be absorbed by the Demon Lord.

Regardless of the result of the challenge roll, a shadow spreads through the area, causing everything in it to turn to dust and flow into the Void. Creatures in the area that have Health scores of 55 or higher can make Strength challenge rolls. A creature takes 50 damage and becomes dazed for 1 minute on a success, or is utterly erased from existence on a failure.

Aftereffect Roll a d20. On a 1, you set in motion the utter annihilation of the world. After 3d6 days, the planet and everything on it is destroyed, utterly devoured by the Demon Lord.

CONJURATION

Conjuration magic taps into the same creative forces that genies used in ancient times to fashion reality from unformed substance. In a small way, casters of Conjuration spells become as gods, able to create objects and creatures out of thin air. Although this tradition's spells offer great versatility, the effects usually last for a short time, almost as if reality were fighting back against the spell's creations.

The oldest writings on the theories of Conjuration magic and the first attempts at mastering the form are contained in the vaults of the Tower Arcane. For this reason, the tradition is often thought to have originated with wizards and their ilk, though the techniques have found their way into other societies of magic users. Cultists, for example, might use Conjuration spells to show proof that their strange gods exist, while war casters use these spells to create a weapon in a pinch or bring reinforcements when the tide turns against them.

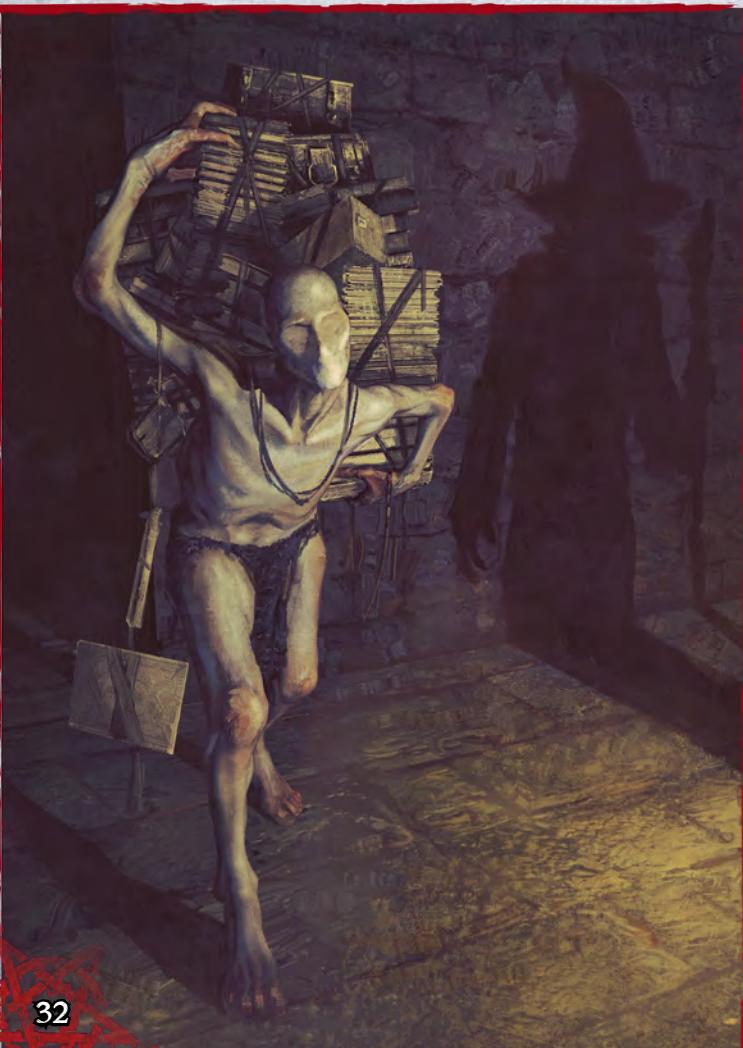
CONJURE TINY MONSTER

CONJURATION UTILITY 0

Area A cube of space, 1 yard on a side, originating from a point within short range

Duration 1 minute; see the effect

One compelled **tiny monster** (*Shadow*, page 247) appears on a solid surface inside the area and remains for the duration or until it becomes incapacitated.



ENERGY BURST

CONJURATION ATTACK 0

Area A 1-yard-radius sphere centered on a point within short range

Crackling energy explodes in the area, dealing 1d6 damage to everything in it. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

CONJURE SERVANT

CONJURATION UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point you can reach

Duration 1 hour; see the effect

A **faceless servant** (see page 136) appears on a solid surface inside the area and remains for the duration or until it becomes incapacitated. The servant knows how to perform mundane duties, such as cooking, cleaning, folding, making or breaking down camp, and so on. The servant obeys your spoken commands, taking its turn when you decide, and doing as ordered to the best of its ability.

Sacrifice You can use an action and expend a casting of this spell to cause one construct you created with a Conjuration spell to heal 1d6 damage.

FLYING KNIVES

CONJURATION ATTACK 1

Area A cube of space, 2 yards on a side, originating from a point within short range

Duration 1 minute

Flying knives appear and fly around inside the area for the duration and then disappear when the spell ends. Any creature inside the area or that enters it must get a success on an Agility challenge roll or take 1d6 damage. A creature makes this roll just once per round per casting of the spell, regardless of how many times it enters the area. You can use an action, or a triggered action on your turn, to move the flying knives up to 5 yards in any direction.

CREATION

CONJURATION UTILITY 2

Area A cube of space, 1 yard on a side, originating from a point you can reach

Duration See the effect

You fill the area, or a portion of it, with matter. (Consumable matter provides nourishment as if it were the real thing.) The matter remains for a period of time based on its composition, as shown on the following table. At the end of that time, the substance disappears if it has not already dissipated or been consumed. The matter can take any shape you choose, though it cannot have moving parts. You could, for instance, cast the spell to create an iron sword or to fill containers in the area with beer, or simply envelop the area in thick fog. You might create a plug to temporarily repair a hole in a bridge, or seal off a passage to block pursuers.

Material (Examples)

Duration

Fog or vapor	8 hours or until dispersed by wind. The fog spreads 1 yard in all directions at the end of each round until it fills a cube of space 10 yards on each side. The area containing the fog is heavily obscured.
--------------	--

Liquid, nonmagical and nonpoisonous (water, beer, rotgut)	4 hours, but unless it is contained, the liquid collapses and spreads out in all directions.
---	--

Wood, flesh, or other organic matter (lumber, firewood, food)

1 hour

Object of ordinary stone (statue, barrier)
--

10 minutes

Object of base metal (sword, mace)

1 minute

Object of precious metal (gold crown)

1 round

Traditions and Spells

STICKY STRANDS

Area A cube, 5 yards on a side, originating from a point within medium range; see the effect
Duration See the effect

Thick, sticky strands spread through the area. Each creature in the area must get a success on an Agility challenge roll with 1 bane or become immobilized for 1 minute. A creature can use an action to make a Strength challenge roll and removes the immobilized affliction from itself on a success.

If the area where the strands appear touches at least two solid surfaces, parallel or perpendicular to one another, the spell lasts for 1 minute. Otherwise, strands that are not immobilizing a creature disappear when they are overcome.

If a creature moves through the area while the strands remain, the creature must make an Agility challenge roll upon entering the area or moving to a different space inside the area. A creature moves normally on a success, or becomes immobilized, as described above, on a failure. A creature that moves just 1 yard through the area on its turn makes the challenge roll with 3 boons.

Flame that touches the strands destroys them instantly and deals 1d6 damage to everything in the area the strands occupied.

CONJURE SUPERIOR MONSTER

CONJURATION UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within medium range
Duration 1 minute; see the effect

Either one compelled **medium monster** or two compelled **small monsters** (*Shadow*, page 246) appear inside the area and remain for the duration or until they are incapacitated. You can bestow one of the following benefits on the creatures created by this spell:

- The flier trait
- +5 Health and either the climber or swimmer trait
- +3 Health and the frightening trait
- The horrifying trait

IRON CAGE

CONJURATION ATTACK 3

Area A cube of space, 4 yards on a side, originating from a point within medium range
Duration 1 hour; see the effect

A cage made from iron forms to fully enclose the area. Any creature in the area can attempt to escape the cage by making an Agility challenge roll with 1 bane. On a success, the creature moves to the nearest open space outside the cage and cannot move during its next turn.

The cage remains for 1 hour or until it's destroyed. The cage bars are close enough to prevent a creature of Size 1/2 or larger from squeezing between them. Each 1-yard-square section of the cage has Defense 5 and Health 30.

CONJURE ITEMS

CONJURATION UTILITY 4

Area A cube of space, 3 yards on a side, originating from a point you can reach
Duration Until you complete a rest

You cause items to appear inside the area and remain for the duration. You can choose any mundane items, provided the total value of those items does not exceed 10 gc. The spell cannot be used to create enchanted objects, potions, alchemical objects, or incantations. Although the objects are functional, they have no real value and cannot be sold.

CONJURATION ATTACK 2

FOREST OF SPIKES

CONJURATION ATTACK 4

Area A cube of space, 8 yards on a side, originating from a point within medium range
Duration 1 minute

A cluster of iron spikes, each 8 yards long, forms inside the area and remains for the duration. Any creature in the area when you cast the spell must get a success on an Agility challenge roll with 1 bane or become impaled on a spike, taking 3d6 damage and becoming immobilized until the spell ends. A spike has Defense 5 and Health 10. Destroying the spike affecting a creature removes the immobilized affliction.

The spikes provide cover to anything in the area and behind it. A Size 1 or smaller creature can safely crawl through the area. Larger creatures must destroy the spikes in order to move. In addition, a creature can climb up the sides of the area and across the top, space permitting.

CONJURE CONVEYANCE

CONJURATION UTILITY 5

Area A cube of space, 10 yards on a side, originating from a point within medium range
Duration 12 hours; see the effect

A vehicle appears on a solid or liquid surface inside the area. If you chose a solid surface, the vehicle is a carriage drawn by a team of four **horses** (*Shadow*, page 242). If you chose a liquid surface, the vehicle is a boat. The vehicle remains for the duration or until it's destroyed, at which point the vehicle disappears in a cloud of sparkles.

Either vehicle is a Size 6 object with Health 100, able to hold creatures and objects whose total Size does not exceed 20. Its maximum Speed is 20 (acceleration 4/deceleration 2) in combat or 30 miles per hour out of combat. It moves as you direct it (not requiring an action) and follows your last command until you give it a new one.

Sacrifice You can use an action and expend a casting of this spell to cast the *conjure large monster* spell (*Shadow*, page 122).

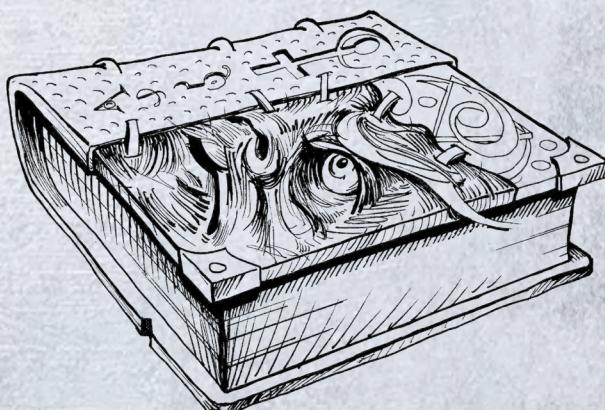
PASSAGE

CONJURATION UTILITY 5

Target A point on a solid or liquid surface within long range
Duration 1 hour

You open a space into the surface that contains the target. The space consists of 60 cubes, each 1 yard on a side, that you can arrange in any way you like to create the opening. The created space lasts for the duration.

When the spell ends, the space disappears, becoming solid or liquid once more. If you created a space in a solid surface, any objects in it when the spell ends become fused with the substance. A creature in such a situation must make an Agility challenge roll with 3 banes. A creature takes 3d6 damage and exits to the nearest open space to the area on a success, or, on a failure, takes damage equal to its Health from being fused with the material.



TRADITIONS AND SPELLS

SIMULACRUM

CONJURATION UTILITY 6

Requirement You must have a silver mirror worth 1 gc
Area A cube of space, large enough to accommodate a creature of your Size, originating from a point you can reach
Duration See the effect

The mirror disappears, and a naked copy of yourself appears inside the area. Your consciousness moves into the copy's body, where it remains until the body becomes incapacitated, which ends the spell and causes the copy to disappear into a cloud of sparkles. The copy's body uses all your attributes and characteristics, except for its Health, which is half your normal Health score. The copy does not, however, start with any damage that your real body has. The copy can fully make use of any of your talents and traits and has full access to the spells you have learned. In effect, you create a second you (without, of course, your clothing and other possessions.)

For as long as your consciousness occupies the copy's body, your original body is unconscious. Provided you are within 1 mile of your original body, you can use an action to move your consciousness from your copy to your original body or vice versa. The body that your consciousness leaves becomes unconscious until you return to it. When your consciousness moves in this way, you become defenseless for 1 minute. When you transfer your consciousness, you leave behind any damage taken and marks of darkness gained by the body, but you bring with you Insanity, Corruption, and any remaining unexpended castings.

If your consciousness occupies your copy's body and the body dies, your consciousness travels back unerringly to your original body or the nearest other copy. Your disembodied consciousness travels at 10 miles per hour. It cannot use actions, does not perceive its surroundings, is immune to all damage and effects, and can move through solid objects. For each hour your consciousness remains outside a body, you gain 1 Insanity. If the gain would cause you to go mad, your consciousness shatters and never returns to the unconscious body.

If your original body dies, the copy occupied by your consciousness becomes your new, permanent body.

You are impaired while your consciousness occupies a copy of your body and is within short range of another copy of your body.

When you finish casting the spell, you must get a success on a Will challenge roll with 3 banes or gain 1d3 Insanity.

Sacrifice You can use an action and expend a casting of this spell to allow your copy to heal all damage.

CONJURE CADRE

CONJURATION UTILITY 6

Area A cube of space, 10 yards on a side, originating from a point within long range
Duration 8 hours; see the effect

Appearing inside the area are eight **veterans** (*Shadow*, page 262). They remain in existence for the duration. If a veteran conjured by this spell becomes incapacitated, it disappears. The veterans can have any appearance you choose. Friendly to you, they obey your spoken commands, even if doing so would be suicidal.

On your turn, you can use a triggered action to briefly perceive from the space occupied by a veteran, provided you are within 1 mile of the creature. While you perceive from its space, you can issue it a command. Your senses return to your body when you finish your turn.

CONJURE TITANIC MONSTER

CONJURATION UTILITY 7

Area A cube of space, 5 yards on a side, originating from a point within medium range
Duration 1 minute; see the effect

One compelled *titanic monster* (see page 140) appears on a solid surface inside the area and remains for the duration or until it becomes incapacitated.

MIGHTY FORTRESS

CONJURATION UTILITY 8

Area A cube of space, 100 yards on a side, resting on a solid surface and originating from a point within extreme range
Duration 24 hours

Upon casting this spell, you must concentrate for 1 hour. When you finish, a fortress appears on a solid surface in the area and remains for the duration. The fortress is made of stone and consists of three turrets connected by three walls, creating a triangular space between them. Inside stands a keep, a stable, and a workshop. You decide the exact dimensions of the components of the structure, but no components can extend beyond the area.

You can place as many doors and windows as you like throughout the structure and can divide the keep into as many floors and rooms as you wish. You can also designate a room's function, which causes the room to become furnished appropriately for the function you assigned it. For example, a bedroom would have a bed, table, candles, and fireplace, while a dining hall would have tables and chairs. You can also add decorations and other cosmetic details.

The fortress provides food and drink of whatever sort you wish enough to accommodate one hundred people. In addition, for every five creatures inside the fortress, the structure also creates a faceless servant (see page 136) that obeys your spoken commands or the spoken commands of any creature to which it is assigned.

Aftereffect Make a Strength challenge roll with 4 banes. On a success, you become fatigued until you complete a rest. If you're already fatigued, take a -3d6 penalty to Health instead. On a failure, you take a penalty to your Health equal to half your Health that remains for 1 week and 1 day. If the total of your roll is 0 or lower, you take a penalty to your Health equal to your Health score and you die.

Sacrifice You can use an action and expend a casting of this spell to extend the duration by another 24 hours.

Permanence You must extend the spell's duration each day for 1 year and 1 day.

CONJURE MONSTROUS HORDE

CONJURATION UTILITY 9

Area A cube of space, 10 yards on a side, originating from a point within extreme range
Duration 8 hours

Nine compelled mobs of **medium monsters** (see page 140) appear on solid surfaces inside the area and remain for the duration. If a mob becomes incapacitated, it uses its *Spawn* trait, and the creatures that appear are also compelled. Individual creatures making up the mob disappear when they become incapacitated.

TRUE CONJURATION

CONJURATION UTILITY 10

Area A cube of space, 50 yards on a side, originating from a point you can reach
Duration Permanent

Upon casting this spell, you must concentrate for 8 hours. At the end of each hour, you must get a success on a Will challenge roll or gain 1 Insanity. If you finish, you conjure a creature or object inside the area, provided the area is large enough to accommodate its Size. You can conjure any creature of Difficulty 1,000 or lower or any object worth 10,000 gc or less. The creature or object is real and remains until it's killed or destroyed.

Aftereffect Gain 1d6 Insanity, and then make a Strength challenge roll with 5 banes. On a failure, you take 10d6 damage. In addition, you take a -1d6 penalty to Power and become fatigued for 1 week and 1 day. If the damage would cause you to become incapacitated, you die as your body evaporates into threads of magical energy.

CURSE



The Curse tradition originated in ancient faerie magic that has since been corrupted. Though it is possible for some users of the tradition to use its spells for good, such as by punishing evildoers or meting out justice, most students of the tradition exult in the power it offers and the misery it creates. As a result, nearly all who deal in Curse magic are as vile as the spells themselves, outsiders living on the fringes of settlements or alone in the wilderness.

Creatures cursed by Curse spells can remove the effect by using any method that would end a spell or magical effect. Also, a caster can always lift a curse that the caster placed on a creature he or she can see and that is within medium range by using an action to do so.

FAILURE

CURSE ATTACK 0

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Intellect. On a success, the creature becomes cursed for 1 minute. When a creature cursed by this spell gets a success on an attack roll or challenge roll and you are within short range of it, you can use a triggered action to end the spell and turn the success into a failure.

Attack Roll 20+ When you use a triggered action to turn the success into a failure, roll a d6. On a 4 or higher, the spell does not end.

TWISTED WORDS

CURSE ATTACK 0

Target One creature you can see within short range

Make an Intellect attack roll against the target's Will. On a success, the creature becomes cursed for as long as you concentrate, up to 1 minute. When cursed in this way, the target cannot speak the truth and must lie whenever it speaks.

Attack Roll 20+ The curse lasts for 1 minute and does not require you to concentrate.

MAD LAUGHTER

CURSE ATTACK 1

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the creature gains 1 Insanity and becomes cursed for 1 minute. When cursed in this way, the creature howls and screams with laughter, becoming dazed as a result. At the end of each round, the creature can make a Will challenge roll with 1 bane and removes the dazed affliction from itself for 1 round on a success.

Attack Roll 20+ The target creature makes the challenge roll with 2 banes.

SLEEPLESSNESS

CURSE ATTACK 1

Target One creature you can see within short range

Make an Intellect attack roll against the target's Strength. On a success, the creature becomes immune to the asleep affliction for 1d6 days. A target that does not sleep is subject to the effects of deprivation (*Shadow*, page 200).

Attack Roll 20+ The curse lasts for 3d6 days or until you lift it.

Sacrifice You can use an action and expend a casting of this spell to cast the hex spell (*Shadow*, page 122).



Traditions and Spells

CURSE OF THE EMERALD HAND

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 hour. When cursed in this way, the target is poisoned. Until the curse ends, when another creature touches the target, that creature must get a success on a Strength challenge roll with 1 bane or take 1d6 damage and become poisoned for 1 minute.

Attack Roll 20+ The target is poisoned until it completes a rest.

ETERNAL STENCH

CURSE ATTACK 2

Target One creature you can see within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 hour. When cursed in this way, the target emits a terrific stench, which causes living and breathing creatures to be impaired for as long as they remain within short range of the target.

Attack Roll 20+ The curse lasts until you die or you use an action to lift the curse.

CURSE OF MADDENING LOVE

CURSE ATTACK 3

Target One creature you can see within medium range

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. Choose a different creature you can see within medium range to be the object of affection. When the target is cursed in this way, it is charmed by the object of its affections. The curse grants 3 boons on attack rolls the creature makes in social situations to interact with the cursed target. Finally, if the cursed target is more than 5 yards from the object of its affection at the end of any round, it must get a success on a Will challenge roll or gain 1 Insanity.

Attack Roll 20+ The curse lasts until you die or you use an action to lift the curse.

RAGE

CURSE ATTACK 3

Target One creature within medium range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. When the target is cursed in this way, it becomes overwhelmed with rage, making all attack rolls and challenge rolls with 3 banes, but dealing 2d6 extra damage on weapon attacks it makes. The target must use an action on each turn to attack, or it gains 1 Insanity.

Attack Roll 20+ The curse lasts until you die or you use an action to lift the curse.

CURSE OF THE ENDLESS DANCE

CURSE ATTACK 4

Target One creature within short range that can see you

As you incant the curse, eerie music fills the air. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. When the target is cursed in this way, it begins to dance in a strange and erratic manner. The target can take only slow turns and must use its movement on each of its turns to move up to half Speed in a direction you choose or a random direction if you cannot see the target to choose the direction.

Attack Roll 20+ The curse lasts until you die or until you lift it. In addition, at the end of each hour the target is cursed, the target must get a success on a Strength challenge roll or become fatigued. If the target is already fatigued, it takes a cumulative -1d6 penalty to its Health. The penalty disappears when the target is no longer cursed by this spell.

SICKEN

CURSE ATTACK 4

Target Up to five living creatures within medium range

Feelings of profound nausea afflict the targets. Each target must make a Will challenge roll with 1 bane. A creature

becomes fatigued for 1 minute on a success, or becomes sickened for 1 hour on a failure. While sickened in this way, the target vomits and releases explosive diarrhea, becoming dazed, fatigued, and slowed. At the end of each round, a target can make a Will challenge roll and stops being sickened for 1 round on a success. After three successes, the spell ends for that target.

FLESH-BURSTING CURSE

CURSE ATTACK 5

Target One living creature you can see within short range

You whisper a vile curse, promising that the target will experience a messy, painful death. Make an Intellect attack roll against the target's Will. On a success, the target's body fills with fluid until it becomes visibly bloated. The target is impaired and slowed. In addition, whenever the target takes damage, it takes 4d6 extra damage and stinking liquid sprays forcefully out from the wound. The liquid hits everything in a 3-yard-long cone originating from a point in the target's space and extending in a direction of your choosing. Each creature on the ground in or under the area must get a success on an Agility challenge roll with 1 bane or slip on the mess and fall prone.

If the cursed target becomes incapacitated, its body explodes in a 5-yard-radius sphere centered on a point in its space. The flying debris deals 1d6 damage to everything in the area. A creature in the area must make an Agility challenge roll and a Will challenge roll. A success on the Agility challenge roll indicates the creature takes half the damage. A failure on the Will challenge roll indicates the creature gains 1 Insanity.

Attack Roll 20+ The target takes 2d6 damage in addition to becoming cursed.

TERROR

CURSE ATTACK 5

Area A 5-yard-radius sphere centered on a point you can reach

A wave of fear spreads through the area. Each creature in the area with a Health score of 10 or lower takes damage equal to its Health, frightened to death. All other creatures of your choice in the area must make Will challenge rolls. On a failure, a creature falls prone and becomes frightened for 1 minute. When frightened in this way, the creature cannot stand up, grants 2 boons on all attack rolls made against it, and makes its own attack rolls with 2 banes. Furthermore, each time a frightened creature takes damage, it extends the duration of the affliction by 1 round. If the total of a creature's roll is 0 or lower, it also takes 3d6 damage from shock.

ACCURSED LAND

CURSE ATTACK 6

Area A 5-mile-radius circle centered on a point on the ground you can see within 5 miles

The land in the area becomes cursed. Any living creature in the area with a Health score of 15 or lower cannot willingly leave the area. Any living creature with a Health score higher than 15 must get a success on a Will challenge roll or be prevented from leaving the area for the duration. In addition, all of the following effects apply to the area.

- All ordinary plants in the area wither and die after 1d6 days. Ordinary plants brought into the area do the same.
- Each day at sunset, each living creature that spent at least 4 hours in the area during the previous day must get a success on a Strength challenge roll or take 1d6 damage from the curse.
- Water and other liquids in the area or brought into it become corrupted after 1d6 hours. Anyone drinking the corrupted liquid takes 1d6 damage and becomes poisoned for 1 hour. If already poisoned, the creature takes 1d6 extra damage.
- Creatures do not regain expended castings or heal damage as a result of completing a rest in the area.

Traditions and Spells

- All light in the area becomes as shadows, and all shadows become darkness.
- Whenever a creature in the area gains Insanity, it gains 1 extra Insanity.

Sacrifice You can use an action and expend a casting of this spell to cast the *terror* spell (opposite page).

PLAGUEBEARER

CURSE ATTACK 6

Target Up to three living creatures within long range

You bestow a curse that afflicts the targets with plague. For each target, make an Intellect attack roll with 1 boon against the target's Strength. If the target's Health score is 50 or lower, you make the attack roll with 3 boons instead. On a success, the target takes 6d6 damage from the disease. A target that takes this damage also becomes cursed, and gains the horrifying trait and becomes diseased until the curse is lifted.

When another creature touches an affected target, that creature must get a success on a Strength challenge roll with 1 bane or take 1d6 damage and become subject to the same curse as the target.

At the end of each round, a target cursed by this spell must make a Will challenge roll and a Strength challenge roll. A failure on the Will challenge roll results in the target becoming compelled by you for 1 round. The result of the Strength challenge roll varies as described below.

- *20 or higher*: The creature is no longer cursed.
- *Success*: Nothing happens.
- *Failure*: The creature takes 1d6 damage.
- *0 or lower*: The creature takes 3d6 damage.

Attack Roll 20+ The target makes the Will challenge roll at the end of each round with 3 boons.

ETERNAL SLUMBER

CURSE ATTACK 7

Target Up to ten creatures within long range

You condemn targets to sleep forever. Each target must make a Will challenge roll. A target with a Health score of 30 or lower gets an automatic failure, and a target with a Health score of at least 31 but no more than 60 makes the roll with 3 boons. On a failure, the creature falls prone and becomes cursed. When cursed in this way, the target is asleep, does not need to eat or drink, and grows no older.

CURSE OF EIGHT TORMENTS

CURSE ATTACK 8

Target Up to eight living creatures you can see within long range

With a grating voice, you issue horrifying punishments you would inflict on those who have wronged you. For each target, make an Intellect attack roll against the target's Will. If the target's Health score is 60 or lower, you make the attack roll with 3 boons. On a success, the target is cursed. Assign one of the following torments to each cursed creature. You cannot assign the same torment more than once.

- **Horrid Introspection** The target treats everything beyond short range of it as being totally obscured.
- **Frayed Ends of Sanity** Whenever the target gains Insanity, it gains 1d6 extra Insanity.
- **Fragile Health** Whenever the target takes damage, it takes 2d6 extra damage.
- **Unyielding Curse** Whenever the target dies, it returns to life 1 hour later, healing 1 damage and gaining 1d6 Insanity.
- **No Good Deed** If the target uses an action, it must get a success on a Will challenge roll or gain 1 Insanity.
- **Reap what is Sown** If the target deals damage to another creature, it must get a success on a Strength challenge roll or take half the damage it dealt.
- **No Escape** If the target travels more than 1 mile in a day, it becomes fatigued until it completes a rest. If already fatigued, it takes 3d6 damage. For each additional mile traveled, the target takes 1d6 damage.
- **No Comfort** The target cannot eat, drink, sleep, or enjoy sexual relations of any kind. It does not suffer the effects of deprivation, however.

Aftereffect You take a -10 penalty to Health until you lift this curse. While you have this penalty, you are impaired.

MOUTH OF MADNESS

CURSE ATTACK 9

Target Any number of creatures within extreme range

Each target must make a Will challenge roll. A target with a Health score of 50 or lower gets an automatic failure, while a target with a Health score of at least 51 but no more than 100 makes the roll with 3 boons. On a failure, the target gains Insanity equal to its Will score. Creatures that go mad from this spell end the madness (*Shadow*, page 35) only on a roll of a 6 and, once the madness ends, the creature reduces its Insanity total by 1.

Aftereffect You gain 2d6 Insanity. At any time when you are frightened from gaining Insanity in this way, you take 1d6 damage at the end of each round.

DOOM

CURSE ATTACK 10

Area A 5-mile-radius hemisphere centered on a point you can see within 5 miles

You bring down doom upon the heads of living creatures inside the area. Each creature must get a success on a Strength challenge roll or suffer the following effects based on its Health, as shown below. A creature with a Health score of 50 or lower makes the roll with 3 boons.

Health 10 or lower: The creature takes damage equal to its Health and turns to salt that crumbles when touched.

Health 11–20: The creature becomes cursed, takes damage equal to half its Health, and gains Insanity equal to its Will score.

Health 21–40: The creature becomes cursed, takes damage equal to a quarter of its Health (or equal to its healing rate, whichever is lower), and gains Insanity equal to its Will score.

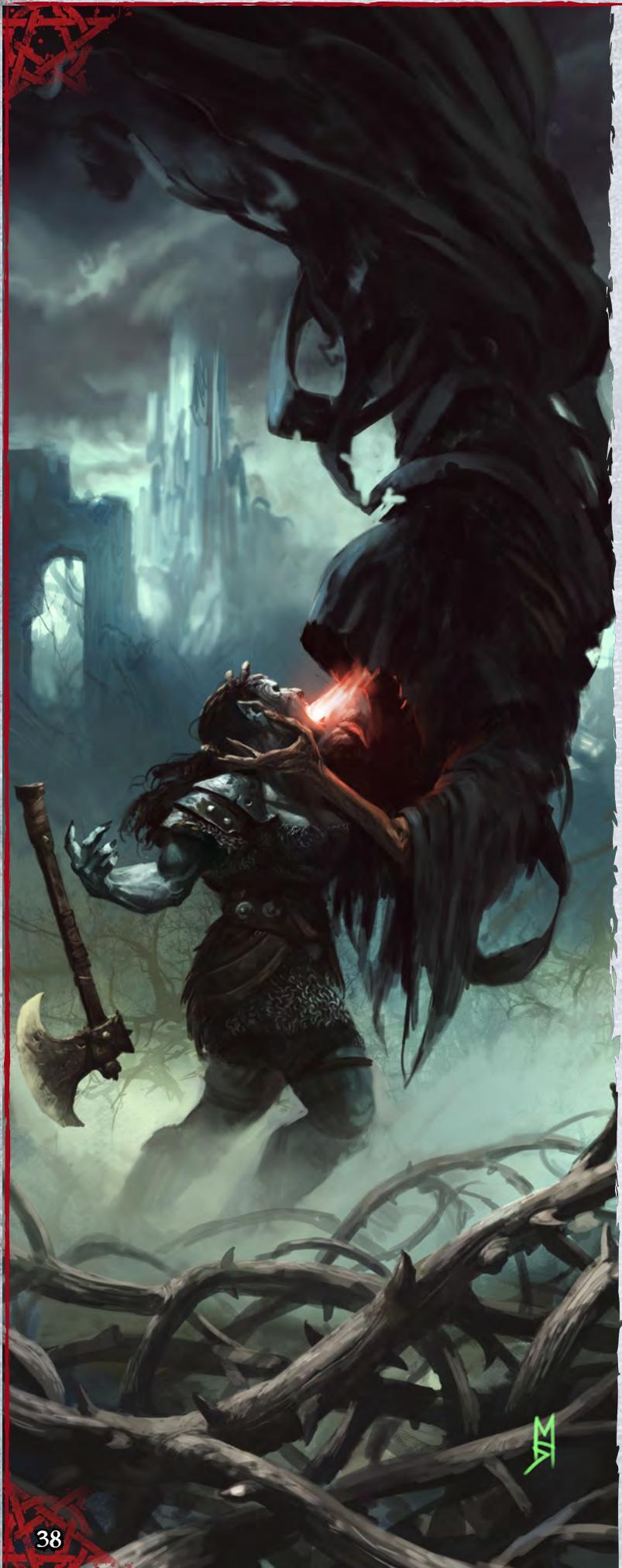
Health 41–80: The creature becomes cursed and gains 1d6 Insanity.

Health 81 or higher: The creature becomes cursed.

A creature cursed by this spell cannot heal damage, is fatigued and slowed, and is covered by boils and weeping blisters.

Aftereffect You must make a Strength challenge roll with 5 boons. You gain 2d6 Insanity on a success, or you take damage equal to your Health and turn to salt that crumbles when touched. The curse is automatically lifted 24 hours later.





DEATH



The antithesis of Life magic, Death magic exists solely to end lives and send the souls to whatever fate awaits them in the afterlife. Most Death spells work by weakening the essential vitality that keeps a creature alive. Those who succumb to the magic find their life force ebbing, a chill spreading through their limbs, and a growing darkness around the periphery of their vision, until they collapse, their bodies reduced to crude meat. The magic leaves its mark on its victims, making them appear pale, drained, and withered.

The avenues for discovering this tradition lead down shadowed roads that leave the souls of the students sullied with corruption as their mastery improves. The greatest repositories for the tradition are thought to lie in the black pyramids protruding from the shifting sands of the Desolation, though teachers can be found throughout the Nine Cities and in the Pirate Isles. The easiest and safest way to discover the tradition is to become an acolyte of Father Death. Devotees of the grim deity sometimes discover this tradition without risk to their souls.

FACE OF DEATH

DEATH ATTACK 0

Target One creature within short range that can see you

Your visage becomes that of a cackling skull. The target must get a success on a Will challenge roll or move 2 yards from you and become frightened for 1 round.

SHROUD

DEATH UTILITY 0

Duration 1 minute

Until the spell ends, you are invisible to constructs, spirits, and undead.

ARROW OF ENDINGS

DEATH ATTACK 1

Requirement You must have an arrow carved from bone and etched with runes of anathema; the arrow costs 2 cp

Target One living creature within short range; see the effect

You fling the arrow at the target or fire it from a bow, longbow, or crossbow. Make a Will attack roll against the target's Agility. On a success, the missile strikes the target and deals 2d6 damage. If the damage causes the target to become injured, the target takes 2d6 extra damage.

Attack Roll 20+ The target takes 1d6 extra damage.

UNDO CONSTITUTION

DEATH ATTACK 1

Target One living creature within short range

You send forth dark tendrils to drain the target's vitality. Make a Will attack roll against the target's Strength. On a success, the target becomes weakened for 1 minute. When weakened in this way, the target makes Strength attack rolls and challenge rolls with 2 banes for 1 minute. In addition, the target takes double damage from disease and poison.

Attack Roll 20+ The target also takes a -2 penalty to Speed.

Traditions and Spells

DEAD ONE WALKING

DEATH ATTACK 2

Target One living creature within medium range
Duration 3 rounds

Swirling darkness sinks into the target's body. Until the spell ends, the target is slowed, but is immune to all sources of damage. When the spell ends, the target must make a Strength challenge roll. The target takes 6d6 damage on a failure, or half this damage on a success. If the damage would cause the target to become injured, it takes 2d6 extra damage. If the damage would cause the target to become incapacitated, it dies.

MANTLE OF THANATOS

DEATH UTILITY 2

Duration 1 minute

Shadows cling to your body, partially obscuring you for the duration. When a living creature touches you or gets a success on an attack roll made using a melee weapon, the creature must get a success on a Strength challenge roll or take 2d6 damage.

SOUL WRENCH

DEATH ATTACK 3

Target One living and mortal creature within medium range

Your curl your fingers to make a fist. Make a Will attack roll against the target's Will. If the target's Health score is 10 or lower, you make the roll with 2 boons. If the score is 30 or higher, you make the roll with 2 banes. On a success, you pull the soul from the target's body. The body falls prone and becomes unconscious. If the body is still alive at the end of the round, the target can make a Will challenge roll. On a success, the soul reenters the body and the target removes the unconscious affliction from itself. On a failure, the body takes 1d6 damage.

Attack Roll 20+ You impose 1 bane on the Will challenge roll made to restore the soul to the body.

UNDERWORLD SCREAMS

DEATH UTILITY 3

Area A 5-yard-radius sphere centered on a point within medium range
Duration 1 minute

Terrible screams fill the area, voices of those trapped in the Underworld. Accompanying the cries, shadows spread through the area and remain for the duration. The shadows partially obscure the area and negate light from natural sources. When a creature in the area takes damage, it takes 2d6 extra damage.

DESTROY SPIRITS

DEATH ATTACK 4

Target Each living and mortal creature within short range and each spirit within medium range

A target must make a Will challenge roll. A living and mortal target makes the roll with 1 boon, while a spirit makes the roll with 1 bane. A target takes 3d6 damage and becomes impaired for 1 minute on a failure, or just takes half the damage on a success. If an injured spirit takes this damage, it takes 3d6 extra damage.

Sacrifice You can use an action and expend a casting of this spell to cast the *feast of souls* spell (*Demon Lord's Companion*, page 36).

WARDEN OF THE UNDERWORLD

DEATH UTILITY 4

Area A cube of space, 1 yard on a side, originating from a point within long range
Duration 1 minute

A Size 1 shadowy figure appears in the area and remains for the duration. The figure heavily obscures its space. When the figure appears, each living creature within short range of it and that can see it must get a success on a Will challenge roll or become frightened for 1 minute.

Until the spell ends, whenever a creature moves to within 3 yards of the figure, you can use a triggered action to move the figure to a space within 1 yard of the triggering creature and make a Will attack roll with 1 boon against the creature's Agility. On a success, the creature takes 3d6 damage from the figure's chilling touch.

Attack Roll 20+ A second Size 1 shadowy figure appears in a cube of space, 1 yard on a side, originating from a point within long range.

TOLL THE BELL

DEATH ATTACK 5

Area A 5-yard-radius sphere centered on a point you can reach

The somber ringing of a bell spreads through the area. Each living creature in the area other than you must make a Strength challenge roll with 1 bane. A creature takes 3d6 + 10 damage and becomes fatigued for 1 hour on a failure, or just takes half the damage on a success. When a creature is fatigued in this way, it is also deafened.

UNLIFE

DEATH UTILITY 5

Duration 4 hours

Death magic flows through your body, causing you to stand between the living and the dead. For the duration, you gain all of the following benefits:

- You do not count as a living creature for the purposes of being affected by spells or other effects.
- You take no damage from disease or poison.
- You are immune to the following afflictions: asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, and stunned.
- You are invisible to spirits and undead creatures until you attack them.
- When you make an attack with an unarmed strike, you make the attack roll with 2 boons. On a success against a living target, the attack deals 2d6 extra damage.
- When you cast a Death attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist your attack with 1 bane.

Aftereffect You must make a Strength challenge roll with 2 banes. On a failure, you gain 1d3 Insanity.

LIFE SIPHON

DEATH ATTACK 6

Target Up to five living creatures within medium range

Black tendrils emerge from the center of your chest and reach out to touch the targets. Each target must make an Agility challenge roll with 1 bane. On a failure, the target takes 1d6 damage and becomes immobilized for as long as you concentrate. For each target that takes this damage, you gain a cumulative bonus to your Health score equal to the damage dealt to the target by this spell. When you use an action to continue concentrating on the spell, each creature immobilized by it takes 1d6 damage and you gain a cumulative bonus to your Health equal to that damage.

An immobilized target can use an action to make a Strength challenge roll with 1 bane and removes the immobilized affliction from itself on a success.

While at least one target is immobilized by this spell, you are immobilized as well.

If an effect moves you beyond medium range of an immobilized target, that creature is no longer immobilized.

The bonus to your Health score fades when you complete a rest.

WEIGHT OF YEARS

DEATH ATTACK 6

Target One living and mortal creature you can reach

Your hand becomes withered and spotted as you reach out to touch the target, then returns to its normal appearance. Make a Will attack roll against the target's Agility. On a success, you cause the target to visibly grow older, such that a child grows in size and stature, while an adult grays and becomes frail. The GM decides the target's starting age category, which is usually adult, and then the target grows 1d3 age categories older. (The categories are child, adolescent, young adult, adult, middle-aged adult, older adult, venerable adult, and corpse.) The target must also make a Strength challenge roll with 1 bane plus 1 bane per category aged. On a failure, the target takes damage equal to its Health from the shock of aging.

TRADITIONS AND SPELLS

ANGEL OF DEATH

Duration 1 hour

Your body falls prone and becomes unconscious as your soul wriggles free, a dark copy of your physical self, semisolid and difficult to spot in shadows and darkness. Your soul remains free from your body for the duration. If your body is still alive when the spell ends, your soul travels instantly to your body and you are no longer unconscious.

While your consciousness is in your soul and apart from your body, you have the following benefits and drawbacks:

- You gain darksight if you do not have it already. Darksight lets you see into areas within medium range that are obscured by shadows and darkness as if those areas were lit and into areas beyond this distance that are obscured by darkness as if those areas were obscured by shadows.
- You are immune to damage from cold, disease, fire, and poison. You cannot gain Insanity. You are immune to the asleep, blinded, deafened, diseased, fatigued, immobilized, poisonous, and slowed afflictions.
- You take half damage from weapons.
- You can move through solid obstacles and through spaces occupied by other creatures. You ignore the effects of moving across difficult terrain.
- You become invisible while obscured by shadows or darkness.
- You lack a Strength score. You cannot make Strength attack rolls or challenge rolls, and you are immune to any effect that would target Strength or require a roll using Strength.
- You can use an action to touch one creature you can reach. Make a Will attack roll against the target's Agility. On a success, the target takes 3d6 damage and takes a cumulative -6 penalty to its Health score. While it has this penalty, the target is impaired. The penalty lasts until it completes a rest. If the target is incapacitated while it has this penalty, it dies.
- Your soul and your body share statistics, but damage sustained applies separately. Thus, if your soul takes 6 damage, your body would not take this damage. If your soul becomes incapacitated, your body must make a Strength challenge roll with 3 banes. On a failure, your body dies and your soul is utterly destroyed. If your body becomes incapacitated, you must make a Will challenge roll with 3 banes. On a failure, your soul snaps back to your body regardless of distance. If your body is slain, your soul becomes a shadow under the GM's control and retains none of its original statistics.

DEATH UTILITY 7

INHUME

Target Up to ten creatures on the ground within long range

Screaming fills the air as skeletal hands burst up from beneath each target and try to drag it into its grave. A target must get a success on an Agility challenge roll with 3 banes or be pulled into the ground, buried alive 6 feet down (or shallower if the spell was cast on thinner ground).

A buried target takes 1d6 damage and is blinded and deafened. At the end of each round, the target takes 1d6 damage until it is no longer buried. A target can use an action to dig its way free, by making a Strength challenge roll with 1 bane. On a success, the target digs 2 feet up toward the surface.

A creature can free a buried target by digging it out. A creature can use its hands, or other appendages, to dig 1 foot down per round spent working. If using tools, such as a shovel, the creature digs 3 feet down per round spent working. If the target is buried in stone, a creature can dig by using tools and then gets through 1 inch per round spent working this way. Multiple creatures working together can free targets more quickly. Certain spells might expedite the recovery of affected targets at the GM's discretion.

UNMAKE

DEATH ATTACK 9

Target One creature you can see that has Health of 100 or lower and that is within extreme range

Make a Will attack roll against the target's Strength. If the target has a Health score of 50 or lower, you get an automatic success. On a success, the target takes damage equal to its Health, its body unravels to nothing, and its soul falls screaming into the Underworld or Hell.

Attack Roll 20+ You do not suffer the aftereffect from casting this spell.

Aftereffect You must succeed on a Strength challenge roll with 4 banes or take 5d6 damage. If the total of your roll is 0 or lower, you take damage equal to your Health.

KILL THEM ALL

DEATH ATTACK 10

Area A 5-mile-radius sphere centered on a point within 10 miles

Upon casting this spell, you must concentrate for 1 minute, during which time you whisper foul words. When you finish, each creature in the area experiences sharp pains, their visages turning gray and waxy, as they take 20 damage each. A creature incapacitated by this spell dies.

Aftereffect You must get a success on a Strength challenge roll with 5 banes or take a permanent -10 penalty to your Health. If the total of your roll is 0 or lower, Father Death appears in an open space you can reach, plucks free your soul, and whisk it away to the Underworld. You die.



DEMONOLOGY



Although Forbidden magic is foul, to be sure, the Demonology tradition is downright dangerous—not just to the caster, but the whole world, since its spells punch holes in reality to apprehend power from the Void itself.

Spells from this tradition are always perilous to cast and usually have consequences that last far beyond when the magic fades. Even devoted servants of the Demon Lord cast these spells with some trepidation, for they know that by doing so, they bring the world closer to its end.

Dark Speech: Casting a Demonology spell without using Dark Speech to utter aloud its words of power is perilous by itself. If you cast a Demonology spell without speaking in Dark Speech, you gain 1 Insanity and take 1d6 damage.

Blood Sacrifices: All Demonology spells require blood to be spilled by a sacrificial dagger for the magic to have any effect. Each spell description indicates the damage required to energize the spell and assumes you take the damage. You must take this damage, and you cannot reduce it. However, if you can reach a willing, defenseless, or unconscious creature when you cast a Demonology spell, you can deal the damage to that creature instead. That damage must be taken and cannot be reduced.

Possession from Corruption: Demonology magic invites attention from the Void. Each time you learn a Demonology spell, you are at risk of having a demon enter your body. The Game Master secretly rolls a d6. If the number is lower than your Corruption score, you become possessed by a demon. While you are possessed, each point of Corruption you gain during play grants you 1 boon on attack rolls and challenge rolls until you complete a rest. In addition, whenever you go mad, you gain 1 Corruption and become compelled by the demon instead of suffering the normal effects of madness. At the end of each round, roll a d6. On a 6, you remove the compelled affliction.

OTHERWORLDLY SCREAM DEMONOLOGY ATTACK 0

Area A 3-yard-long cone originating from a point in your space

You take 1 damage. Your eyes turn black, and tiny black hands reach up from your throat to force open your mouth, which then issues a deafening scream. Each creature in the area must get a success on a Will challenge roll or gain 1 Insanity and become deafened for 1 minute.

WRITTEN IN BLOOD

Duration 1 minute

You take 1 damage. All over your body, your flesh splits to form foul script in the Dark Speech. You take a -5 penalty to Health that lasts for the duration. While you have this penalty, you impose 2 bane on attack rolls made against you, and you make challenge rolls to resist attacks with 2 boons.

TRADITIONS AND SPELLS

MARK OF THE BEAST

DEMONOLOGY ATTACK 1

Target One creature you can reach

You take 1d3 damage. The flesh covering your finger pulls back to reveal blood, meat, and bone, and then snaps back into place. Make an Intellect attack roll against the target's Agility. On a success, you touch the target with your bleeding digit, leaving behind a smudge of blood that remains for 1 minute. While the target has this mark, it must use an action to attack on each of its turns, using a charge if necessary. If presented with multiple targets, it must choose the target randomly. Furthermore, at the end of each round, the target must get a success on a Will challenge roll or gain 1 Insanity, though it does not become frightened as a result of gaining Insanity in this way. If the target goes mad from gaining Insanity, it gains 1 Corruption and then reduces its Insanity total by 1d3.

Attack Roll 20+ The target gains 1d3 Insanity, instead of 1 Insanity, when it gets a failure on its Will challenge roll.

MINOR DEMON

DEMONOLOGY UTILITY 1

You take 1d3 damage and choose one of the following effects.

Release Tiny Demon Choose a cube of space, 1 yard on a side, resting on a solid surface originating from a point within short range. Concentrate for 1 hour, during which time you chant, rock back and forth, and pierce your flesh with barbed needles. At the end of this time, a hole opens in reality to release a **tiny demon** (*Shadow*, page 229) that remains until it is destroyed or until you use this function of the spell again. When the demon appears, you make an Intellect attack roll against the demon's Will. On a success, the demon becomes friendly to you and accompanies you. It obeys your commands, but only if issued in Dark Speech. You could command the demon to attack, guard a location, or perform any other task, even if it means the demon's destruction. On a failure, the demon is hostile to you and all other creatures.

Heal Demon One demon you choose within short range heals 3d6 damage.

Torment Demon Make a Will attack roll against the Agility of one tiny demon you can see within short range. On a success, the demon takes 3d6 damage and you regain the expended casting of a rank 0 spell.

BESTOW MARK OF DARKNESS DEMONOLOGY ATTACK 2

Target One creature within medium range

You take 1d6 damage. Make an Intellect attack roll against the target's Will. On a success, the target gains 1 Corruption and automatically gains a random mark of darkness (*Shadow*, page 36). The target then becomes charmed by you for 1 minute. When it removes the charmed affliction from itself, it remembers being charmed by you.

Sacrifice You can use an action and expend a casting of this spell to cause one demon within short range to heal 3d6 damage.

BLOOD HARVEST

DEMONOLOGY ATTACK 2

Target Up to three creatures within short range

You take 1d6 damage. Each target must make a Strength challenge roll with 1 bane. On a failure, a creature takes 3d6 damage as bleeding lacerations appear all over its body. For each creature that got a failure on the roll, you gain 1d6 blood points. When you cast a Demonology spell and would take damage from casting the spell, you can remove 1 damage for each blood point you spend. While you have at least 1 blood point, your eyes weep blood.

Traditions and Spells

DEMON SEED

DEMONOLOGY ATTACK 3

Target One living creature within short range

You take $1d6 + 1$ damage. You flick a glistening dollop of liquid at the target. Make an Intellect attack roll against the target's Agility. On a success, the liquid strikes the target and is absorbed into its body.

At the end of each round, the target must make a Strength challenge roll with 1 bane. On a failure, the target takes $1d6$ damage as its belly bulges out until its flesh begins to tear, weeping blood and gore from the fissures.

If the target gets three successes, its belly deflates and a river of corrupted fluids flows from its body for a few minutes.

If the target gets three failures, its belly bursts to release a tiny demon in an open space within 1 yard of it. The target then takes $3d6$ damage and gains Insanity equal to its Will score.

The demon acts according to its nature, takes the next available turn, and remains until it's destroyed.

VISION OF NOWHERE

DEMONOLOGY ATTACK 3

Target One creature within medium range

You take $1d6 + 1$ damage. Make an Intellect attack roll against the target's Will. On a success, you blast the target's mind with the emptiness of the Void, causing it to gain $2d6$ Insanity. If the target goes mad as a result of gaining this Insanity and becomes incapacitated while suffering the effects of madness, it dies and its soul is dragged screaming into the Void, where it is destroyed.

Attack Roll 20+ The target also falls prone.

DEMONIC MAW

DEMONOLOGY UTILITY 4

Area A cube of space, 2 yards on a side, originating from a point within long range

Duration Concentration, up to 1 minute

You take $1d6 + 2$ damage. A yawning mouth appears inside the area and remains for the duration. When the maw appears and each time you use an action to concentrate on the spell, you can move the maw up to 5 yards and then attack a creature within 1 yard of it. Make a Will attack roll with 1 boon against the target's Defense. On a success, the maw chomps down on the creature, dealing $4d6$ damage.

The maw can be attacked. It has Defense 15, Health 40, and it counts as an object. If it is destroyed, the spell ends immediately.

Attack Roll 20+ The maw swallows the creature, drawing it into its space, where it disappears from view. A swallowed creature is held in a bubble extending out into the Void, has total cover from everything, and is blinded, deafened, and immobilized. At the end of each round, the creature must get a success on a Will challenge roll or gain 1 Insanity. If the creature dies while swallowed, its body is sucked into the Void, lost forever. If the creature is still alive when the spell ends, it is spit out to land prone inside the spell's area. The maw otherwise functions as described above.

QUERY THE VOID

DEMONOLOGY ATTACK 4

Target One defenseless or unconscious creature within medium range

Duration 6 minutes

You take $1d6 + 2$ damage. The target heals 1 damage, removes the defenseless and unconscious afflictions from itself, and becomes possessed by a demon for the duration. Until the spell ends, the demon has full control over the target's body and can speak using its mouth. You can ask the demon up to three questions. Each time you ask the demon a question, the GM secretly rolls $3d6$ and consults the following table to see what the demon does.

3d6 Response

3 A **medium demon** (*Shadow*, page 227) tears free from the target's body, killing it instantly, and then attacks the creature nearest to it. The demon then acts according to its nature and remains until it's destroyed.

4-5 The demon violates the body it occupies and then forces it to vomit noxious green fluids from its mouth and defecate the same from its anus.

6-8 The demon answers, but it lies.

9-12 The demon reveals some other piece of information related to the question without answering it.

13-15 The demon answers the question truthfully.

16-17 The demon answers the question truthfully and might provide additional information at the GM's discretion.

18 A compelled **medium demon** (*Shadow*, page 227) emerges from the target's body, killing it instantly. The demon remains compelled by you until you cast this spell again, you become incapacitated, or the demon is destroyed.

Sacrifice You can use an action and expend a casting of this spell to cast the possession spell (*Demon Lord's Companion*, page 38).

STEAL FORM FROM SUBSTANCE DEMONOLOGY ATTACK 5

Area A 5-yard-radius sphere centered on a point within long range

Duration 1 minute

You take $2d6$ damage and create a field of instability in the area that lasts for the duration. Demons in the area make attack rolls with 2 boons and their attacks deal $1d6$ extra damage.

In addition, when you cast the spell, each object in the area takes 30 damage. Objects destroyed by the damage collapse into formless jelly. Creatures in the area when you cast the spell must make a Strength challenge roll. A creature takes $6d6$ damage on a failure, or half the damage on a success. Any creature incapacitated by the damage dies, collapsing into a pool of formless jelly. Jelly created by this spell evaporates into the Void after 1 hour.

UNHOLY CHORUS

DEMONOLOGY ATTACK 5

Target Up to eight creatures you can see within long range

You take $2d6$ damage. Each target must make a Will challenge roll with 1 bane. On a failure, it gains 1 Corruption and becomes stunned for a number of rounds equal to $1 +$ its Corruption total. When stunned in this way, the creature throws its head back and makes an awful racket that sounds something like singing. At the end of each round, any creature within 3 yards of a singing creature must get a success on a Will challenge roll or gain $1d6$ Insanity. A creature or object in the area of more than one singing creature makes the roll with 1 bane for each creature beyond the first one. If a stunned creature takes any damage, it removes the stunned affliction from itself.

CREATE DEMON SPAWN

DEMONOLOGY ATTACK 6

Target One living creature within long range

You take $4d6$ damage. Threads of dark energy leap from your open mouth toward the target. Against an unwilling target, make a Will attack roll with 1 boon against the target's Strength. If the target has a Health score of 40 or lower, you make the attack roll with 3 boons. On a success, the target becomes a demon spawn for 1 hour. Against a willing target, you get an automatic success. The demon spawn is friendly to you and might obey your spoken commands. Until the spell ends, the target has the following benefits and drawbacks.

Traditions and Spells

- Gains the horrifying trait and changes its descriptor to monster
- Gains a +2 bonus to Perception
- Gains darksight (can see into areas within medium range that are obscured by shadows and darkness as if those areas were lit and into areas beyond this distance that are obscured by darkness as if those areas were obscured by shadows)
- Gains a +2 bonus to Defense
- Gains a bonus to Health equal to half its original Health score
- Gains a +1 bonus to Strength and Agility
- Takes a -3 penalty to Intellect and Will
- Gains a +2 bonus to Speed
- Cannot gain Insanity
- Takes half damage from spells, imposes 1 bane on attack rolls against it from spells, and makes challenge rolls to resist attack spells with 1 boon
- Makes attack rolls using natural weapons with 1 boon and deals 1d6 extra damage on such attacks; if the target does not have a natural weapon, it gains one with the finesse property that deals 1d6 damage if Size 1/4 or smaller, 2d6 if Size 1/2, 3d6 if Size 1, 4d6 if Size 2, or 5d6 if Size 3 or larger

Attack Roll 20+ The effect is permanent.

CALL GREATER DEMON

DEMONOLOGY UTILITY 6

Area A cube of space, 3 yards on a side, originating from a point within short range

You take 4d6 damage. You tear a hole in reality inside the area. Roll a d6 and consult the following table to see what happens.

d6 Effect

- | | |
|-----|--|
| 1 | A huge demon (<i>Shadow</i> , page 227) emerges from the hole and moves onto a solid surface nearest to the area. |
| 2-5 | A large demon (<i>Shadow</i> , page 227) emerges from the hole and moves onto a solid surface nearest to the area. |
| 6 | Nothing happens. |

The hole then closes. A demon that emerges from the hole acts according to its nature, takes the next available turn, and remains until it's destroyed.

DEMONIC HORDE

DEMONOLOGY UTILITY 7

Area See the effect

You take 6d6 damage. You tear holes in reality to release 1d3 + 1 **mobs of small demons** (see page 136) to move into open spaces on solid surfaces of the GM's choice farther than short range from you but within medium range. The mobs remain until all the small demons created using the mob's spawn traits have been destroyed. The holes then close. The demons act according to their nature, take the next available turn, and remain until they're destroyed.

INTO THE VOID

DEMONOLOGY ATTACK 8

Target One creature you can see within medium range

You take 8d6 damage. Make an Intellect attack roll against the target's Strength. On a success, you tear a hole in reality, which then sucks the target into the Void. A target drawn into the Void is unlikely to be seen again.

You then gain 1 Corruption. Make a Will challenge roll with 4 banes. On a failure, you gain an additional 1d3 Corruption and 3d6 Insanity.

Attack Roll 20+ One or more demons come spilling out of the hole before it closes. The GM can roll on the following table to determine how many demons and of what kinds appear. (The titanic demon is presented in *The Hunger in the Void*, page 53; all the others can be found in *Shadow*, page 237.)

d6	Effect
1	1 titanic demon
2	1 huge demon
3	1d3 large demons
4	1d6 medium demons
5	2d6 small demons
6	3d6 tiny demons

A demon that emerges from the hole acts according to its nature, takes the next available turn, and remains until it's destroyed.

CALL TITANIC DEMON

DEMONOLOGY UTILITY 9

Area A cube of space, 6 yards on a side, originating from a point within short range

Upon casting this spell, you must concentrate for 1 hour, during which time you must violate your body. When you finish, you take 10d6 damage and gain 1d6 Corruption, and you tear a hole in reality inside the area. Roll a d6 and consult the following table to see what happens.

d6 Effect

- | | |
|-----|---|
| 1 | 1d3 titanic demons (<i>The Hunger in the Void</i> , page 53) emerge from the hole and move onto a solid surface nearest to the space. |
| 2-5 | A titanic demon emerges from the hole and moves onto a solid surface nearest to the space. |
| 6 | Nothing happens. |

The hole then closes. A demon that emerges from the hole acts according to its nature, takes the next available turn, and remains until it's destroyed.

Aftereffect Make a Will challenge roll with 4 banes. On a failure, you are possessed by a **huge demon** (*Shadow*, page 227).

HERALD OF THE DEMON LORD

DEMONOLOGY UTILITY 10

When you use an action to cast this spell, you must make a Strength challenge roll with a number of banes equal to your Corruption score.

On a failure, you take damage equal to your Health, and Diabolus himself comes to claim your soul. He places your soul in a special vessel from which it cannot escape until the last star burns out in the night sky. As well, everything within 1 mile of you takes 15 damage from the flames that spread out from the Devil when he enters the world. The Devil then leaves, returning to Hell.

On a success, you must concentrate for 1 hour. For every 10 minutes you concentrate, you must get a success on a Will challenge roll or gain 1d6 Insanity. If you concentrate for the full time, you punch a hole through reality to release a compelled demon prince into the world. You can choose which demon prince appears from the options presented in *The Hunger in the Void* or from one you and your GM create together.

At the end of each round, make a Will challenge roll with 5 banes. On a failure, the demon prince removes the compelled affliction from itself and becomes hostile to everything, doing its best to prepare the way for its dreaded master.

Aftereffect You gain 3d6 Corruption.



DESTRUCTION

Destruction is a tradition of dark repute, one feared and used with great caution. Unlike other traditions whose spells cause harm to their casters, no wards have proven effective at keeping the self-harm at bay, and thus people who study the tradition call on its power only in times of great need. Damage taken from casting a Destruction spell cannot be reduced by any means.

BURST

DESTRUCTION ATTACK 0

Target One Size 1 or smaller object you can see within short range

You take 1 damage. Make a Will challenge roll. On a success, the target takes 2d6 damage. If the damage destroys the target, it explodes, dealing half the damage it took to everything within 1 yard of it. A creature in the area can make an Agility challenge roll and takes no damage on a success.

Attack Roll 20+ The target takes 1d6 extra damage.

SPLINTER

DESTRUCTION ATTACK 0

Requirement You must be holding an object of Size 1/4 or 1/8 in your hand

Area A 3-yard-long cone originating from a point in your space

You take 1 damage and cause the object you are holding to break, sending splinters into the area. The splinters deal 1d6 + 2 damage to everything in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

MAIM

DESTRUCTION ATTACK 1

Target A living creature within short range

You take 2 damage and release a blast of destructive energy at the target. Make a Will attack roll against the target's Strength. On a success, the target takes 2d6 + 1 damage. Any creature that is friendly to the target and that can see it must make a Will challenge roll or become frightened for 1 minute. A creature frightened by this effect can make a Will challenge roll at the end of each round and removes the affliction from itself on a success.

Attack Roll 20+ The target takes 1d6 extra damage.

SNAP BONE

DESTRUCTION ATTACK 1

Target One creature within short range that has a skeleton

You take 2 damage and make a twisting gesture at the target. Make a Will attack roll against the target's Strength. On a success, a bone breaks inside the target's body, causing the target to take 2d6 damage and become slowed for 1 minute.

Attack Roll 20+ The target also becomes dazed for 1 round.

CLEAR THE PATH

DESTRUCTION ATTACK 2

Area A 5-yard-long cone originating from a point you can reach

You take 3 damage and bring your fist to the ground, causing destructive energy to spread through the area. Each object in the area takes 15 damage. Each creature in the area must make a Strength challenge roll. A creature takes 4d6 damage and falls prone on a failure, or just takes half the damage on a success.

The ground under the cone becomes difficult terrain until cleared away.

RUINOUS PRESENCE

DESTRUCTION ATTACK 2

Area A 2-yard-radius sphere centered on a point in your space
Duration 1 minute

You take 3 damage. You emanate waves of destructive energy into the area for the duration. The area moves with you, remaining centered on a point in your space. When

Traditions and Spells

you cast the spell and at the end of each round until the spell ends, everything in the area other than you takes 1d6 damage. A creature in the area can make a Strength challenge roll and takes no damage on a success.

In addition, you can use an action to suppress the spell's effect for 1 round and send a wave of destructive energy at a creature or object within short range. Make a Will attack roll against the creature's or object's Agility. On a success, the wave hits and deals 2d6 + 1 damage to the target.

Attack Roll 20+ The target takes 1d6 extra damage.

CRACK THE EARTH

DESTRUCTION ATTACK 3

Area A cylinder, 10 yards tall with a 3-yard radius, centered on a point within long range

You take 4 damage and call down a pulse of concussive force. Everything inside the area takes 5d6 damage. A creature that would take this damage must make a Strength challenge roll. A flying creature makes the roll with 1 bane. A creature falls prone on a failure, or takes half the damage on a success.

The ground under the area becomes difficult terrain until cleared away.

PATH OF RUIN

DESTRUCTION ATTACK 3

Area A shapeable line, 10 yards long, 2 yards tall, and 2 yards wide, originating from a point you can reach

You take 4 damage to send a wave of destructive force through the area. Objects in the area take 20 damage. A creature in the area must make a Strength challenge roll. The creature takes 4d6 damage, moves 1d3 yards along the path of the line, and then falls prone on a failure, or takes half the damage on a success.

FRAGILITY

DESTRUCTION ATTACK 4

Target Up to five creatures of your choice within medium range
Duration 1 minute

You take 5 damage and cause each target to become impaired for 1 minute. Each target must then make a Strength challenge roll with 1 bane. On a failure, for as long as the creature is impaired, it takes double damage. An affected target can use an action to make a Will challenge roll with 1 bane. On a success, the target removes the impaired affliction from itself.

TEAR ASUNDER

DESTRUCTION ATTACK 4

Target One creature you can see within medium range

You take 5 damage and make a Will attack roll against the target's Strength. On a success, the creature rises 2d6 yards into the air, takes 7d6 damage, and then falls. If the damage causes the creature to become injured, the target takes 3d6 extra damage. If the damage causes the creature to become incapacitated, the spell tears it to pieces, killing the creature instantly.

Attack Roll 20+ The target takes 3d6 extra damage.

BRUTAL CONCUSSION

DESTRUCTION ATTACK 5

Area A 5-yard-radius sphere centered on a point within long range

You take 6 damage. A wave of concussive force spreads through the area. Each object in the area takes 30 damage. A creature in the area must make a Strength challenge roll. A creature takes 6d6 damage on a failure, or half the damage on a success. If the damage causes the creature to become injured, it must also get a success on a Will challenge roll with 1 bane or become stunned for 1 minute.

DEMOLITION

DESTRUCTION ATTACK 5

Target One Size 10 or smaller object you can see within long range

You take 6 damage, and the target takes 100 damage. If the damage destroys the object, it collapses. Any creatures under or inside the object when it collapses must make an Agility challenge roll. A creature takes 1d6 damage per point of the target's Size and falls prone on a failure, or just takes half the damage on a success.

CASCADING RUIN

DESTRUCTION ATTACK 6

Target One creature you can reach

You take 8 damage and make a Will attack roll against the target's Agility. On a success, you touch the target and set in motion a vibration that builds in intensity for 1 minute. The target takes 2d6 damage immediately. At the end of each round, the target takes 1d6 damage plus 1d6 for each round you have concentrated on the effect. Each time the target takes this damage, it can make a Strength challenge roll and takes half the damage on a success. If the target gets three successes to halve this damage, the target ends the effect.

Attack Roll 20+ The target is also impaired until the spell ends. While the target is impaired by the spell, it is also slowed.

OBLITERATE

DESTRUCTION ATTACK 6

Area A 10-yard-radius sphere centered on a point you choose within medium range

You take 8 damage and cause concussive force to explode through the area, dealing 8d6 damage to everything in it. A creature in the area must make a Strength challenge roll. A creature moves 1d6 yards away from the origin point and falls prone on a failure, or takes half the damage on a success. Unsecured objects in the area of Size 2 or smaller move 1d6 yards away from the origin point. Anything in the object's path as it moves in this way must get a success on an Agility challenge roll or take 2d6 damage and fall prone

BRING IT DOWN

DESTRUCTION ATTACK 7

Target Up to four separate points on the ground within extreme range

You take 12 damage. Four waves of concussive force crash down on each target. A wave is a 20-yard-tall cylinder with a 5-yard radius. Anything in at least one of the areas takes 8d6 damage. A creature in at least one of the areas must make a Strength challenge roll. It makes the roll with 1 bane for each area it happens to be in. It also makes the roll with 1 bane if it is flying. A creature falls prone and becomes stunned for 1 minute on a failure, or takes half the damage on a success.

ANNIHILATE

DESTRUCTION ATTACK 8

Area A 10-yard-radius sphere centered on a point you can see within 1 mile

You take 18 damage. A wave of destructive energy spreads through the area. Anything in it that has a Health score of 30 or lower takes damage equal to its Health, dies or is destroyed, and then disappears, erased from existence. Anything in the area with a higher Health score must make a Strength challenge roll, taking 10d6 damage on a failure, or half the damage on a success. Any object destroyed by the damage and any creature incapacitated by the damage disappears, annihilated.

Aftereffect Make a Will challenge roll with 4 banes. On a failure, you become defenseless for 1d6 + 1 days.

CATASTROPHE

DESTRUCTION ATTACK 9

Area A 1-mile-radius circle centered at a point you can see within 10 miles

You take 26 damage. Everything under the area takes 25 damage.

Aftereffect You must succeed on a Will challenge roll with 4 banes, or you take 25 damage and you also take double damage from all sources for 1d6 days.

RAZE

DESTRUCTION ATTACK 10

Target One Size 300 or smaller object you can see

The target takes damage equal to its Health and disappears.

Aftereffect You must get a success on a Will challenge roll with 5 banes, or you punch a hole into the Void at a point you can reach. Each creature and unsecured object within 1 mile of the target must get a success on a Strength challenge roll with 5 banes or be picked up and dragged through the hole and lost to the domain of the Demon Lord before the hole snaps shut.

TRADITIONS AND SPELLS

DIVINATION

One of the oldest traditions known to mortals, practiced by both religious and secular folk, Divination spells use magic to reveal secrets, to anticipate the future and see into the past. Those affiliated with religions tend to believe that the answers to their questions come from their gods and the servants of those gods. Secular users of the tradition believe they are peering at the fabric of reality, examining patterns and probabilities to divine the most likely events that might or did transpire.

Students of Divination magic sometimes find themselves afflicted with strange dreams, glimpses of things to come and events that have already transpired. Usually, these visions make no sense, but their significance is later revealed when the students cast their spells. Some diviners keep books in which they make extensive notes about the visions they experience.

PRECOGNITIVE ATTACK

DIVINATION UTILITY 0

Triggered When you make an attack roll against a creature or object you can see, you can use a triggered action to cast this spell. You make the attack roll with 1 boon.

PRECOGNITIVE DEFENSE

DIVINATION UTILITY 0

Triggered When a creature you can see attacks you, you can use a triggered action to cast this spell. You impose 1 bane on the triggering creature's attack roll and you make the challenge roll to resist the attack with 1 boon.

REVEAL FATE

DIVINATION ATTACK 1

Target One creature you can see within short range

The magic reveals to you a terrible truth about the target's future and you can drive the target mad by revealing this eventuality. If the target can hear and understand you, it must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity.

Sacrifice You can use an action and expend a casting of this spell to impose 1 bane on all attack rolls made against you until the end of the round.

SENSE PERIL

DIVINATION UTILITY 1

Area A 5-yard-radius sphere centered on a point within your space

Duration Concentration, up to 1 hour

You attune your senses to perceive danger in the area for the duration. The area moves with you, remaining centered on the point in your space. You instantly learn the location of any hidden creature, source of disease, or poisonous creature or object in the area. Finally, you can use one additional action during the first round of combat.

ANTICIPATE ATTACK

DIVINATION UTILITY 2

Duration 1 minute

You receive flashes of insight into the future, seeing each attack that will be made against you for the next few moments. For the duration, you impose 2 banes on attack rolls made against you and you make challenge rolls to resist attacks with 2 boons.

PATHFINDER

DIVINATION UTILITY 2

Duration Concentration

When you cast this spell, choose one of the following effects:

Find the Path Name a destination that you have seen on a map or have previously visited. If the destination is within 1 mile of you, you know the shortest and most direct route to that destination for the duration.

Sense Travelers You peer into the recent past to discern if anyone has come through your area. You know the last five creatures to move through a 5-yard-radius sphere centered on a point in your space during the last 24 hours. You know each creature's descriptor and its Corruption total. For the duration, you can follow the route an identified creature used when exiting the area, allowing you to follow that creature without fail.

SEE THE END

DIVINATION UTILITY 3

Target One creature you can see

Duration 1 minute

You see one of the many possible ways the target might die and can orchestrate events to bring the target to its fate. For the duration, you make attack rolls against the target with 1 boon. In addition, when a creature that can hear and understand you would attack the target, you can use a triggered action to grant that creature 3 boons on its attack roll. If the creature gets a success on its attack roll, its attack deals 1d6 extra damage.

THE PAST REVEALED

DIVINATION UTILITY 3

Area A cube of space, 10 yards on a side, originating from a point within medium range

Duration Concentration, up to 4 hours

For each minute you concentrate, you perceive events that took place during the hour before you cast the spell as they happened—but in reverse. For example, if you concentrate for 60 minutes while watching the area, you would see the last 60 hours of events that occurred in that space unfold in reverse. The scene shifts quickly, so much so that speech in the area sounds like gibberish.

Sacrifice You can use an action and expend a casting of this spell to cast the *reading* spell (*Shadow*, page 125).

THIRD EYE

DIVINATION UTILITY 4

Duration 1 hour

An extra eye opens in your forehead and remains there for the duration. While the eye is open, you gain the following benefits:

- You impose 2 banes on attack rolls against you.
- You make challenge rolls to resist attacks and other hazardous effects with 2 boons.
- Creatures within short range of you cannot be hidden from you.
- You cannot be surprised, blinded, or deafened.
- You make all Perception rolls with 2 boons.

TRUE NATURE

DIVINATION ATTACK 4

Target One creature you can see within short range

You bring to bear the fullness of your divinatory powers to perceive the target as it truly is. Make an Intellect challenge roll. On a success, the GM must show you the target's statistics box. In addition, you learn one true thing about the target. The GM decides the nature of the true thing, possibly revealing some special action, vulnerability, or an important detail about the target's personality, desires, goals, or history.

AVERT FATE

DIVINATION UTILITY 5

Triggered When you get a failure on an attack roll or challenge roll or you would take damage from a source other than a spell you cast (including the aftereffect of a spell you cast), you can use a triggered action to cast this spell. You turn the failure into a success or reduce the damage to 1.

THWART DANGER

DIVINATION UTILITY 5

Duration

1 minute

For the duration, you have an uncanny ability to anticipate danger. You impose 5 banes on attack rolls made against you, and you make challenge rolls to resist attacks and harmful effects with 5 boons. If the attack roll results in a failure or the challenge roll results in a success, you can move up to 2 yards without triggering free attacks, provided your Speed is at least 2.

FATEFUL BOND

DIVINATION UTILITY 6

Target

Up to five creatures you can reach

Duration

Until you complete a rest

You touch each target. For the duration, you always know the exact location of each target, the target's damage, Insanity, and Corruption scores, and if the target has any afflictions. In addition, you can cast any utility spell that affects creatures you touch on any target affected by this spell without needing to touch the creature regardless of how far away it is from you.

MIND LIBRARY

DIVINATION UTILITY 6

Duration

4 hours

You explore your mind library to recall information about any subject. For the duration, you count as if you had every area of scholarship as a profession.

Sacrifice You can use an action and expend a casting of this spell to make Intellect attack rolls and challenge rolls with 2 boons for 1 hour.

PREMONITION

DIVINATION UTILITY 7

You fix in your mind a question concerning an event or a specific activity that will transpire sometime within the next ten days. Ask a question related to your current adventure. The GM must answer your question truthfully. If the GM cannot give you a truthful answer or does not know the answer, you ignore the aftereffect.

Aftereffect You must get a success on an Intellect challenge roll with 3 banes or gain 1d6 Insanity.

SCRYING

DIVINATION UTILITY 8

Target A crystal ball, mirror, or some other reflective surface you can reach

Duration Concentration

You touch the target and visualize a place in the world. If the place you visualized exists, then for the duration the reflective surface shows you an area in that place centered on a point you choose within 100 yards of the place you visualize. You can zoom in on that point to look upon a cube of space, roughly 1 yard on a side, or zoom out from that point to look upon a cube, roughly 2 miles on a side. Changing your focus is a minor activity (*Shadow*, page 50). In addition, sound emanates from the area you view, growing louder or fainter depending on your focus.

The surface shows the place for the duration to anyone who can see the target.



TRUE FINDING

DIVINATION UTILITY 9

Name one creature, object, or place. If the subject named exists in the world, you know where it can be found.

COSMIC AWARENESS

DIVINATION UTILITY 10

Duration 24 hours or until you cast this spell again

Your mind opens to the full mysteries of the universe. For the duration, you gain all of the following benefits:

- You cannot be surprised.
- Your movement does not trigger free attacks.
- You impose 5 banes on any attack roll made against you.
- You receive 5 boons on any challenge roll made to resist an attack or other harmful effect.
- Once per round when you would make an attack roll or a challenge roll, you can choose to make the roll with 5 boons.
- Creatures and objects within long range of you cannot be hidden from you.
- You can see in areas obscured by shadows or darkness as if they were lit.
- You can see invisible creatures and objects.
- You automatically recognize any illusion you see for what it is.
- You can see through any disguise, and you recognize creatures that have changed form for what they truly are.

Aftereffect You must get a success on an Intellect challenge roll with 5 banes or gain 3d6 Insanity.

TRADITIONS AND SPELLS

EARTH

Earth magic leaves an indelible mark on its users, causing people who study the tradition to increasingly appear to be made from the element they command. It's believed that this transformation is a consequence of learning the secret names of earth, stone, sand, and similar materials—names that, when spoken aloud, allow a caster to shape those substances and produce them from nothing.

Discovering the Earth tradition often results from communing with mad genies in places dominated by a form of earth, such as deep underground or in the depths of desert wastes. Genies impart their wisdom only with great reluctance, and thus many students make offerings of blood, jewels, and other treasures to entice the unruly entities into parting with the secret names they seek knowledge of.

EARTH WALKER

EARTH UTILITY 0

Duration 1 minute

For the duration, when you move, you ignore the effects of moving across difficult terrain created by earth, sand, stone, or a similar material. In addition, if an effect would knock you prone, you fall prone only if you choose to do so.

STONE GAUNTLET

EARTH UTILITY 0

Duration 1 minute

Stone sheathes your hand and forearm, remaining there for the duration, after which time it crumbles away. The stone covering grants you a +1 bonus to Defense and a +2 bonus to damage when you attack with an unarmed strike.

BREASTWORK

EARTH UTILITY 1

Area A line, 4 yards long, 1 yard high, and 1 yard thick, originating from a point you can reach

Duration 1 minute; see the effect

You cause a wall of earth to rise up from the ground to fill the area. The wall has Defense 5 and Health 20. The earth fills its space completely and remains for the duration or until destroyed. If the wall is destroyed, it crumbles to fill the ground in its space with difficult terrain that remains until the spell ends.

ENSNARE

EARTH ATTACK 1

Target One Size 2 or smaller creature on the ground within short range

You cause the earth to form into a tentacle and grab the target's foot or other appendage. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage and becomes grabbed for 1 minute. A target grabbed by this spell can use an action to escape, but it makes its attack roll against your Will. Furthermore, if it gets a failure on its attack roll to escape, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

EARTH WAVE

EARTH ATTACK 2

Area A square, 5 yards on a side, originating from a point on the ground within short range

The ground heaves, forming a wave that moves from one side of the area to the other. Each creature on the ground in the area must get a success on an Agility challenge roll or fall prone and be moved 1d6 yards away from the origin point, taking 1d6 damage for each yard it moves in this way.

Unattended, unsecured objects of Size 1 or smaller resting on the ground in the area topple over and roll away, just as creatures do, but they do not take damage. Structures, objects of Size 2 or larger, and objects anchored to the ground take 4d6 damage. A structure destroyed by this damage collapses

and everything on, inside, or under it takes 4d6 + 10 damage. In addition, creatures on the structure might take falling damage from landing after the structure collapses.

STONE CALL

EARTH UTILITY 2

Requirement You must be on an earthen or stone surface

Area A line, 10 yards long and 1 yard wide, originating from a point within medium range

Stones roll in from your environment or heave themselves up below the area to form a stony path in the area. The path can bridge gaps, liquid surfaces, and the like.

Sacrifice You can use an action and expend a casting of this spell to cast the *tremor* spell (*Shadow*, page 126).

GRANITE SOLDIERS

EARTH UTILITY 3

Target Any number of Size 1/2 or larger rocks whose total size does not exceed 2 that are within medium range

Duration 1 minute; see the effect

You imbue each target with the power of earth, causing it to become a compelled **construct** (*Shadow*, page 225) for the duration or until it's destroyed. A Size 1/2 target becomes a **small construct**, a Size 1 target becomes a **medium construct**, and a Size 2 target becomes a **large construct**. Alternatively, you can combine rocks to make a larger construct. You can fuse together two Size 1/2 rocks to create a **medium construct**, for example.

SECRET OF STONE

EARTH UTILITY 3

Target One object made from earth, sand, or stone that you can reach

You touch the target and ask it three questions. The questions must pertain to anything that might be true or might have occurred within short range of the object. Possible questions include "what's on the other side," "who passed by here within the last day," and so on. If you ask a question that the target cannot answer, you receive no answer and the question is wasted.

Sacrifice You can use an action and expend a casting of this spell to cast the *avalanche* spell (*Shadow*, page 126).

STONE MERGE

EARTH UTILITY 4

Duration Concentration

For the duration, you can move into the surface of objects made from earth or stone that are your Size or larger. When you do so, you and everything you wear and carry flow into the object, and a pair of eye-like cracks appear on the surface at the point you entered. While inside the object, you can see and hear normally, and you can speak, though doing so causes a mouth to appear on the surface just under the eyes. You can also move across the surface at half Speed, provided that surface remains earth or stone.

If you are in an object and that object is destroyed, you take damage equal to your Health and die.

VORACIOUS EARTH

EARTH ATTACK 4

Area A 5-yard-radius circle centered on a point on the ground within medium range

Duration 1 minute

Dozens of biting mouths appear all over the ground inside the area, turning it into difficult terrain for the duration. When you cast the spell and at the end of each round until the spell ends, each creature on the ground in the area must get a success on an Agility challenge roll or take 2d6 damage from being bitten by one of these mouths. A creature that becomes incapacitated by this damage dies, devoured by the hungry earth.

CRYSTAL SHARDS

EARTH ATTACK 5

Area A 5-yard-radius circle centered on a point on the ground within long range

Duration 1 hour

Crystalline blades burst up from the ground inside the area. Each creature on the ground or up to 2 yards above it must make an Agility challenge roll. A creature takes 2d6 damage

Traditions and Spells

and becomes impaled on a failure, or just takes half the damage on a success. A creature impaled by this spell is immobilized and takes 1d6 damage at the end of each round. A creature can free itself by destroying the spike (Defense 5, Health 15) or by pulling itself off the spike, which requires a success on a Strength challenge roll.

The spikes remain for the duration and then retract. The spikes provide half cover to anything in the area and behind it, and they turn the area into difficult terrain.

MORASS

EARTH UTILITY 5

Area A square, 20 yards on a side, originating from a point on the ground you can see within long range

Duration 1d3 hours

You change the consistency of earth, sand, and stone surfaces in the area, causing them to become like mud for the duration, after which time the material returns to its normal hardness.

Earth, sand, and stone surfaces in the area become pools of mud, 2 yards deep. Any creature standing on such a surface sinks into the mud and must swim to an edge before it can get out. If there's an open space within 3 yards under the affected area, the mud drains until it fills the volume of space below or until the area is drained of mud.

Any object made of earth, sand, or stone resting on the surface sinks into the mud.

Depending on the area you choose, this spell could weaken or damage structures, cause bridges to collapse, walls to topple, even buildings to slide.

FISSURE

EARTH ATTACK 6

Requirement You must be standing on the ground

Area A shapeable line, 30 yards long and two yards wide, on the ground originating from a point you can see within medium range

A fissure opens into the area. Any Size 2 or smaller creature on the ground in the area must make an Agility challenge roll. On a roll of 20 or higher, the creature moves to an open space of solid ground nearest to it. On a success with a roll of 19 or lower, the creature almost falls into the fissure, but catches the edge and can use its movement to pull itself up. On a failure, the creature falls into the crack, taking 5d6 damage and landing prone 3d6 yards below the surface. A creature can climb out of the fissure using its movement.

The fissure remains open indefinitely. Any creature that falls into it suffers the effects described above.

WALL OF STONE

EARTH UTILITY 6

Area A shapeable line, 30 yards long, 10 yards high, and 4 yards wide, originating from a point within long range

Duration Permanent

A wall of solid stone springs into existence in the area. The wall can have any orientation, as long as either half of its length rests on a solid surface or two sides rest on solid surfaces. Thus, you could cast this spell to serve as a barrier or as a bridge across a gap. Each 1-yard cube of wall has Defense 5, Health 20, and takes half damage from weapons. If a cube of wall is destroyed, its space becomes difficult terrain until the rubble is cleared away.

MAJOR EARTHQUAKE

EARTH ATTACK 7

Target or Area A 3-mile-radius circle on the ground centered on a point you can see

Duration 1d6 minutes

The ground inside the area shakes and heaves violently for the duration. The area becomes difficult terrain. When you cast the spell and at the end of each round until the spell ends, each creature standing on the area must get a success on an Agility challenge roll or take 1d6 damage and fall prone.

In addition, when you cast the spell and at the end of each round until the spell ends, any structure resting on the area takes 4d6 damage. Any structure destroyed by this damage collapses and everything on, inside, or under it takes 4d6 + 10 damage. Creatures on top of a collapsing structure might also take falling damage.

BECOME THE MOUNTAIN

EARTH UTILITY 8

Duration Concentration, up to 1 hour

You assume the form of a Size 3 hulking brute made of earth and stone, and remain in that form for the duration. You resume your normal form when the spell ends, appearing anywhere inside the brute's space. Until the spell ends, you gain the following benefits:

Sightless You rely on senses other than sight to perceive your surroundings and can pinpoint the location of each creature and object within long range of you. Creatures within that area cannot hide from you, and you ignore banes imposed by obscurement on rolls to perceive things. You are not subject to the blinded condition.

Attributes Your Strength score becomes 20.

Characteristics You gain a +40 bonus to Health.

Earth Stride You ignore the effects of moving across difficult terrain created by earth, sand or stone. You can also move through solid obstacles made from earth, sand, or stone and remain in those areas indefinitely. If the obstacle is destroyed while you are in it, you appear in its space.

Immune damage from disease and poison; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, and stunned.

Resilience You take half damage from weapons.

Shattering Fists When you concentrate on this spell, you can make an unarmed strike against one creature or object you can reach. On a success, your attack deals 6d6 damage, or 36 damage to an object.

Unruly Earth At the end of each round, each creature on the ground that is not a genie and is within short range of you must get a success on an Agility challenge roll with 1 bane or fall prone. If the creature is already prone, it takes 2d6 damage. Any object on the ground in the area takes 2d6 damage.

NAME OF THE MOUNTAIN

EARTH UTILITY 9

Duration 1 hour

You speak the secret name of the earth and master its power. For the duration, you can cast rank 3 and lower Earth spells that you have learned without expending a casting. In addition, you can cast any rank 0 Earth spell, whether you have learned it or not.

CRACK THE WORLD

EARTH UTILITY 10

Target A point on the surface of terrain made of earth, sand, or stone that you can see

Duration See effect

An enormous crack, up to a half mile wide and a half mile deep, extends out from the target until it reaches 6 miles in length. Anything in the area when the crack appears falls into it and takes damage equal to its Health unless it has the flier trait, in which case a creature does not fall.

The ground within 5d20 miles of the crack shakes violently for 1d6 minutes, turning the surface into difficult terrain. When the ground starts shaking and at the end of each round thereafter until it stops, each creature standing on the area must get a success on an Agility challenge roll or take 1d6 damage and fall prone.

When you cast the spell and at the end of each minute until the spell ends, any structure resting on the area takes 4d6 damage. Any structure destroyed by this damage collapses and everything on, inside, or under it takes 4d6 + 10 damage. Creatures on top of a collapsing structure might also take falling damage.

When the shaking stops, roll a d6 to determine the number of hours that pass before the aftershock strikes. At the end of this time, the ground shakes for 1 minute with the same effects as described above.

Aftereffect You must get a success on a Will challenge roll with 5 banes or take damage equal to your Health and turn into a stone statue, becoming an object of your Size.

TRADITIONS AND SPELLS

ENCHANTMENT

Enchantment magic twists minds and emotions, making creatures behave in ways they otherwise would not. Most Enchantment spells imbue other creatures with feelings of goodwill and loyalty to the caster, making them amenable to the caster's suggestions and commands. Others warp the mind, deceive the senses, or inspire dark emotions such as anguish, fury, and despair.

CONVINCING WORD

ENCHANTMENT ATTACK 0

Target One creature within short range that can see and hear you

Make an Intellect attack roll against the target's Will. On a success, the target becomes charmed for 1 round.

Triggered On your turn, you can use a triggered action to cast this spell.

Attack Roll 20+ The target becomes charmed for 1 minute.

DISTRACTION

ENCHANTMENT ATTACK 0

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. If the target has a Health score of 20 or higher, you make the attack roll with 2 banes. On a success, the target becomes surprised for 1 round or until after the target takes damage.

Attack Roll 20+ The target also grants 1 boon on attack rolls made against it for 1 round.

ATTRACTION

ENCHANTMENT ATTACK 1

Target One creature within short range that can see you

Make an Intellect challenge roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target finds you attractive for 1 minute or until it takes damage from your attack. Until the effect ends, you make attack rolls against the target with 2 boons, and the target is impaired while it is more than 5 yards away from you.

Attack Roll 20+ The target is impaired while it can see you.

LOATHING

ENCHANTMENT ATTACK 1

Primary Target One creature within medium range

Secondary Target One creature or one object within short range of the primary target

Feelings of loathing and antipathy overtake the primary target. Make an Intellect attack roll with 1 boon against the primary target's Intellect. On a success, the primary target experiences feelings of intense disgust toward the secondary target for 1 minute. For as long as the primary target remains within short range of the secondary target, the primary target is impaired. The creature can remove this affliction from itself by getting a success on an attack roll against the secondary target. It makes the attack roll with 3 boons, and its attack deals 2d6 extra damage.

Attack Roll 20+ The impaired affliction imposes 1 additional bane on the primary target's attack rolls and challenge rolls.

AWAKEN PASSION

ENCHANTMENT UTILITY 2

Target Up to three creatures within short range

Duration Concentration, up to 1 minute; see the effect

Each target becomes impassioned for the duration. Until the effect ends, a target makes attack rolls and challenge rolls with 2 boons. When a target gets a failure on an attack roll or a challenge roll, it can turn the failure into a success, but the spell ends immediately for all targets affected by the spell.

REVULSION

ENCHANTMENT ATTACK 2

Target One creature or object within medium range

Duration 1 minute

For the duration, the target becomes revolting to any creature that can see it. Whenever a creature comes within 5 yards of the target and can see it, the creature must get a success on an Intellect challenge roll or become impaired for as long as it remains within 5 yards of the target. You can use a triggered action at any time to render any number of creatures you choose within medium range immune to the effects of this spell.

DOLOR

ENCHANTMENT ATTACK 3

Target Up to five creatures within medium range that you can see

Each target must get a success on a Will challenge roll with 1 bane or be overcome by distress for 1 minute. When overcome in this way, the target makes attack rolls and challenge rolls with 1 bane. In addition, whenever a target gets a failure on an attack roll or a challenge roll, it increases the number of banes on its rolls by 1 until the spell ends.

UNREASONING HATRED

ENCHANTMENT ATTACK 3

Target One creature within medium range that you can see

Make an Intellect attack roll against the target's Will. On a success, the target becomes filled with hatred for one creature or object you choose within medium range. The target experiences this hatred for 1 minute. Until the spell ends, the target makes attack rolls against the object of its hate with 3 boons and makes attack rolls against anything else with 3 banes. You can use a triggered action on your turn to change the object of the creature's hate to a different creature or object you can see within medium range.

Attack Roll 20+ The target gains 1d6 Insanity. It does not become frightened as a result of gaining Insanity in this way.

FORBID

ENCHANTMENT ATTACK 4

Target One creature within medium range that you can see

Make an Intellect attack roll against the target's Will. You make the attack roll with 1 boon if the target has a Health score of 25 or lower, or with 1 bane if the target has a Health score of 50 or higher. On a success, the target becomes charmed. When it is charmed in this way, you can choose one action such as attack, defend, help, or prepare (see *Shadow*, page 48, for a full list) and forbid the target from using that action. When the target would attempt to use the forbidden action, it must make an Intellect challenge roll with 3 banes. On a success, the target can use the action, but makes any attack roll or challenge roll related to it with 3 banes. On a failure, the target becomes dazed until the end of the round.

At the end of each round, the target can make a Will challenge roll with 1 bane. On a success, the spell ends.

Attack Roll 20+ The target becomes stunned instead of dazed when it gets a failure on the roll made to perform the forbidden action.

LURE

ENCHANTMENT ATTACK 4

Target Up to five creatures within medium range that you can see

When you cast the spell, first choose an area inside a cube of space, up to 5 yards on a side, resting on the ground and originating from a point you can see within medium range.

Each target must get a success on an Intellect challenge roll or become fixated on the chosen area for 1 minute. While fixated and not inside the area, the target makes attack rolls and challenge rolls with 3 banes and treats the ground as difficult terrain whenever it moves and does not move directly toward the area. If a target moves into the area or is in the area when you choose it, the target can immediately make a Will challenge roll with 1 bane. On a success, the spell ends for that target.

Traditions and Spells

AWAKEN HORROR

ENCHANTMENT ATTACK 5

Target Up to ten creatures within medium range that you can see

Each target gains 1 Insanity. A target must then get a success on an Intellect challenge roll or make all attack rolls with 1 bane for 1 hour. In addition, while affected in this way, the target makes challenge rolls to resist the effects of the frightening and horrifying traits with 3 banes.

ZEAL

ENCHANTMENT UTILITY 5

Target Up to three willing creatures within short range that you can see
Duration 1 minute

If a target is not injured, it experiences intense feelings of confidence and focus for the duration. The target makes attack rolls and challenge rolls with 3 boons, it cannot gain Insanity, and its attacks deal 2d6 extra damage. If a target becomes injured, the effect ends for that target, and it must get a success on a Will challenge roll or gain 1 Insanity and become dazed for 1 round.

AWAKEN THE HERO

ENCHANTMENT UTILITY 6

Target One creature other than you within long range
Duration 1 hour; see the effect

The target experiences feelings of heroism, courage, and power that persists for the duration or until the target becomes incapacitated. While under the effect of this spell, the target takes half damage and cannot be charmed, compelled, or frightened. It makes attack rolls and challenge rolls with 3 boons, and its attacks deal 1d6 extra damage.

Aftereffect You must get a success on a Strength challenge roll with 3 banes or become fatigued for 1d6 hours.

DEVOTION

ENCHANTMENT ATTACK 6

Target Up to ten creatures within short range that can see and hear you

Each target must make a Will challenge roll. You impose 1 bane on targets with Health scores of 30 or lower, and targets with Health scores of 60 or higher make the roll with 1 boon plus 1 boon for every full 20 points by which their Health score exceeds 60. On a failure, the target becomes compelled for 1 hour. When a creature compelled by this spell takes damage, it can make a Will challenge roll with 2 banes and removes the compelled affliction from itself on a success.

ENNUI

ENCHANTMENT ATTACK 7

Target Up to four creatures within long range that you can see

The target experiences lethargy and listlessness. Make an Intellect attack roll against the target's Intellect. If the target has a Health score of 50 or lower, you make the attack roll with 3 boons. On a success, the target becomes dazed and slowed until it completes a rest. When the target takes a turn, it can make a Will challenge roll with 3 banes. On a success, it removes the dazed affliction from itself until the end of the round.

Attack Roll 20+ Each time the target gets a failure on a Will challenge roll, it gains 1d6 Insanity. If the target goes mad as a result of gaining Insanity in this way, it takes damage equal to its Health.

SELF-DESTRUCT

ENCHANTMENT ATTACK 8

Target One living creature within long range that you can see

Make an Intellect attack roll against the target's Will. If the target has a Health score of 50 or lower, you make the attack roll with 3 boons. If the target has a Health score of 100 or more, you make the roll with 3 banes. On a success, the target becomes charmed. When charmed in this way, the target is filled with an overpowering urge to destroy itself. It grants 3 boons on attack rolls made against it and takes double damage whenever it takes damage. If the target is armed with

a weapon when it takes a turn, it must get a success on a Will challenge roll with 2 banes or use a weapon it is wielding to kill itself unless somehow prevented. Otherwise, the target can act normally until the effect ends. At the end of each round, the target can make a Will challenge roll with 3 banes. On a success, it removes the charmed affliction from itself.

Attack Roll 20+ The target gains Insanity equal to its Will score.

CHARM THE MULTITUDES

ENCHANTMENT ATTACK 9

Target Each creature with Health 20 or lower that you can see
Duration 1 month, 1 week, and 1 day

Each target becomes charmed for the duration.

Aftereffect You must get a success on a Strength challenge roll with 4 banes or take a -10 penalty to your Health for 1 month, 1 week, and 1 day.

TRUE LOVE

ENCHANTMENT ATTACK 10

Target One creature that can see and hear you

You call upon the most potent form of Enchantment magic to bind the target to you. Make an Intellect attack roll against the target's Will. If you have Corruption and the target does not, the roll automatically results in a failure. If the target is not normally sexually attracted to a member of your gender or ancestry, you make the roll with 3 banes. On a success, the target becomes charmed.

When charmed in this way, the creature regards you as its true love. It takes any risk to help you, even if doing so would mean surrendering its life. If you die, the target knows of it and immediately gains Insanity equal to its Will score. Furthermore, every full 24 hours the target goes without seeing you, it must make a Will challenge roll with 1 bane, plus 1 bane for every 24 hours it has gone without seeing you so far. On a success, nothing happens. On a failure, the target becomes impaired. If the target is already impaired, it takes a -5 penalty to Health that worsens by 5 for each failure it gets on a Will challenge roll. If the penalty reduces the target's Health to 0 or lower, it dies. If the target sees you, it removes the impaired affliction from itself and negates any penalty to Health it has incurred from going without seeing you.

You cannot end this spell, and the effects are permanent.

Aftereffect Make a Will challenge roll with 5 banes. On a failure, you become charmed by the target as if it had cast this spell on you. You suffer the spell's effects instead of the target.



TRADITIONS AND SPELLS

FEY

The magic of the Fey tradition once belonged exclusively to the immortal faeries, but the secrets have slipped out and spread into the world, usually through the efforts of mischievous goblins. Many Fey spells manipulate their targets by twisting emotions and perceptions to lead others into danger. The more powerful spells of the tradition can summon faerie allies, reveal secrets, and imprison powerful enemies.

Discovering the Fey tradition usually involves having some amount of interaction with a faerie. Goblins, imps, hags, and similar creatures might impart the secrets of the tradition to a worthy student. It might also be possible to discover the tradition by examining faerie writings or visiting places of great import to the fey folk.

IRON ABHORRENCE

You cannot cast Fey spells while you are in contact with iron or an alloy of iron. In addition, when you attack with a Fey spell, you make the attack roll with 1 bane if the target is wearing iron or an iron alloy, and the target makes any challenge roll to resist the attack with 1 boon.

PRICK

FEY ATTACK 0

Target One creature within short range that you can see

Make an Intellect attack roll against the target's Strength. On a success, the target takes 1 damage and becomes impaired for 1 round.

Attack Roll 20+ The target is impaired for 1d3 rounds.

TRIP

FEY ATTACK 0

Target One creature within medium range that you can see

Make an Intellect attack roll against the target's Agility. On a success, the target falls prone and cannot stand up for 1 round.

Attack Roll 20+ The target cannot stand up for 1d3 rounds.

FUMBLE

FEY ATTACK 1

Target Up to three creatures within short range that you can see

A target must get a success on an Agility challenge roll with 2 banes or drop whatever it is holding. The object slides 1 yard away from the target. If the total of the target's roll is 0 or lower, the target also falls prone.

Triggered When a creature draws a weapon or retrieves an object from a pocket or container, you can use a triggered action to cast this spell. Instead of the normal effect, make an Intellect attack roll against the target's Agility. On a success, the target drops the object that triggered this casting. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target also falls prone.

GUIDING SPRITE

FEY UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within short range

Duration See the effect

A compelled **sprite** (see page 143) appears in the area and remains for 1 minute. If you get a success on an Intellect attack roll against the sprite's Will, you convince the sprite to

remain, which increases the duration to 1 hour. If you give the sprite a gift, you make the attack roll with 1 or more boons depending on the quality of the gift.

REPEL IRON

FEY ATTACK 2

Target Up to five creatures within medium range that are wearing armor made from iron or an alloy of iron, are made from such metals, or are wielding or carrying a weapon made from such metals

Each target must make a Strength challenge roll. If the target is wearing armor made from iron or an alloy of iron or the target is made from such metal, it makes the roll with 1 bane. On a failure, a target wearing metal or that is made of metal moves 2d6 yards in a straight line away from you and then falls prone. A weapon carried or worn in a scabbard or other sheath pulls free from the target's body and flies 2d6 yards away from it on a failure, landing when it reaches the full distance or encounters a solid surface before then. If both effects apply to the same target, they happen at the same time.

Sacrifice You can use an action and expend a casting of this spell to cast the *fumble* spell (left).

IRON TO WOOD

FEY UTILITY 2

Area A cube of space, 3 yards on a side, originating from a point within medium range

Duration 24 hours

Each Size 1 or smaller object (about the size of a door or smaller) in the area that is made of iron and not under the effect of magic turns into wood. A weapon affected by this spell deals half damage.

Sacrifice You can use an action and expend a casting of this spell to teleport to an open space you can see within short range.

CONVENTICLE OF BROWNIES

FEY UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within short range

Duration 1d3 + 1 hours (GM rolls and keeps the duration a secret)

You must make an offering of milk in a small bowl and then concentrate for 1 minute. When you finish, 1d3 + 1 **brownies** (see page 135) appear in the area having come from a hidden kingdom. The brownies are friendly to you and can be convinced to help you complete a task, share your danger, or accompany you on your travels. The brownies remain for the duration or until they are incapacitated, at which point they vanish.

Sacrifice You can use an action, or a triggered action on your turn, and expend a casting of this spell to teleport to an open space within medium range.

RAIMENT OF STARS

FEY UTILITY 3

Target The clothing or armor you are wearing

Duration 4 hours; see the effect

You alter the appearance of your clothing and armor so you appear dressed in exquisite finery. Small specks of light form a crown around your brow. The spell lasts for the duration or until you remove your clothing. Until it ends, you gain the following benefits:

Entrancing Presence You can use an action to force each creature within short range that can see you to make a Will challenge roll. On a success, the creature becomes immune to your use of Entrancing Presence until it completes a rest. On a failure, the creature becomes charmed for 1 hour or until it is no longer within short range of you.

Intensified Shadows You are invisible when in areas obscured by shadows or darkness.

Hidden Door You can use an action, or a triggered action on your turn, to teleport to an open space you can see within long range. Once you use this effect, the spell ends.

DAMN YOUR EYES FEY UTILITY 4

Duration 1 minute

You weave magic around you that causes the eyes of other creatures to skip over you. For the duration, whenever you see a creature, the creature must make a Will challenge roll. On a failure, you become invisible to that creature until you use an action to attack. For as long as you are invisible to the creature, you are hidden from it, even if you speak or do something else to draw attention to your position. On a success, the creature becomes immune to this casting of the spell.

VENGEANCE OF THE WEE FREE MEN FEY ATTACK 4

Target Up to five creatures within short range

Duration 1 minute

A swarm of tiny, invisible faeries besets the targets. When you cast the spell and again on each of your turns for the duration, each target must make an Agility challenge roll with 1 bane. On a failure, the target takes $2d6 + 2$ damage as the invisible faeries pull, tear, and batter their victim. It also moves $1d3$ yards in a direction you choose and becomes impaired for 1 round.

CALL UNICORN FEY UTILITY 5

Area A cube of space, 2 yards on a side, resting on a solid surface and originating from a point within short range

Duration 8 hours; see the effect

A **unicorn** (see page 144) gallops out of thin air to appear inside the area. If you have a Corruption score of 0, the unicorn is friendly to you and will accompany you, share your danger, and help you to the best of its ability with one exception: it will bear only a virgin as its rider. The unicorn remains for the duration, or until it becomes incapacitated, at which time it disappears.

If you have a Corruption score greater than 0, you must make an Intellect attack roll against the unicorn's Will. On a success, the unicorn becomes compelled for 1 hour, after which time the spell ends and the unicorn disappears. On a failure, the unicorn becomes hostile to you and takes the next available turn to attack you and other members of your group.

STRANGE DELUSIONS FEY UTILITY 5

Target Up to ten creatures within medium range that you can see

A target must make an Intellect challenge roll with 3 banes, though a creature with an Intellect score of 7 or less makes the roll with 3 boons instead. A target becomes impaired for 1 minute on a success. It can make a Will challenge roll at the end of each round and removes the affliction from itself on a success.

On a failure, the target believes you have transformed it into a small animal of your choice for $1d3$ hours. Until the spell ends, the target's Intellect becomes 5, and it behaves as if it were the animal, though its other statistics are unchanged. The target can use actions only to do things the animal could normally do. The effect ends for a target if it becomes incapacitated.



DEEP SLEEP FEY ATTACK 6

Target Any number of creatures within medium range

A target must make a Will challenge roll. A creature with a Health score of 30 or lower automatically gets a failure. A creature with a Health score of 50 or lower makes the roll with 1 bane. On a failure, the creature falls prone and becomes asleep for $1d6$ years. While affected by this spell, the creature does not need to eat or drink, nor does it age. The creature removes the asleep affliction from itself if it takes damage or if you use an action to end the effect on an affected creature you can see.

REFLECTING POOL FEY UTILITY 6

Target A pool of still water within your reach

Duration Concentration, up to 4 hours

Visualize a place you have previously visited or found on a map. The water's surface changes to show the place you visualized. If the place is outdoors, you see it as if you were looking down on it from a height of 10 yards. If the place is indoors, you see it as if you were looking down from the same height or from the ceiling, whichever is lower. The size of the area displayed depends on the size of the pool, and you hear sounds emanate from the pool as if you were there. The effect lasts for the duration.

As long as the pool shows the destination, creatures on your side of the image can enter the pool and appear at the destination it shows, falling 10 yards if outside or from the ceiling if inside. If you enter the pool, you travel to the destination, but the spell ends immediately.

Aftereffect You are fatigued until you complete a rest. If you are already fatigued, you take a $-2d6$ penalty to Health that lasts until you are no longer fatigued.

TRADITIONS AND SPELLS

LORDS AND LADIES

FEY UTILITY 7

Requirement You must make offerings of blood, beauty, and flame; see the effect

Area A cube of space, 10 yards on a side, resting on a solid surface and originating from a point within short range

You must make three offerings to cast this spell. The offering of blood requires dealing at least 1 damage to a living creature you can reach. The offering of beauty must be a piece of art worth at least 10 gc. And the offering of flame must be seven lit candles. You then must concentrate for 1 minute. When you finish, 3d6 **elves** (*Shadow*, page 231) appear in the area. The elves are neutral toward you, but interested in what you have to say. You might be able to convince them to assist you, or accompany you if the cause is interesting, results in a reward for the elves, or allows the elves to work mischief. If you fail to convince the elves to stay, they disappear, returning to the hidden kingdom from which they came. Otherwise, the elves remain until you complete a rest or until they become incapacitated, at which point they disappear.

Sacrifice You can use an action, or a triggered action on your turn, and expend a casting of this spell to teleport to an open space within extreme range.

GIFT OF IMMORTALITY

FEY UTILITY 8

Target One willing and mortal creature you can reach

Duration Permanent

You reduce your Health by 1d6. The reduction is permanent. You then touch the target and transform it into a faerie. As part of the transformation, you decide three ways in which the target's appearance changes. All of these changes are cosmetic and thus do not affect the target's statistics. Then, the target gains all of the following benefits.

Shadowsight The target gains shadowsight (if it doesn't have it already), which lets it see in areas obscured by shadows as if those areas were lit.

Immune The target becomes immune to damage from disease and to the charmed and diseased afflictions.

Spell Defense The target takes half damage from spells. It makes challenge rolls to resist attack spells with 1 boon, and creatures attacking it with spells make their attack rolls with 1 bane.

Bewitching Presence The target makes attack rolls in social situations with 1 boon.

Iron Vulnerability The target becomes impaired while in contact with iron. In addition, if the target touches or is touched by iron, it loses Spell Defense and Bewitching Presence for 1 minute.

Immortal The target physically remains at its present age until it dies.

Aftereffect You must get a success on a Strength challenge roll with 4 banes or take damage equal to your Health.

Sacrifice You can use an action and expend a casting of this spell to heal all your damage and remove 1 Insanity from yourself.

CAVE OF DREAMS

FEY UTILITY 9

Area A cube of space, 2 yards on each side, originating from a point within short range

Duration Permanent

A door appears inside the area and remains for the duration. The door opens to a cave of dreams, which is an extradimensional space 4 yards wide, 4 yards high, and 8 yards deep. You decide what the interior of the cave looks like. Time does not pass inside the cave while the door is closed, so any creature left inside does not experience the passage of time and does not need to eat, sleep, breathe, or drink. Creatures and objects inside a cave of dreams cannot be detected by any means.

Aftereffect You must get a success on a Will challenge roll with 4 banes or gain 3d6 Insanity. If you go mad from gaining this Insanity, when you roll to end the effect of the madness, you must roll three times and use the lowest result.

Sacrifice You can use an action and expend a casting of this spell to open a door to any cave of dreams you have previously created with this spell.

IMAGINE A HIDDEN KINGDOM

FEY UTILITY 10

Requirement You must be on a world and not inside a hidden kingdom or in an extradimensional space

Target A point you can reach

Duration Permanent

Upon casting this spell, you must concentrate for 24 hours, during which time you visualize a world. When you finish, you create an extradimensional place, known as a hidden kingdom, that becomes tethered to reality. The hidden kingdom is a cube, 1 mile on each side, originating from the target. You decide the appearance of this place, creating sky, ground, and any other features you like. You can create ordinary animals and plants to inhabit this place, though all such creations disappear if removed from the hidden kingdom.

When you complete your hidden kingdom, you also create an area of borderland, which allows creatures and objects to pass into and out of the hidden kingdom you created. The borderland can be as simple as a door or as complex as a permanent fog bank. The area of borderland must fit inside a cube of space, 100 yards on a side. As part of your creation of this borderland, you also decide how and if creatures can pass through the borderland and into the hidden kingdom, as well as how creatures might move out from within the borderland and into the reality to which the borderland is attached. For example, you might say that the borderland allows passage only under the light of a full moon or if a living creature is killed in the area of the borderland.

Work with your GM to define any relevant details about the place, remembering that the GM has the final say over what's possible with this spell.

Aftereffect You must get a success on an Intellect challenge roll with 5 banes or take 5d6 damage, reduce your Intellect and Will to 5, and gain 3d6 Insanity. The reduction to Intellect and Will lasts for 1 month, 1 week, and 1 day. Finally, you forget this spell and cannot cast it again, even from an incantation.

Sacrifice You can use an action and expend a casting of this spell to expand a hidden kingdom you have created with this spell. You must be able to reach the target of the previous spell and then concentrate for 24 hours. At the end of this time, you increase the size of the hidden kingdom by 1 mile in each direction. You are still subject to the spell's aftereffect.



FIRE

Of all the elemental traditions, Fire magic holds the most appeal to those who would harness one of the fundamental forces of nature and use it for destructive ends. A tradition infamous for its ruinous power, Fire magic ignites flames and grants total mastery over their shape and form. Wherever users of Fire magic go, they leave ashes and cinders in their wake.

Most users come by the secrets of Fire magic by learning the words of power from a genie. Such words might be picked out from the crackle of a flame or the roar of an inferno, or written in tongues of fire as they waver and dance. Other adherents, especially those coming to magic from formal institutions, might learn the essentials of the tradition from books and scrolls. A rare few display an innate ability to master fire, possibly as a result of some latent psychic talent.

FIRE SPELLS IN UNDERWATER ENVIRONMENTS

As one might expect, fire spells have limited effectiveness when used on targets under water or, if the caster is able to speak while underwater, when cast in such environments. The flames might cause water to steam or even boil, but unless the fire created has a persistent effect, targets immersed in liquid take half damage from Fire spells.

CHOKING SMOKE

FIRE UTILITY 0

Area A 3-yard-long cone originating from a point you can reach

Duration 1 minute

A roiling cloud of smoke spews from your fingertip and spreads through the area. The smoke heavily obscures the area for the duration or until it is dispersed by winds. Each living and breathing creature in the area when the smoke appears or that enters the smoke must get a success on a Strength challenge roll with 1 boon or become fatigued for as long as it remains in area and for 1 round thereafter.

MANIPULATE FLAME

FIRE UTILITY 0

Target One Size 1/2 or smaller flame within medium range

Duration 1 hour

When you cast this spell, choose one of the following effects, which lasts for the duration:

- You double the range of illumination created by the flame.
- You halve the range of illumination created by the flame.
- You cause the flame to assume a particular shape. You can alter the shape of the flame as a minor activity (*Shadow*, page 50) provided you are within range of it.
- You cause the flame to fly toward you and land on your fingertip, where it sheds the same amount of light as it did before. You can use a triggered action on your turn to end the spell and send the flame to a flammable object within short range, which catches on fire and burns until extinguished.

Triggered On your turn, you can use a triggered action to cast this spell.

Sacrifice When you would take damage from fire or heat, you can use a triggered action and expend a casting of this spell to take half the damage.

TRADITIONS AND SPELLS

BLAZING COLUMNS

Target Up to four 1-yard-square spaces on the ground within medium range
Duration 1 minute; see the effect

A 2-yard-tall column of flame appears at each target and fills its square. The flames burn for the duration or until they are extinguished, and they emit light out to a range of 10 yards. The flames deal 1d6 damage to creatures and objects in their area when they appear and at the end of each round until the spell ends. A creature in the area can make an Agility challenge roll; on a success, it takes half the damage and moves 1 yard out of the area.

SWORD OF FIRE

Duration 1 minute; see the effect

A sword-shaped length of fire erupts from one of your open hands and remains for the duration or until you drop it, which ends the spell. The sword of fire sheds light as a torch and counts as a weapon. You can attack with this sword of fire when you cast this spell and again on later turns when you use an action to do so. When you attack with it, make a Will attack roll against the Agility of one creature you can reach. On a success, the fiery blade hits and deals 1d6 + 2 damage.

Attack Roll 20+ The target of your attack takes 1d6 extra damage.

FIRE WALK

Duration 1 minute

For the duration, you are immune to damage from fire. In addition, whenever you enter a space containing a Size 1 or larger fire, you become aware of the location of each other fire within medium range, and you can immediately travel to and exit from another cube of fire of the same or larger size within medium range of the fire whose space you entered.

Triggered On your turn, you can use a triggered action to cast this spell.

IGNITE

Target Any number of flammable objects within short range

Each target takes 1d6 damage as it catches fire. It continues to take this damage at the end of each round until it is destroyed or the fire is extinguished.



FIRE ATTACK 1

CLOAK OF CINDERS

FIRE ATTACK 3

Duration 1 minute

A swirl of fiery cinders surrounds you for the duration. The cinders move to remain around you and render you immune to damage from fire.

When you cast the spell and again when you use an action to do so, you can hurl some of the cinders in a 5-yard-long cone originating from a point you can reach. The cinders deal 2d6 damage to everything in the area. Flammable objects in the area catch fire. A creature in the area can make an Agility challenge roll and takes no damage on a success. Afterward, the cinders return to swirl around you once more.

SEE THROUGH THE FLAME

FIRE UTILITY 3

Target One flame you can reach

Duration 1 hour

Upon casting this spell, you must concentrate for 1 minute, during which time you peer into the target. When you finish, you become aware of every flame within 1 mile of you. Choose one of those flames. You can see through that flame as if you were in its space. You can use an action to choose a different flame within 1 mile of you.

FIRE IMPS

FIRE UTILITY 4

Area A cube of space, 3 yards on a side, originating from a point within short range

Duration 1 hour; see the effect

Five compelled **fire imps** (see page 136) appear in the area. Each one disappears when the spell ends or when it becomes incapacitated.

LIVING INFERO

FIRE ATTACK 4

Duration 1 minute

Roaring flames envelop you for the duration. The flames are warm, but they do not harm you or anything you wear or carry. The flames shed light in a 20-yard radius. You take half damage from cold, and when a creature touches you or gets a success against you on an attack roll made using a melee weapon, the creature takes 1d6 damage.

When you cast this spell and at the end of each round until the spell ends, each creature within 1 yard must get a success on an Agility challenge roll or take 2d6 damage.

Finally, your other Fire spells deal 1d6 extra damage.

Special If you cast the *flaming shroud* spell (*Shadow*, page 128) while under the effects of this spell, this spell deals 2d6 extra damage.

CIRCLE OF FIRE

FIRE ATTACK 5

Area A 5-yard-radius circle centered on a point on the ground within long range

Duration 1 minute

A circle of white-hot fire covers the ground in the area for the duration. When the flames appear and again at the end of the round until the spell ends, everything in the area takes 3d6 + 5 damage. A creature in the area and within 1 yard of the edge can make an Agility challenge roll. On a success, the creature takes half the damage and falls prone in the nearest space outside the area.

Traditions and Spells

RAIN OF FIRE

Target A point within long range
Duration 1 minute

A 2-yard-tall, roiling black cloud spreads out from the target until it attains a 10-yard radius. Until the spell ends, fiery stones fall from the cloud, partially obscuring the area under it.

When you cast the spell and at the end of each round until the spell ends, the fiery stones deal 5d6 damage to everything under the cloud that does not have shelter. Each creature that would take this damage can make an Agility challenge roll. A creature catches fire on a failure, or just takes half the damage on a success. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

BLOOD OF THE EARTH

Target A point on the ground within long range
Duration 1 minute

The ground within 3 yards of the target falls away as lava bubbles up from below. If you chose a point on a relatively flat surface, the lava spreads out in an expanding pool from the target, enlarging its 3-yard radius by 1 yard at the end of each round for the duration. Otherwise, the lava flows 1 yard at the end of each round in a 3-yard-wide path leading downslope.

Everything in contact with the lava when it appears or that later comes into contact with it takes 8d6 damage and catches fire. A creature that would take this damage can make an Agility challenge roll, catching fire on a failure, or taking just half the damage on a success. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

If the lava is exposed to a spell that deals damage from cold, the lava immediately hardens to become solid rock, possibly trapping creatures and objects. A creature or object trapped in this way can be freed only by chipping away at the rock, which takes 1d6 minutes of work using tools.

WILDFIRE

FIRE ATTACK 6

Area A cube of space, 10 yards on a side, originating from a point within long range

Duration Concentration, up to 1 minute

Roaring flames fill the area, causing everything in it to take 5d6 damage. Creatures and flammable objects catch fire. A creature can make an Agility challenge roll; on a success, it takes half the damage and does not catch fire.

The flames remain for the duration. Each round you use an action to concentrate on the spell, you can move the cube up to 10 yards, with the same consequences as above. A creature can take the damage from this casting of the spell just once per round, regardless of how many times it enters the area.

SWARM OF FIREBALLS

FIRE ATTACK 7

Target Up to five points within long range

You hurl a globe of fire at each target. When a globe of fire reaches the target or encounters a solid surface before then, it explodes in a 5-yard radius centered on the target or the point of impact. The flames deal 5d6 damage to everything in the area. If a creature or object is in multiple areas, it takes 1d6 extra damage for each overlapping area beyond the first. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

FIRE ATTACK 5

BECOME THE CONFLAGRATION

FIRE UTILITY 8

Duration Concentration, up to 1 hour

You assume the form of a Size 3 ball of flame and remain in that form for the duration. You resume your normal form when the spell ends, appearing anywhere in the ball's space. Until the spell ends, you gain the following benefits.

Sightless You rely on senses other than sight to perceive your surroundings and can pinpoint the location of each creature and object within long range of you. Creatures within that area cannot hide from you, and you ignore banes imposed by obscurement on rolls to perceive things. You are not subject to the blinded condition.

Fire Leap When you enter a space of your Size or larger that is filled with fire, you can instantly exit from another space that is filled with fire of the same Size or larger within medium range.

Immune You are immune to damage from disease, fire, and poison as well as the blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, and stunned afflictions.

Fiery Form You take half damage from weapons. In addition, you shed light in a 15-yard radius.

Water Vulnerability You cannot move across or into water or ice, you make challenge rolls to resist Water spells with 1 bane, and you take double damage from Water spells.

Empowered by Fire When you would take damage from a Fire spell, you instead add the damage as a bonus to your Health. The bonus lasts for 1 minute.

Blaze When you use an action to concentrate on this spell, you can choose to cause the flames emanating from your body to blaze, forcing each creature within 3 yards of you to make an Agility challenge roll. A creature takes 5d6 damage and catches fire on a failure, or just takes half the damage on a success. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

NAME OF FIRE

FIRE UTILITY 9

Duration 1 hour

You speak the secret name of the flame and master its power. For the duration, you can cast rank 3 and lower Fire spells you have learned without expending a casting. In addition, you can cast any rank 0 Fire spell, whether you have learned it or not.

CALL DOWN THE MOUNTAIN

FIRE ATTACK 10

Requirement You must be outdoors

Target A point on the ground that you can see

A large, fiery meteor falls from the sky and lands on the target, where it explodes in a 1-mile radius. Everything in the area takes 20d6 damage from the flame and fiery debris and also catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished. A creature in the area can make an Agility challenge roll with 3 banes. On a success, it just takes half the damage.

Aftereffect You must get a success on a Will challenge roll with 5 banes, or you die and explode in flames, dealing 10d6 damage to everything within 100 yards of you. A creature in the area can make an Agility challenge roll with 5 banes and takes half the damage on a success.



FORBIDDEN



Spells from the Forbidden tradition exist to make the world worse, to subject its targets to torments unspeakable, disgusting, and profoundly wrong. Consisting of spells conjured from the most unhinged minds and refined by the truly macabre, Forbidden magic offers dread power to those with the willingness to accept the ravages that its unholy knowledge can inflict on the body.

Most people who discover the Forbidden tradition do so out of hatred, despair, or madness, falsely believing the secrets of the tradition will alleviate their suffering. Devils, in particular, love to share the Forbidden tradition with mortals, for no other strain of magic is more dependable when it comes to delivering the souls of its practitioners into their eager hands. Other practitioners might stumble across spells from the tradition in dark tomes filled with dreadful knowledge that no mortal was meant to learn.

Dark Recovery: To regain expended castings of Forbidden spells you have learned, you must sacrifice a creature to the dark powers at some point after you complete a rest.

CARVE THE FLESH

Target One living creature within short range

You curl your fingers into a fist, as if you were rending the target's skin. Make an Intellect attack roll against the target's Strength. On a success, the target takes $1d3 + 2$ damage, its flesh ripped in such a way that it leaves a scar.

Attack Roll 20+ The target takes $1d3$ extra damage.

FORBIDDEN ATTACK o

FACE RIP

FORBIDDEN UTILITY o

Target One creature that has a face and that you can reach

You claw at the target. Make an Intellect attack roll against the target's Agility. On a success, you tear at the target's face, causing it to take $1d6$ damage. Each creature within 1 yard of the target other than you must get a success on a Will challenge roll or gain 1 Insanity.

Attack Roll 20+ The target takes 1 extra damage, and any creature that can see the target must make the Will challenge roll.

SEAL THE CAVITY

FORBIDDEN ATTACK i

Target One Size 1 or smaller living creature within short range

You run your fingers across your face as you intone the spell. Make an Intellect attack roll against the target's Strength. On a success, a flap of skin covers certain parts of the target's body; choose from the effects described below. The effect lasts until the target or another creature uses an action to cut away the flap of skin with a blade, which deals $1d6$ damage to the target.

Seal Mouth and Nose The target cannot speak, cast spells that require speech, or breathe. It is in danger of suffocation (*Shadow*, page 202).

Seal Eyes and Ears The target is blinded and deafened.

Seal Genitals and Anus The target is impaired. When impaired in this way, the target is fatigued and slowed. The target takes $2d6$ damage after $1d6 + 2$ hours, and again at the end of each hour thereafter, from the building pressure in its guts. If the target becomes incapacitated by this damage, it dies as its bladder and bowels burst inside its body.

Attack Roll 20+ The target is subject to two of the three effects instead of one.

Aftereffect You must make a Strength challenge roll. On a failure, you are subject to one of this spell's effects of the GM's choice.

Traditions and Spells

Serpent Tongue

Duration 1 minute

Your tongue lengthens and forces itself out of your mouth, where it immediately sprouts two barbs that drip poison. Your tongue remains in this form for the duration, and you cannot talk until the spell ends.

You can use your tongue to attack one creature you can reach when you cast the spell, and again by using an action on your turn to do so. Make an Intellect attack roll against the target's Agility. On a success, your tongue's barbs strike the target and deal $1d6 + 2$ damage. If the target is living, it must get a success on a Strength challenge roll or take $1d6$ damage from poison and become poisoned for 1 minute. If the target is already poisoned, it instead takes $1d6$ extra damage.

Ghastly Visage

Target One creature within short range that you can see and that does not have the horrifying trait

Make an Intellect attack roll against the target's Strength. On a success, the creature undergoes a hideous transformation that lasts for 1 minute. Until the effect ends, the creature has the horrifying trait. You and other members of your group that you choose when you cast this spell are immune to this creature's horrifying trait.

Attack Roll 20+ Other creatures make challenge rolls to resist the effects of the target's horrifying trait with 3 banes.

Grotesque Fantasies

FORBIDDEN ATTACK 2

Target One living creature within short range

You make a crude, filthy gesture at the target, awakening in its mind foul and disturbing images of a sexual bent. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 minute. When dazed in this way, the target grants 2 banes on attack rolls made against it. At the end of each round, the target can make a Will challenge roll with 1 bane and removes the dazed affliction from itself on a success. On a failure, however, the target gains 1 Insanity.

Attack Roll 20+ The target takes $1d3$ damage at the end of each round from the violence it does to its sexual organs.

Unruly Organs

FORBIDDEN ATTACK 3

Target One living creature of flesh and blood that you can see within medium range

You grab at your belly, pulling at the skin. Make an Intellect attack roll against the target's Strength. On a success, you bestow animation and wicked sentience upon the target's organs, which immediately twist about in an effort to tear themselves free. The target takes $2d6$ damage. At the end of each round for 1 minute, the target must get a success on a Strength challenge roll with 1 bane or take $2d6$ extra damage. If the target becomes incapacitated from taking this damage, it falls prone, takes damage equal to its Health, and gives birth to $1d6$ **tiny monsters** (*Shadow*, page 247) that take the next available turn. The monsters are hostile to all other creatures.

Attack Roll 20+ The target takes $2d6$ extra damage.

Vivisection

FORBIDDEN ATTACK 3

Target One creature you can see within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes $5d6$ damage from unseen blades that pass through its body. If the damage incapacitates the target, it dies and falls to the ground in neat, 1-inch thick slices, and any creature that can see this event must get a success on a Will challenge roll with 1 bane or gain 1 Insanity.

Attack Roll 20+ The target takes $2d6$ extra damage.

Forbidden Attack 1

Traditions and Spells

Spectacular Expulsion

FORBIDDEN ATTACK 4

Target Up to three living creatures within short range

Intense nausea strikes the targets. Each target must get a success on a Strength challenge roll with 2 banes or take $2d6$ damage and spew corrosive vomit in a 3-yard-long cone originating from its mouth in a random direction.

The vomit deals $3d6$ damage to everything in the area. A creature that would take this damage must make an Agility challenge roll. A creature vomits, as described above, on a failure, or just takes half the damage on a success. After a creature vomits, it becomes dazed for 1 round.

Unspeakable Graft

FORBIDDEN UTILITY 4

Requirement You must have a body part such as an eye, finger, hand, or leg harvested from a living creature that is still alive

Target One creature you can reach

You touch the harvested body part to the place where it would be located on the target's body. If the target creature is not missing the body part you would graft to it, you must remove the appropriate part for the spell to have an effect. If you concentrate for 1 minute, during which time you must maintain contact with the target, you graft the part to the body, enabling the target to make full use of the part. The grafted body part might have special characteristics, such as claws, the ability to see in the dark, and so on; such benefits are conferred to the target. The target gains 1 Corruption.

The creature from which the body part was harvested still receives information from it, such that it can feel what a grafted hand feels or see what a grafted eye sees. Although this extended sensory perception can have a variety of benefits, it causes great mental distress in the creature from which the part was harvested and the creature who received the graft. Whenever either creature completes a rest, it must get a success on a Will challenge roll with 1 bane or gain $1d3$ Insanity. After a creature completes three rests, this effect ends for it.

If the creature from which you harvested the body part dies, roll a d6. On a 1-3, the donated body part dies after $1d3$ minutes.

Sacrifice You can use an action and expend a casting of this spell to cast the *part bone from flesh* spell (*Shadow*, page 130).

Bestow Corruption

FORBIDDEN ATTACK 5

Target Up to three living creatures within short range

You reach into the target's body and awaken the demonic nature of its soul. Each target must get a success on a Will challenge roll with 1 bane or gain $1d6$ Corruption. A target that gains 3 Corruption or more automatically gains a mark of darkness (*Shadow*, page 36).

A target that gains Corruption in this way also becomes compelled for a number of rounds equal to its Corruption total. If a compelled target becomes incapacitated, it dies, and its soul erupts from its body to become a **demon** (*Shadow*, page 226) of the target's Size. The demon can take the next available turn and is hostile to all creatures other than you.

Hook the Soul

FORBIDDEN ATTACK 5

Target One living, mortal creature you can see within medium range

You reach out and curl your fingers into hooks. Make an Intellect attack roll against the target's Will. You make the roll with 3 banes against a target with a Health score of 50 or higher. On a success, the target gains $2d6$ Insanity. If the Insanity gained would cause the target to go mad, you wrench its soul from its body, killing it instantly and causing the soul to become a **shadow** (*Shadow*, page 253) that appears inside an open space within 1 yard of the target. The shadow can take the next available turn and is hostile to all creatures other than you.

TRADITIONS AND SPELLS

If the target remains alive, it is compelled for a number of rounds equal to its Insanity score. When compelled in this way, the target cannot willingly move more than 20 yards away from you. If it is forcibly moved beyond this distance, it falls prone and becomes unconscious until it is within 20 yards of you once more. When the target removes the compelled affliction from itself, it gains 1 Corruption.

Attack Roll 20+ The target gains 1d6 extra Insanity.

EFFLUVIAL BOG

Target One living creature within medium range
Duration 1 hour

A foul stench emanates from the target's body. Make an Intellect attack roll against the target's Strength. On a success, the target becomes defenseless for 1 round as a river of filth pours out from the target's mouth and anus, spreading across the ground until it attains a 10-yard radius.

The area of filth is difficult terrain. When a creature standing in the area takes damage, it must get a success on an Agility challenge roll or fall prone. Any living and breathing creature in the area or within 10 yards of it is impaired for as long as it remains within this distance. Furthermore, at the end of each round, each living and breathing creature impaired by this spell must get a success on a Strength challenge roll with 2 banes or become dazed until the end of the next round from retching.

You are immune to the effects of your casting of this spell.

PART SOUL FROM FLESH

Target One living, mortal creature within medium range

Threads of darkness leap from your hand and fly toward the target. Make an Intellect attack roll against the target's Will. On a success, darkness envelops the target, which takes 10d6 damage. If the damage causes the target to become incapacitated, its soul tears free from the flesh and becomes a **specter** (see page 142). The creature dies, and the specter takes the next available turn. The specter is hostile to all creatures.

Attack Roll 20+ The target takes 4d6 extra damage.

DESECRATE

FORBIDDEN UTILITY 7

Area A 100-yard-radius sphere centered on a point you can see within long range
Duration 24 hours

Sickening yellow mist spreads throughout the area and remains, partially obscuring the area, for the duration. Creatures in the area cannot heal damage and make challenge rolls to resist gaining Insanity with 3 banes. If a creature spends 1 hour or longer in the area, it must get a success on a Strength challenge roll with 3 banes or become diseased. When diseased in this way, the creature takes double damage from all sources. A creature can remove the diseased affliction from itself by getting a success on a Strength challenge roll with 3 banes when it completes a rest outside the spell's area.

All spirits, undead, demons, and creatures with Corruption in the area make attack rolls and challenge rolls with 2 boons and gain a +10 bonus to Health for as long as they remain in it.

Permanence You must cast the spell on the same area each day for 1 month and 1 day.

DARK MAGIC, DARK SPEECH

Casting Forbidden spells requires speaking mystic phrases in Dark Speech. If you don't know this language, you make attack rolls using Forbidden spells with 1 bane and creatures make challenge rolls to resist your Forbidden spells with 1 boon.

POLLUTION

FORBIDDEN ATTACK 8

Area A cube of space, 100 yards on a side, originating from a point within extreme range
Duration 1 hour

Thick, noxious smoke fills the area and remains for the duration. The smoke heavily obscures its area, and at the end of each round, the area drifts 1d6 yards in a direction you choose. The smoke is heavier than air, so it sinks through cracks in the ground.

When the smoke appears and at the end of each round thereafter, all plants in the area take 3d6 damage, and all constructs and objects in the area take 1d6 damage. Living creatures in the area must make a Strength challenge roll with 3 banes. The effect of a failure depends on how many failures the creature has rolled so far.

Failures Effect

- | | |
|----|---|
| 1 | The creature takes a -2d6 penalty to Health that lasts until it completes a rest. |
| 2 | The creature becomes fatigued and slowed. |
| 3 | The penalty to Health worsens by 2d6. |
| 4 | The creature becomes impaired and gains 1d6 Insanity. |
| 5+ | The penalty to Health worsens by 2d6. |

UTTER RUIN

FORBIDDEN ATTACK 9

Target One living creature you can see within medium range

The target becomes immobilized for 1 round. If the target is blinded, you remove the blinded affliction from the target.

The image of someone or something the target loves appears inside an open space you can reach. The spell makes the subject appear to be killed or destroyed in a graphic and despicable manner, and then the remains of it fall to the ground under the space.

The spell intensifies the target's emotional reaction, forcing it to make a Will challenge roll with 3 banes. The target gains 1d6 Insanity on a success, or 3d6 Insanity on a failure. If the Insanity would cause the target to go mad, a blade appears in the target's hand, and the target uses it to cut its own throat, which causes it to take damage equal to its Health.

EXTINCTION

FORBIDDEN ATTACK 10

Area A 10-mile-radius sphere centered on a point you can see

Each creature aged 12 years or younger takes damage equal to its Health. Each creature older than 12 years becomes sterile or barren.

Aftereffect Gain 2d6 Corruption. Make a Will challenge roll with 4 banes. On a failure, you gain an extra 1d6 Corruption and 4d6 Insanity.



TRADITIONS AND SPELLS

ILLUSION

Anything is possible with Illusion magic—or, rather, anything seems possible. A tradition steeped in artifice and subterfuge, Illusion spells fool the senses, causing creatures to see, hear, smell, taste, and feel things that aren't real. The potency of Illusion magic is such that although it traffics in the unreal, people affected by the spells perceive the illusions as if they were real, often to their detriment.

Some people deride students of the tradition, calling them fantasists, fakers, and swindlers, but few can help but marvel at the wonders they can create with a wave of the hand. Illusionists can create a monster from threads of magic or use those same spells to create walls of fire or steel-clad henchmen, or to conceal a yawning pit. They can alter the cut and color of their clothing with a gesture, or conceal the taste of poison that darkens the king's cup. They create their own realities, and that's just the way they like it.

The Illusion tradition most likely has its origin with the faeries, since those immortals often make use of such spells to deceive and mislead their foes. Its utility and flexibility has caused it to spread across the continent, and magic-users of all walks and backgrounds benefit from discovering it and learning its spells.

CONCEAL OBJECT

ILLUSION UTILITY 0

Target One Size 1/2 or smaller object within short range
Duration 1 minute

You cause the object to become hidden for the duration. When a creature would encounter the target through one of its senses, such as by touching it or seeing it, the creature must make a Perception challenge roll with 1 bane. On a success, the creature can perceive the object as normal. On a failure, the creature cannot perceive the object until the spell ends.

Sacrifice When a creature you can see attacks you, you can use a triggered action and expend a casting of this spell to impose 1 bane on the triggering attack roll.

OBSCURING CLOUD

ILLUSION UTILITY 0

Area A 2-yard-radius sphere centered on a point in your space
Duration 1 minute

A billowing cloud of smoke in a color you choose spreads out to heavily obscure the area. The smoke remains for the duration or until dispersed by wind.

Triggered On your turn, you can use a triggered action to cast this spell.

BEFUDGLE

ILLUSION ATTACK 1

Target One creature within short range

You weave minor illusions around the target that leave it reeling. Make an Intellect attack roll against the target's Perception. On a success, the target makes Perception rolls with 3 banes for 1 minute, and during this time it also grants 1 boon on attack rolls made against it.

Attack Roll 20+ The target also falls prone.

DELUSION

ILLUSION ATTACK 1

Target One creature you can see within short range

You fill the target's mind with false belief about its capabilities. Choose one of the following effects:

- You enable the target to speak, read, or write a language it does not know or gain a profession it does not have. The effect lasts for 1 hour.
- The target becomes impaired for 1 minute.

FALSE HEALING

ILLUSION UTILITY 2

Target One creature you can reach
Duration 1 minute

You touch the target and make it believe it has healed damage. Until the spell ends, the target has a +10 bonus to Health.

Aftereffect The target takes 1d6 damage from overexertion.

LASTING IMAGE

ILLUSION UTILITY 2

Area A cube, 2 yards on a side, originating from a point you can see within short range

Duration 24 hours

You create an illusion in the area that remains for the duration. The illusion has both auditory and visual components, if you like, though you can choose one or the other. The magic from the spell allows you to decide how the image moves (if it does) and what sounds the image makes. Any movements and sounds created by the spell continue for 1 hour before starting over at the beginning, as if you had just cast the spell. Although realistic, the illusion is harmless and its illusory nature is revealed to any creature entering the area.

Permanence You must cast this spell in the same area each day for 1 year and 1 day.

SEEMING

ILLUSION UTILITY 3

Target Up to five creatures inside a 5-yard-radius sphere centered on a point within medium range

Duration 8 hours

You mask each target with an illusory disguise that lasts for the duration. You can adjust the target's height and weight by up to 50 percent, though its Size does not change. You can make the target appear to be a member of a different ancestry, and you can change the appearance of the target's clothing and equipment. The spell masks any noise created by the target's nature or gear and also alters the sound of the target's voice to be appropriate for its new appearance.

If you are within medium range of a target affected by your casting of this spell, you can use an action to alter the disguise or create a new one.

Sacrifice You can use an action and expend a casting of this spell to cast the *glamer* spell (*Shadow*, page 132).



TRADITIONS AND SPELLS

TORMENTING HALLUCINATIONS

ILLUSION ATTACK 3

Target One creature you can see within medium range

You besiege the target's mind with unsettling noises and visions. Make an Intellect attack roll with 1 boon against the target's Perception. On a success, the target becomes impaired for 1 minute. When impaired in this way, whenever the target gets a failure on an attack roll or a challenge roll, it becomes frightened for 1 round. In addition, the target grants 2 boons on attack rolls made against it until the spell ends.

Attack Roll 20+ The target also gains 1d3 Insanity.

DISPLACE

ILLUSION UTILITY 4

Duration 1 hour

You make others see you where you are not. For the duration, you impose 2 banes on attack rolls made against you. When an attack roll made against you results in a failure, you can teleport to an open space within 2 yards of the space you occupy.

Triggered When a creature you can see attacks you, you can use a triggered action to cast this spell.

SENDING

ILLUSION UTILITY 4

Area A cube of space, a number of yards on each side equal to your Size, originating from a point you have previously seen or visited

Duration 1 hour

You cause an illusory copy of yourself to appear in the area and remain for the duration. You can perceive from the area as if you were in it at the same time that you perceive from the space you currently occupy. The resulting double vision and overlapping hearing imposes 2 banes on Perception rolls you make until the spell ends. The copy mimics your movements and speech, though it cannot leave the area. The copy is immune to all damage.

Sacrifice You can use an action and expend a casting of this spell to cast the *phantasm* spell (*Shadow*, page 132).

FALSE INJURY

ILLUSION ATTACK 5

Target Up to five creatures you can see within medium range

Your illusion attacks the minds of your targets, causing them to believe they have suffered some ghastly injury. For each target, make an Intellect attack roll with 1 boon against its Perception. On a success, the target takes a -4d6 penalty to its Health for 1 minute. A target that dies from this reduction to Health did so because it believed that it had sustained a mortal injury.

WAKING NIGHTMARE

ILLUSION ATTACK 5

Target One creature you can see within medium range

Duration 1 minute

You reach into the target's mind to find its worst fear and then experience that fear as a nightmare that appears before the target, remaining there for the duration. Only the target can perceive the nightmare, and the nightmare follows the target wherever it goes. When the nightmare appears and again at the end of each round, the nightmare attacks the target. Make an Intellect attack roll with 2 boons against the target's Perception. On a success, the nightmare causes the target to gain 1d3 Insanity and take 1d6 damage. If Insanity gained in this way would cause the target to go mad, the target instead dies.

An affected target can use an action to fight back against the nightmare. The target makes a Perception attack roll with 1 bane against your Intellect. On a success, the target imposes 1 bane on attack rolls you make against it using the nightmare. Banes imposed on you by the target's successful efforts to fight back are cumulative.

IMPROVISED CASTING

ILLUSION UTILITY 6

Choose one rank 5 or lower spell from any tradition. You cast the spell. If the spell deals damage, it deals half damage. If the spell requires you to make an attack roll, you make the attack roll with 1 bane. If the spell allows creatures to make a challenge roll, the creatures make the roll with 1 boon.

MASS CONCEALMENT

ILLUSION ATTACK 6

Target Up to thirty creatures within medium range

Duration Concentration, up to 1 hour

Each target becomes invisible for the duration.

ACCURSED DOUBLE

ILLUSION UTILITY 7

Target One creature you can see within medium range

Duration 1 minute; see the effect

You use magic to create a copy of the target inside an open space within short range of the target. The double remains for the duration or until it becomes incapacitated.

The double has the target's attribute and characteristic scores, except for Insanity and Corruption. The double has access to all the talents the target possesses, as well as any spell of rank 5 or lower that the target has learned. The double takes a turn when it appears and again whenever you take a turn. On the double's turn, it can use an action or move up to its Speed.

If the target attempts to discern that the double is an illusion, the spell imposes 2 banes on its Perception roll, in addition to any banes normally incurred by discerning the illusion.



DISCERNING ILLUSIONS

A creature can attempt to discern whether what it sees, hears, or otherwise experiences is an illusion. To do so, the creature uses an action to make a Perception challenge roll. It makes the roll with 1 boon for every point by which its Power score exceeds that of the illusion's caster, or with 1 bane for every point by which the caster's Power score exceeds that of the creature. On a success, the creature identifies the effect as being unreal and cannot take damage from it, gain afflictions from it, or be hindered in any way by it.

Other methods might reveal an effect's false nature, at the GM's discretion.

ILLUSORY LANDSCAPE

ILLUSION UTILITY 8

Area A cube of space, 1 mile on a side, originating from a point you can see

Duration 24 hours

You mask the terrain, objects, and creatures in the area with a powerful illusion that remains for the duration. You decide how the terrain looks, sounds, smells, and feels. You can render creatures or objects in the area invisible or alter their appearance to match any description you choose. Affected creatures and objects retain their illusory appearance until the spell ends or until they leave the area. In addition, you can hide terrain features and mask their visual effects. For instance, the spell could render a fire and its smoke invisible, though the fire would still generate heat and deal damage when touched.

Sacrifice You can use an action and expend a casting of this spell to regain castings of Illusion spells you have expended. The total ranks of the castings you regain cannot exceed 8, and rank 0 spells count as 1/2 rank.

Permanence You must cast this spell to create the same illusion in the same area each day for 1 year and 1 day.



ARMY OF ONE

ILLUSION UTILITY 9

Area Up to ten open spaces of your Size that you can see within medium range

Duration 1 hour; see the effect

An illusory duplicate of yourself appears in each area and remains for the duration. Each duplicate is a perfect copy of you and everything you wear and carry. Enchanted objects, potions, relics, and other magic items, however, are not replicated by this spell.

Each duplicate has your attributes and characteristics, though it has half your Health score. A duplicate ignores all afflictions, and it cannot gain Insanity or Corruption. If a duplicate becomes incapacitated, it disappears. When the last duplicate disappears, the spell ends.

When you move, you can also move each duplicate created by this casting of the spell up to its Speed.

Each duplicate can also use an action, and it has access to all your talents, spells, and other capabilities. If the copy casts a spell, it expends one of your castings, and if the spell deals damage, it deals half damage.

SHAPE REALITY

ILLUSION UTILITY 10

Area A cube of space, 1 mile on a side, originating from a point you can reach

Duration 1 month

The reality of your environment conforms to your imagination. The illusion erases the landscape, structures, nonmagical objects, and features in the area and replaces

them with ones you choose. You can create a mountain where there was not one, or remove a stretch of hills to make room for a lake. You can create a city or cause one to vanish. Although the effect is technically an illusion, creatures perceive the area as being real and interact with objects, structures, and forces within it as if they were real. For example, if you cause a boulder to appear as a giant mushroom, a creature could slice off a piece and eat it. Illusory objects created by the spell cannot have magical properties or effects and, if removed from the area, they disappear or revert to their normal appearance.

You can also change the appearance of creatures in the area when you cast the spell. Such a creature must get a success on a Will challenge roll with 3 banes, or be affected as if you had cast the *disguise* spell (*Shadow*, page 131) on that creature, with the effects lasting until the spell ends or the creature leaves the area.

Aftereffect You must get a success on a Will challenge roll with 5 banes or gain 3d6 Insanity. If you go mad from gaining Insanity in this way, whenever you roll dice to end the madness, you roll two dice and use the lower number rolled.

Sacrifice You can use an action and expend a casting of this spell to regain castings of Illusion spells you have expended. The total ranks of the castings you regain cannot exceed 10, and rank 0 spells count as 1/2 rank.

Permanence You must cast this spell in the same area and in the same way once a month for 1 year and 1 day.

INVOCATION

An ancient and rarely seen tradition, Invocation magic encompasses the art of calling forth the essence of a powerful being and temporarily binding it to the caster's physical form. As a result of these bindings, the casters usually assume the physical qualities of the beings they call upon, often becoming strange and monstrous in appearance, and sometimes also in mind.

The daemons bound by Invocation spells are not akin to the demons of the Void; they are echoes of significant people, gods, and monsters, all of whom have left an impression on the world. Typically, the more significant the impression, the more powerful the spell needed to capture the daemon's essence.

Invocation Talisman: To cast an Invocation spell, you must have a talisman associated with it. When you learn an Invocation spell, you also acquire one copy of the necessary talisman and the knowledge of how to create the device yourself. If you lose your talisman, you can make a new one. A talisman for a rank 0 spell costs 5 ss in special materials, and talismans for spells of a higher rank cost 1 gc per rank of the spell.

VARIANT RULE: TALISMANS

The normal rules for the Invocation tradition require a caster to possess the talisman associated with the spell in order to cast it. Although this helps to set the tradition apart from other kinds of magic, the talisman itself does nothing other than enable the casting of the spell, which might make it seem arbitrary.

As a variant rule, you can make the talisman optional but give it a game benefit. The caster still receives a talisman upon learning a spell, but in this variant the caster can expend the talisman when the spell is cast. If the caster does this, the talisman disappears and he or she makes the roll to resist gaining Insanity from the spell's Aftereffect with 1 boon. The caster can replace an expended talisman for the normal cost, or simply cast the spell without possessing or using a talisman whenever he or she desires.

Growing Madness: Each time you learn an Invocation spell, you gain 1 Insanity. You cannot remove Insanity gained in this way. If your Insanity total from learning spells ever equals your Will score, you become permanently defenseless.

One Invocation at a Time: If you cast an Invocation spell while you're under the effect of another Invocation spell, the older effect ends immediately.

INVESTITURE OF THE MESSENGER INVOCATION UTILITY 0

Requirement You must have a talisman of the Messenger
Duration 10 minutes

Your legs weirdly lengthen, causing you to grow twice as tall as normal. For the duration, you have a +4 bonus to Speed.

Aftereffect You must get a success on an Intellect challenge roll or gain 1 Insanity.

INVESTITURE OF THE WATCHER

INVOCATION UTILITY 0

Requirement You must have a talisman of the Watcher
Duration 10 minutes

Your eyes and ears grow to great size, granting you 2 boons on all Perception rolls you make for the duration.

Aftereffect You must get a success on an Intellect challenge roll or gain 1 Insanity.

INVESTITURE OF THE DWARF LORD

INVOCATION UTILITY 1

Requirement You must have a talisman of the Dwarf Lord
Duration 10 minutes

A beard made of stone grows out from your chin as your body thickens and grows stockier.

The Dwarf Lord grants the following benefits for the duration:

- You make Strength attack rolls and challenge rolls with 1 boon.
- You take a -2 penalty to Speed.
- When you get a success on an attack roll with a weapon, you can force the target of your attack to make a Strength challenge roll. On a failure, you move the target 1d3 yards away from you.
- When a creature within short range of you makes an attack, you can use a triggered action to grant the triggering creature 1 boon on its attack roll.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d3 Insanity.

LONGER DURATIONS

The Invocation spells presented here last longer than those described in *Demon Lord's Companion* 2. To bring the earlier spells in accordance with these, increase the duration of those spells from 1 minute to 10 minutes, and 10 minutes to 1 hour.

INVESTITURE OF THE GOBLIN KING

INVOCATION UTILITY 1

Requirement You must have a talisman of the Goblin King
Duration 10 minutes

You become striking, gorgeous, with rouge on your cheeks and glitter on your skin. Sparkles dance in the air around you, and when you smile, your teeth flash. The daemon of the Goblin King rewards your binding by causing two compelled **tiny monsters** (*Shadow*, page 247) that appear as tiny goblins to appear in open spaces within short range of you. The monsters remain until the spell ends or they are destroyed.

In addition, the Goblin King grants the following benefits for the duration:

- You make attack rolls to deceive in social situations and steal with 3 boons.
- You make challenge rolls to hide, open locks, or sneak with 3 boons.
- You can use an action to assume the form of an owl (as a **tiny animal**, *Shadow* page 217, with the flier trait) as if you had cast the *animal shape* Transformation spell (*Shadow*, page 146).

Aftereffect You must get a success on an Intellect challenge roll or gain 1d3 Insanity.

TRADITIONS AND SPELLS

INVESTITURE OF THE STORM QUEEN

INVOCATION ATTACK 1

Requirement You must have a talisman of the Storm Queen
Duration 10 minutes

Your skin turns blue and your pupils and irises disappear, leaving your eyes the color of snow. A crackling bolt of lightning leaps from your body to a creature or object you choose within short range. Make an Intellect attack roll with 1 boon against the creature's or object's Agility. On a success, the target takes 2d6 damage.

In addition, the Storm Queen grants the following benefits for the duration:

- You ignore the effects of moving across difficult terrain.
- If you fall, you take half the damage from landing.
- You can use an action to throw lightning at one creature or object within short range. Make an Intellect attack roll against the target's Agility. On a success, the bolt hits and deals 1d6 + 3 damage. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target takes 1d6 extra damage.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d3 Insanity.

INVESTITURE OF THE GRAND DRUID

INVOCATION ATTACK 2

Requirement You must have a talisman of the Grand Druid
Duration 10 minutes

Your form twists and writhes until you resemble a hybrid of a horned stag made from twisted vines. You remain in that form for the duration.

The Grand Druid grants the following benefits:

- You have a +2 bonus to Defense.
- You can use an action, or a triggered action on your turn, to cause vines and grasses to erupt from the ground within 5 yards of you. The new growth counts as difficult terrain and remains until the spell ends.
- You ignore the effects of moving across difficult terrain.
- You can use an action to cause plant life to grow up and ensnare one creature on the ground and within short range. Make an Intellect attack roll against the creature's Agility. On a success, the target takes 1d6 damage and becomes immobilized. The target or a creature that can reach the target can use an action to cut away the growth and remove the immobilized affliction from itself. Alternatively, the target can use an action to make a Strength challenge roll and removes the affliction from itself on a success. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target takes 1d6 extra damage.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d6 Insanity.

INVESTITURE OF THE ROBIN PRINCE

INVOCATION ATTACK 2

Requirement You must have a talisman of the Robin Prince
Duration 10 minutes

The daemon of the Robin Prince merges with your body, causing you to appear elfin with avian features. When you cast the spell, you can teleport to an open space you can see within short range and make an attack with a weapon. You can use Intellect in place of the attribute you normally use to make the attack. On a success, the attack deals 1d6 extra damage.

For the duration, the Robin Prince grants the following benefits:

- You gain the shadowsight trait, which lets you see in areas obscured by shadows as if those areas are lit.
- You gain a +4 bonus to Speed.
- You can use an action, or a triggered action on your turn, to teleport to an open space you can see within medium range. Once you use this benefit, you must wait 1 round before you can use it again.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d6 Insanity.

INVESTITURE OF THE LAUGHING SCOUNDREL

INVOCATION UTILITY 3

Requirement You must have a talisman of the Laughing Scoundrel
Duration 1 hour

Your face twists up into an unnerving grin, and the daemon forces you to howl with laughter for the duration.

The Laughing Scoundrel grants the following benefits:

- At the end of each round, each creature you choose within short range of you that can hear your laughter must make a Will challenge roll with 1 bane. On a failure, a creature gains 1 Insanity; on a success, it becomes immune to this effect until it completes a rest.
- You cannot gain Insanity, and you are immune to the compelled and frightened afflictions.
- You can use an action, or a triggered action on your turn, to pause your laughter and tell a horrible joke to one creature within short range that can see and hear you. Make an Intellect attack roll against the creature's Will. On a success, the target gains 1 Insanity and deals 1d6 damage to itself. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target also becomes impaired for 1 round. You then resume laughing.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d6 + 1 Insanity.



TRADITIONS AND SPELLS

INVESTITURE OF THE ONE-EYED GOD

INVOCATION ATTACK 3

Requirement You must have a talisman of the One-Eyed God
Duration 1 hour

One of your eyes turns into a black raven that wriggles out from your face and flies around your head, where it is joined by a flock of screeching ravens. The empty socket becomes a black crater filled with starlight, and a long beard tumbles down from your chin. When you cast the spell, the ravens beat, peck, and claw at all creatures within a 5-yard radius centered on a point in your space. Each creature in the area must make an Agility challenge roll. A creature takes 3d6 damage on a failure, or half the damage on a success. The ravens then dissipate.

The One-Eyed God grants the following benefits for the duration:

- You gain darksight, which lets you see into areas obscured by shadows or darkness within medium range as if those areas were lit, and see into areas obscured by darkness beyond this range as if they were obscured by shadows.
- You impose 1 bane on attack rolls made against you.
- Against injured targets, you make attack rolls with 2 boons and your weapon attacks deal 1d6 extra damage.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d6 + 1 Insanity.

INVESTITURE OF THE WINTER KING

INVOCATION ATTACK 4

Requirement You must have a talisman of the Winter King
Duration 1 hour

The Winter King merges its essence with yours, causing your skin to turn bright blue, your hair white, and a freezing wind to swirl around you until the spell ends. When you cast the spell, you can direct a blast of cold into a 5-yard-long cone originating from a point you can reach. Everything in the area takes 3d6 damage. A creature in the area can make a Strength challenge roll with 1 bane. The creature also becomes slowed for 1 minute on a failure, or just takes half the damage on a success.

The Winter King grants the following benefits:

- You are immune to damage from cold.
- Swirling snow partially obscures your space.
- You ignore the effects of moving across difficult terrain caused by ice or snow.
- You can use an action to hurl a razor sharp ice crystal at one creature or object within medium range. Make an Intellect attack roll against the creature's or object's Agility. On a success, the shard hits and deals 3d6 damage. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target takes 1d6 extra damage.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d6 + 2 Insanity.

INVESTITURE OF THE SUMMER QUEEN

INVOCATION ATTACK 4

Requirement You must have a talisman of the Summer Queen
Duration 1 hour

You assume the form of a striking young woman, with fiery red hair and smoldering eyes. Until the spell ends, cherry blossoms swirl and fall around you. When you cast the spell, each creature you choose that can see you must get a success on a Will challenge roll with 1 bane or become dazed for 1 minute. If a creature dazed in this way takes damage, it can repeat the challenge roll, removing the affliction on a success.

The Summer Queen grants the following benefits:

- You are immune to damage from disease. You cannot be charmed, diseased, frightened, or compelled.
- You make attack rolls in social situations with 3 boons. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target is also charmed until the spell ends.
- You can use an action to hurl fire at one creature or object within medium range. Make an Intellect attack roll with 1 boon against the creature's or object's Agility. On a success, the flame hits and deals 2d6 + 2 damage. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target also catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

Aftereffect You must get a success on an Intellect challenge roll or gain 1d6 + 2 Insanity.

INVESTITURE OF THE DEATH ANGEL

INVOCATION ATTACK 5

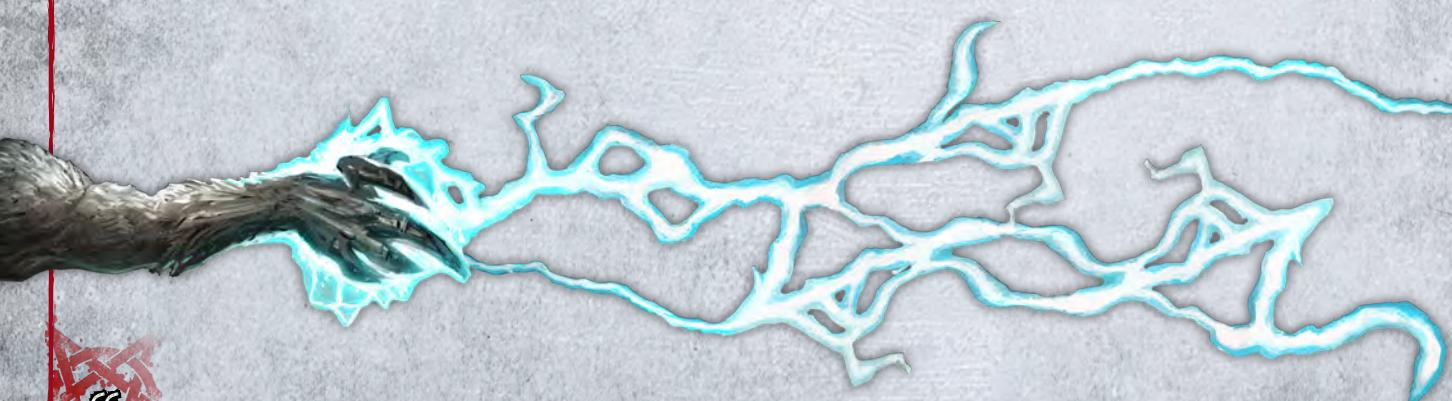
Requirement You must have a talisman of the Death Angel
Duration 1 hour

The Death Angel causes your flesh to rot away until only bones remain. Your eyes become as burning emeralds, and a scythe appears in your hand. Each creature within short range of you that can see this transformation must get a success on a Will challenge roll or gain 1 Insanity.

The Death Angel grants the following benefits:

- You are immune to damage from cold, disease, and poison.
- You are immune to the asleep, diseased, fatigued, and poisoned afflictions.
- At the end of each round, each living creature within 3 yards of you that you choose must get a success on a Strength challenge roll or take 1d6 + 2 damage from your lethal presence.
- You can use an action to use your scythe to attack one living creature you can reach. Make an Intellect attack roll against the creature's Agility. On a success, the target takes 3d6 + 2 damage. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target takes 2d6 extra damage. If the target is incapacitated by this damage, it dies and you heal 2d6 damage.

Aftereffect You must get a success on an Intellect challenge roll or gain 2d6 Insanity.



Traditions and Spells

INVESTITURE OF THE DIVINER

INVOCATION UTILITY 5

Requirement You must have a talisman of the Diviner
Duration 1 hour

When you cast this spell, your eyes turn black and your body begins to float a few inches off the ground, though you remain able to move normally.

The Diviner grants the following benefits for the duration:

- You can't be knocked prone, and you take no damage from landing after a fall.
- You impose 3 banes on the attack roll of any creature attacking you, and you make challenge rolls to resist attacks with 3 boons.
- Whenever a creature within medium range makes an attack roll or a challenge roll, you can use a triggered action to grant the creature 2 boons on the roll.
- You can use an action to issue a dire prophecy to one creature you can see within medium range. Make an Intellect attack roll against the creature's Will. On a success, you impose 3 banes on the target's attack rolls and challenge rolls for 1 round. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the effect lasts for 1 minute instead of 1 round.
- At the end of each round, the GM moves you 1 yard in a randomly determined direction parallel to the ground. This movement triggers free attacks.

Aftereffect You must get a success on an Intellect challenge roll or gain 2d6 Insanity

INVESTITURE OF THE DARK LADY

INVOCATION ATTACK 6

Requirement You must have a talisman of the Dark Lady
Duration 4 hours

The Dark Lady transforms you so that you have the appearance and stench of a rotting corpse for the duration. Each living creature that witnesses your transformation must get a success on a Will challenge roll or gain 1 Insanity. In addition, three compelled **animated corpses** (*Shadow*, page 218) crawl out of the ground and stand up in open spaces within short range of you. Each of these creatures remains for the duration or until it is destroyed. They do not count against the limit on the number of undead you can control.

The Dark Lady grants the following benefits:

- You gain a +10 bonus to Health.
- You are immune to damage from cold, disease, and poison. You are immune to the asleep, diseased, fatigued, and poisoned afflictions.
- Creatures that can see you make attack rolls against you with 1 bane.
- If you have fewer than three compelled animated corpses at any time, you can use an action to cause a number of corpses to crawl out of the ground and stand up in open spaces within short range of you. The total number of animated corpses you have cannot exceed three.
- You can use an action to send a pulse of magical energy into one undead you can see within medium range. The undead takes 2d6 damage. If the damage would incapacitate the target, it explodes, releasing dark energy in a 5-yard-radius sphere centered on a point in its space. The energy deals 4d6 damage to everything in the area. A creature in the area can make a Strength challenge roll and takes half the damage on a success.

Aftereffect You must get a success on an Intellect challenge roll or gain 2d6 + 1 Insanity.

INVESTITURE OF THE WITCH-KING

INVOCATION ATTACK 6

Requirement You must have a talisman of the Witch-King
Duration 4 hours

The essence of the Witch-King flows into your body, transforming you into a terrifying figure of fire and darkness. Writhing on the surface of your form are images of shadowy faces that shriek and scream, while serpentine tendrils of shadow weave in the air around you. Any creature that witnesses your transformation must get a success on a Will challenge roll or gain 1 Insanity. When you cast this spell, black flames rush out from a point in your space in a 5-yard radius. The flames deal 6d6 damage to everything in the area other than you. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

The Witch-King grants the following benefits:

- Your Size increases by 1, or it increases to 1 if it is smaller than that.
- You gain darksight, which lets you see into areas obscured by shadows or darkness within medium range as if those areas were lit, and see into areas obscured by darkness beyond this range as if they were obscured by shadows.
- Lit areas within medium range of you become shadows, and shadows within this distance become darkness.
- Whenever a creature takes damage from one of your spells, it must get a success on a Will challenge roll or gain 1 Insanity, and the creature becomes compelled as a result of gaining Insanity instead of becoming frightened.
- When you attack with a spell from a dark magic tradition, you make the attack roll with 1 boon and creatures make challenge rolls to resist the attack with 1 bane.
- You can use an action to hurl fire from your hand into a 3-yard-long cone originating from a point you can reach. The fire deals 3d6 damage to everything in the area. A creature in the area can make an Agility challenge roll with 1 bane and takes half the damage on a success.

Aftereffect You must get a success on an Intellect challenge roll or gain 2d6 + 1 Insanity and 1 Corruption.

INVESTITURE OF THE ARCHMAGE

INVOCATION ATTACK 7

Requirement You must have a talisman of the Archmage
Duration 4 hours

The essence of the Archmage flows into you. Your hair and clothing turn stark white, and strange energies play across your body.

The Archmage grants the following benefits for the duration:

- When you cast an attack spell, you make the attack roll with 2 boons and creatures make challenge rolls to resist the spell with 2 banes.
- You take half damage from spells. In addition, when a creature attacks you with a spell, you impose 1 bane on the creature's attack roll and make your challenge roll to resist the spell with 1 boon.
- You can use an action to choose a cube of space, up to 5 yards on a side, originating from a point you can see within medium range. Any magical effects of rank 5 or lower in the area end.
- You can use a triggered action on your turn to cast the *unerring darts* Arcana spell (*Shadow*, page 117) without expending a casting of that spell even if you have not learned the spell.

Aftereffect You must get a success on an Intellect challenge roll or gain 2d6 + 2 Insanity.

TRADITIONS AND SPELLS

INVESTITURE OF THE GREAT DRAGON

INVOCATION ATTACK 8

Requirement You must have a talisman of the Great Dragon
Duration 4 hours

The Great Dragon's essence flows into you, turning you into a terrible dragon. Each living creature that can see you must get a success on a Will challenge roll with 1 bane or gain 1 Insanity.

The Great Dragon grants the following benefits:

- Increase your Size by 3, rounding up to the nearest whole number.
- You gain darksight, which lets you see into areas obscured by shadows or darkness within medium range as if those areas were lit, and see into areas obscured by darkness beyond this range as if they were obscured by shadows.
- Your Defense becomes 21 if it's not higher than that.
- You gain a +10 bonus to Speed and the flier trait, which lets you move by flying.
- You are immune to damage from fire.
- You have claws and teeth. Your unarmed strikes deal 2d6 damage.
- You can use an action, or a triggered action on your turn, to spew flames from your mouth into a 10-yard-long cone originating from a point in your space. The flames deal 8d6 damage to everything in the area. A creature in the area takes half the damage with a success on an Agility challenge roll. Once you use this benefit, you must wait at least 1 minute before you can use it again.

Aftereffect You must get a success on an Intellect challenge roll or gain 2d6 + 3 Insanity.

INVESTITURE OF THE ASCENDED ONE

INVOCATION ATTACK 9

Requirement You must have a talisman of the Ascended One
Duration 4 hours

The daemon of the Ascended One enters your body and transforms you into a blinding column of light. Each creature that can see your transformation must get a success on a Will challenge roll with 1 bane or become blinded until it completes a rest.

The Ascended One grants the following benefits for the duration:

- You emit light from a point in your space in a 100-yard radius.
- Creatures that can see you make attack rolls against you with 3 banes.
- You take half damage from all sources.
- You are immune to asleep, blinded, charmed, compelled, dazed, deafened, diseased, fatigued, frightened, grabbed, immobilized, poisoned, prone, slowed, stunned, and surprised.
- You can use an action to send a beam of brilliant light at a creature or object within extreme range. Make an Intellect attack roll with 3 boons against the creature's or object's Agility. On a success, the radiance hits and deals 5d6 damage.
- You can use an action to intensify the light you emit. Each sighted creature within short range must get a success on a Strength challenge roll with 1 bane or become blinded for 1 minute.
- At the end of each round, you unravel the flesh of any demons within long range, causing each demon to take 3d6 damage.

Aftereffect You must get a success on an Intellect challenge roll or gain 3d6 + 1 Insanity.

INVESTITURE OF THE DEVIL

INVOCATION ATTACK 10

Requirement You must have a talisman of the Devil
Duration 4 hours

The Devil's essence transforms you into his likeness. You grow in size, your skin darkens to black, and horns push out from your forehead. Each creature that can see your transformation must get a success on a Will challenge roll with 3 banes or gain 1d6 Insanity and become compelled as a result of gaining Insanity in this way instead of becoming frightened.

The Devil grants the following benefits for the duration:

- Increase your Size by 10, rounding up to the nearest whole number.
- You have truesight. You can see in areas obscured by shadows and darkness as if those areas were lit. You can also see invisible creatures and objects, and you automatically recognize illusions you see for what they are.
- Your Defense becomes 25.
- Each of your attributes becomes 20.
- You are immune to damage from disease and poison, gaining Insanity, and the asleep, diseased, frightened, and poisoned afflictions.
- You take half damage from all other sources.
- You can use an action, or a triggered action on your turn, to command all creatures that can hear your voice to kneel before you. Each creature must get a success on a Will challenge roll with 3 banes. On a failure, the creature falls prone and cannot stand up until it takes damage. If the total of the roll is 0 or lower, the creature is also compelled until the spell ends.
- You can use an action to hurl a ball of hellfire at one creature or object within extreme range. Make an Intellect attack roll against the creature's or object's Agility. On a success, the target takes 5d6 damage and catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

Aftereffect You gain 1d6 Corruption. You must get a success on an Intellect challenge roll with 3 banes or also gain 3d6 + 3 Insanity. If the total of your roll is 0 or lower, the Devil appears in an open space you can reach, snatches your soul from your body, and then returns to Hell, taking your soul with it and leaving your corpse behind.





LIFE

The Life tradition stands in opposition to death. Students of Life magic work to alleviate suffering, heal the injured, and fight disease, poison, and the other afflictions that trouble the living. As one might expect, the tradition is popular among the servants of the gods, especially those devoted to the New God or the Old Faith. Such magic allows the representatives of the divine to bring aid and comfort to those in need and to demonstrate the mercy of their patrons.

Although Life magic has a strong presence among the faithful, practitioners can be found the world over in the ranks of those who pledge their lives to protecting the innocent and fighting back against the horrors that would snuff out life or make it not worth living. The most famous organization to advance the cause is, of course, the House of Healing. That institution has trained many a person, from devoted priests to secular agents, in the healing arts.

DEATH WARD

LIFE UTILITY 0

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, whenever the target makes a fate roll (*Shadow*, page 40), it can roll an additional die and use the highest of the results.

Triggered When a creature you can see within short range would die, you can use a triggered action to cast this spell. The creature does not die, stops making fate rolls, and instead becomes unconscious for 1d3 hours. At the end of this time, it heals 1 damage.

DESTROY DEATH

LIFE ATTACK 0

Target One creature within short range that you can see

You send healing energy into the target. If the target is alive, it heals 1d3 damage. If the target is undead, make a Will attack roll against its Strength. On a success, the healing energy weakens the magic sustaining the creature's unnatural existence, causing the target to take 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

BOUNTIFUL VITALITY

LIFE UTILITY 1

Target One creature you can reach
Duration 1 hour; see the effect

You touch the target, imbuing it with healing energy that lasts for the duration. Each time the target heals damage, it heals 1d3 extra damage. If the target becomes injured, it immediately heals damage equal to half its healing rate, and the spell ends.

LIFE SURGE

LIFE UTILITY 1

Target One creature you can reach
Duration 1 minute

You touch the target and cause it to heal damage equal to half its healing rate. Until the spell ends, the target makes attack rolls and challenge rolls with 1 boon.

AUGMENTED VITALITY

LIFE UTILITY 2

Target One creature you can reach
Duration 1 hour

You touch the target and fill it with healing energy. For the duration, the target gains the following benefits:

- The target takes half damage from disease and poison.
- It makes rolls to resist or remove the diseased and poisoned afflictions from itself with 2 boons.
- Whenever the target would make a fate roll (*Shadow*, page 40), it can roll an additional die and use the higher of the two results.
- The spell imposes 1 bane on attack rolls made against the target by spirits and undead.

SEED OF LIFE

LIFE UTILITY 2

Target Up to three creatures you can reach
Duration 1 hour; see the effect

You touch each target and plant in its body the seed of life. The seed grants the target a +2d6 bonus to Health that lasts for the duration. If the target becomes injured, it immediately heals damage equal to its healing rate, and the spell ends for that target.

ERADICATE THE UNCLEAN

LIFE ATTACK 3

Area A 5-yard-radius sphere centered on a point you can reach

Healing energy spreads through the area and then dissipates. Each undead creature in the area takes 4d6 damage. A creature that takes this damage can make a Strength challenge roll and takes half the damage on a success.

Infectious and poisonous creatures in the area lose the ability to transmit disease or poison through their attacks unless they get a success on a Strength challenge roll with 1 bane.

Finally, undead in the area must get a success on a Will challenge roll with 1 bane, or be moved 5 yards away from you and be prevented from moving to within 5 yards of you for 1 minute. If such a creature is forcibly moved to within 5 yards of you, it becomes impaired until it is no longer within that distance.

FLEETING LIFE

LIFE UTILITY 3

Target One creature that has been dead no longer than 7 days
Duration 8 hours

You touch the target and imbue it with life. The target becomes a living creature with a Health score of 10 and no damage. It otherwise retains all of its talents, traits, along with any spells it has learned. If the target becomes incapacitated, the spell ends. When the spell ends, the target falls prone and becomes a corpse once more.

Sacrifice You can use an action and expend a casting of this spell to cast the *moderate healing* spell (*Shadow*, page 133).

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RESTORE BODY

LIFE UTILITY 4

Target One creature you can reach

You touch the target, causing it to heal damage equal to its healing rate. If you then concentrate for 1 minute and maintain contact for the entire time, you restore one missing extremity, organ, or limb to the target's body.

Sacrifice You can use an action and expend a casting of this spell to cast the *major healing* spell (*Shadow*, page 133).

MASS HEALING

LIFE UTILITY 4

Area A 5-yard-radius sphere centered on a point within short range

You release a wave of healing energy into the area. Choose any number of creatures in the area. Each creature chosen heals damage. The amount of damage depends on how many creatures you choose. If you choose one or two, the creatures each heal damage equal to three times their healing rate. If you choose three to five creatures, they heal damage equal to twice their healing rate. If you chose six or more, each heals damage equal to its healing rate.

END SUFFERING

LIFE UTILITY 5

Target One creature you can reach

You touch the target and cause it to heal damage equal to twice its healing rate. In addition, the target removes any of the following afflictions from itself: blinded, charmed, compelled, dazed, deafened, diseased, fatigued, frightened, impaired, poisoned, and stunned.

INVIGORATE

LIFE UTILITY 5

Target One creature you can reach

Duration 1 hour

You touch the target and imbue it with life energy. The target heals all damage. Then, until the spell ends, the target makes attack rolls and challenge rolls with 2 boons.

HEAL ALL

LIFE UTILITY 6

Area A 20-yard-radius sphere centered on a point you can reach

Soft light flows from you and into creatures around you. Each creature within 1 yard of you heals all damage. Each creature within short range of you heals damage equal to twice its healing rate. Each creature beyond short range but within the area heals damage equal to its healing rate.

Aftereffect Make a Strength challenge roll with 3 banes. On a failure, you become fatigued for 1 hour.

HEAL SOUL

LIFE ATTACK 6

Target One creature with at least 1 Corruption that you can reach

You touch the target. If you concentrate for 1 minute, during which time you maintain contact with the target, make a Will attack roll against the target's Will. On a success, you remove 1 Corruption from the target. Then roll a d6. On a 1, the target gains 1d6 Insanity. On a 6, the target removes one mark of darkness affecting it, if any. On any other number, there is no additional effect.

Sacrifice You can use an action and expend a casting of this spell to make a Will attack roll against the Will of one spirit you can see within medium range. On a success, the target takes 10d6 damage. If the damage causes the target to become incapacitated, it is returned to its proper place, either sinking into the Underworld or descending into Hell.

HOUSE OF HEALING

LIFE UTILITY 7

Area A cube of space, up to 20 yards on a side, originating from a point you can reach

Duration 8 hours

Upon casting this spell, you must concentrate for 1 hour. When you finish, a shimmering, insubstantial structure made of light fills the area, inundating it with healing energies that remain for the duration. You decide the structure's appearance.

When a creature rests inside the house of healing, it heals 1d6 damage after every full hour it rests. If it rests for 8 hours, it also removes the diseased and poisoned afflictions from itself and regains any lost limbs, digits, or organs. In addition, the creature's scars and blemishes fade until they disappear.

Aftereffect Make a Will challenge roll with 3 banes. On a failure, you become fatigued and take a -1d6 penalty to Power that lasts for 1 week and 1 day.

RAISE THE DEAD

LIFE UTILITY 8

Area A 5-yard-radius sphere centered on a point you can reach

Each creature in the area that has been dead no longer than 7 days returns to life.

If the creature's soul resides in the Underworld, it returns to its body and the creature is restored to life. The creature heals all damage, but is fatigued until it completes a rest.

If the creature's soul resides in Hell, make a Will challenge roll with a number of banes equal to the target's Corruption score. On a success, you restore the creature to life as described above. On a failure, the devils possessing the soul refuse to release their charge, and the creature cannot be restored to life by any means.

The remains of an elemental or the corpse of a faerie or immortal creature in the area returns to life as if its soul were residing in the Underworld.

Aftereffect Make a Will challenge roll with 4 banes. On a failure, you take damage equal to your Health and die, trading your soul for the souls you brought back to their bodies.

ASHES TO ASHES

LIFE ATTACK 9

Area A 1-mile-radius sphere centered on a point you can reach

You unleash a flood of healing energy to spread through the area. Each living creature in the area heals all damage. Each spirit in the area with a Health score of 100 or lower dissipates and returns to the Underworld or Hell. Each undead in the area with a Health score of 100 or lower takes damage equal to its Health.

Aftereffect Make a Strength challenge roll with 4 banes. On a failure, you take 8d6 damage and become fatigued until you complete a rest.

SECOND LIFE

LIFE UTILITY 10

Target One living or dead creature you can reach

You touch the target. You must then concentrate for 1 hour, during which time you must maintain contact with it. When you finish, a living target heals all damage, removes all Insanity, removes all Corruption, removes all marks of darkness, loses all afflictions, has any permanent injuries removed, and removes all curses, and the effects of aging are neutralized such that the target becomes a young adult.

A dead creature is restored to life, appearing as it did at the moment before it died, and it heals all damage.

Aftereffect Make a Strength challenge roll with 5 banes. On a failure, you take damage equal to your Health, trading your life for the life you have given.

MADNESS



The Madness tradition taps into forces beyond mortal reckoning, reaching into dimensions and realities beyond those that are known and drawing forth energy to spawn horrors that bend and break the mind. Spells from this tradition tax the minds of those who know them, and students find that the longer they look into the secrets of the tradition, the weaker their grip on reality becomes. Most who pursue this dark art eventually lose their minds, and thus a great many of the fearless pioneers who assembled the spells and secrets of the tradition have been sealed away in vaults to keep them from harm and protect others from the unspeakable secrets they reveal. Yet no secret stays hidden forever.

Mind Fractures: Each time you learn a spell from the Madness tradition, you must make a Will challenge roll with a number of banes equal to the number of Madness spells you have learned so far. On a failure, you gain 1 Insanity.

MITIGATING THE MADNESS

The Madness tradition forces users to peer into dark places and grapple with mind-blasting truths. As a result, most students of Madness wrestle with their sanity, always struggling to cling to whatever shreds of it they have left until their minds finally buckle and break. Afterward, as users grow more and more accustomed to the horrors of their art, they learn to keep their wits about them even while gibbering, frothing, and clawing at their own bodies. Whenever you roll a d6 to end the effects of a particular form of madness, you add a bonus to the roll equal to the rank of the highest-rank Madness spell you have learned.

REVEAL UNSPEAKABLE TRUTH

MADNESS ATTACK 0

Target One creature within short range

As you whisper some dark, unsettling truth, words of smoke spill from your mouth and float toward the target, where they dissipate. If the target can hear you, make an Intellect attack roll against the target's Will. If the target has 3 or more Insanity, you make the attack roll with 1 boon. On a success, the target gains 1 Insanity.

If the total of your roll is 0 or lower, you instead gain 1 Insanity.

SERENITY

MADNESS UTILITY 0

Triggered When you gain Insanity, you can use a triggered action to cast this spell. You are not frightened from gaining the Insanity.

AID FROM THE OUTER GODS

MADNESS UTILITY 1

Duration 1 minute

You impose 1 bane on attack rolls made against you until the spell ends. In addition, whenever a creature you can see would attack you, you can use a triggered action to gain 1 Insanity and impose 2 additional banes on the attack roll.



BLACK BREATH

MADNESS ATTACK 1

Area A 3-yard-long cone originating from a point in your space

You exhale a cloud of fetid darkness that spreads through the area. The darkness causes creatures in its midst to experience terrifying hallucinations. Each creature in the area must get a success on a Will challenge roll or take 1d6 damage and gain 1d3 Insanity.

DREAM WORM

MADNESS ATTACK 1

Target One creature or one humanoid corpse within short range

Duration See the effect

You reach into another dimension to pluck forth a wriggling dream worm, and then you flick it at the target. The effect depends on whether you chose a living or a dead target.

Against a living target, make an Intellect attack roll against the target's Agility. On a success, the target gains 1 Insanity and becomes charmed for a number of rounds equal to $1 + \text{its Insanity total}$.

Against a dead target, the worm wriggles into the target's body, causing it to become an **animated corpse** (*Shadow*, page 218). The target remains an animated corpse until it is destroyed. Each hour, the target takes 1d6 damage from being devoured from the inside out.

FORBIDDEN KNOWLEDGE

MADNESS UTILITY 1

Duration 1 hour; see the effect

You open your mind to impossible vistas and abominations beyond mortal imagining. Gain 1d6 + 1 Insanity. If you do not go mad as a result of gaining Insanity in this way, you gain a number of insights equal to the Insanity you gained. The spell ends when you expend the last insight.

When you make an attack roll or a challenge roll, you can expend an insight to make the roll with 2 boons.

Alternatively, while you have at least one insight, you can use an action to expend an insight and ask the GM a question that can be answered "yes" or "no" about an object, person, place, or effect you can see. The GM must answer truthfully, saying "unknown" only if answering "yes" or "no" would not apply.

DIMENSIONAL TRAVEL

MADNESS UTILITY 2

By stepping into another dimension, you teleport to an open space within medium range. When you reach that space, make a Will challenge roll with 1 bane. On a failure, you gain 1 Insanity.

Triggered On your turn, you can use a triggered action to cast this spell.

TRADITIONS AND SPELLS

HOARY TENTACLE

MADNESS ATTACK 2

Area A cube of space, 1 yard on a side, originating from a point within short range

Duration 1 minute

A Size 1 hideous pale tentacle reaches out from another dimension into the target and remains for the duration. Each creature that can see the tentacle must get a success on a Will challenge roll or gain 1 Insanity.

When the tentacle appears and again at the end of each round, it tries to grab a randomly determined creature within 3 yards of it, or it attacks a creature it is already grabbing. On a grab attempt, a creature must get a success on an Agility challenge roll with 1 bane or take 1d6 damage and become grabbed. The tentacle can have only one creature grabbed at a time and maintains the grab for as long as it is able until the creature dies. If the tentacle has a creature grabbed, the creature takes 3d6 damage and the grabbed affliction lasts 1 more round. For the purpose of escaping the grab, the tentacle's Strength is 15.

UNLIGHT

MADNESS UTILITY 2

Area A 10-yard-radius sphere centered on a point within your space

Duration 1 hour

An unnatural illumination, alternately pale yellow and gray-green, bleeds through the area for the duration. The area moves with you and remains centered on you. Only you, and up to ten creatures you designate within medium range, can perceive the light, which enables you to see areas of shadows and darkness inside the area as if those areas were lit. In addition, you and the chosen creatures can see invisible creatures and objects in it. Furthermore, effects in the area created by Illusion spells are revealed as such to you and the chosen creatures.

From time to time, extradimensional horrors appear inside the area. Whenever a creature in the area gets a 0 or lower on an attack roll or a challenge roll, you and each creature you chose that can see into the area catch a glimpse of some unnatural terror swimming through the air, forcing you and the affected chosen creatures to make Will challenge rolls, with a failure resulting in a gain of 1d3 Insanity.

BEDEVILING COLORS

MADNESS ATTACK 3

Requirement You must have at least 1 Insanity

Target Up to three creatures within short range

Duration 1 minute

Strange and impossible colors swirl around the targets, causing each creature to shed light in a 3-yard radius for the duration. The light moves with the targets. Each target must make a Will challenge roll with 2 banes. On a failure, the target gains 1d3 Insanity. While the target is frightened from gaining Insanity in this way, it takes 2d6 damage from the colors feeding on its essence whenever it gets a failure on an attack roll or a challenge roll.

EYE OF THE OUTER GOD

MADNESS UTILITY 3

Requirement You must have at least 1 Insanity

Duration 1 hour

A bloody eye opens in the center of your forehead and remains open for the duration. The eye lets you see into areas obscured by shadows or darkness as if those areas were lit. In addition, your attack rolls ignore banes imposed by cover or obscurement.

You can use an action, or a triggered action on your turn, to turn your gaze on one creature that can see you and is within medium range. The creature cannot avert its eyes. Make an Intellect attack roll against the creature's Will. On a success, the creature takes 1d6 damage and gains 1d3 Insanity. On a failure, the eye shows you something you cannot comprehend, and you gain 1 Insanity instead.

MIND SHATTER

MADNESS ATTACK 3

Requirement You must have at least 1 Insanity

Target One creature within medium range

Make an Intellect attack roll against the target's Will, with a number of boons equal to the target's Insanity score. On a success, the target takes 2d6 damage and gains 2d6 Insanity.

Attack Roll 20+ The target takes 2d6 extra damage.

DARK STAR

MADNESS ATTACK 4

Requirement You must have at least 2 Insanity

Area A sphere with a 2-yard radius centered on a point within medium range

Duration 1d6 minutes; see the effect

A solid black sphere made from the solidified thoughts of an aborted god appears inside the area and remains for the duration. Any creature inside the area when the sphere appears must get a success on a Strength challenge roll with 1 bane or take 4d6 damage and teleport to an open space of the GM's choice within short range of the area's origin point.

In addition, when the sphere appears and at the end of each round until the spell ends, each creature within short range of it must get a success on a Strength challenge roll with 1 bane or be pulled 1 yard toward the area and become immobilized for 1 round. If a creature or an object enters the area, it takes 4d6 damage and teleports to an open space of the GM's choice within short range of the area's origin point.

At the end of each round, roll a d6. On a 6, the sphere's radius increases by 1 yard, subjecting creatures inside the new, larger area to the above effects as if they had entered it. On a 1, the sphere's radius drops by 1 yard. If the radius drops to 0, the spell ends immediately.

WORMS FROM THE NINTH DIMENSION

MADNESS ATTACK 4

Requirement You must have at least 2 Insanity

Area A cube of space, 2 yards on a side, originating from a point within medium range

Duration 1 minute; see the effect

A knot of enormous eyeless, multicolored luminous worms fills the area and remains for the duration. Each creature that can see the worms when they appear must get a success on a Will challenge roll or gain 1d3 Insanity. When it is frightened from gaining Insanity in this way, a creature is also immobilized.

When the worms appear and at the end of each round thereafter until the spell ends, the area moves 1d6 yards in a direction you choose, and the worms lunge out to bite everything they can reach. Each creature within 3 yards of the area must get a success on an Agility challenge roll with 1 bane or take 3d6 damage.

At the end of each round, roll a d6. On a 6, the duration of the spell is extended by 1 minute. On a 1, the spell ends immediately.

MAD PIPING OF THE OUTER DARK

MADNESS ATTACK 5

Requirement You must have at least 2 Insanity

Area A 5-yard-radius sphere centered on a point within medium range

Weird piping noises fill the area with unsettling music. Each creature in the area that can hear the music must get a success on a Will challenge roll with 2 banes or gain 1d6 + 1 Insanity. When a creature becomes frightened from gaining Insanity in this way, the creature is dazed and dances in whatever direction you choose on each of its turns.

LAY BARE THE COSMIC MYSTERIES

MADNESS UTILITY 5

Requirement You must have at least 2 Insanity

Duration 1 hour

Upon casting this spell, you must concentrate for 10 minutes. If you finish, you fling your mind into another dimension, leaving your body prone and unconscious for the duration. If your body dies while in this state, your mind becomes forever lost in the impossible vistas of the other dimension.

Upon entering the other dimension, you must get a success on a Will challenge roll with 3 banes or gain 3d6 Insanity. If you go mad, the spell ends, and your mind returns to your body, where it suffers the effects of madness. Otherwise, you can ask the GM a number of questions equal to your Power

Traditions and Spells

score. For each question, make an Intellect challenge roll. The GM must answer your question truthfully on a success, or can answer truthfully or not on a failure. If you ask a question for which there is not an answer, the question is wasted.

Sacrifice You can use an action and expend a casting of this spell to cast the *worms from the ninth dimension* spell (previous page).

CHANT OF THE LOST

MADNESS ATTACK 6

Requirement You must have at least 3 Insanity

Area A 5-yard-radius sphere centered on a point in your space

Duration Concentration, up to 1 minute

You chant the words of an alien language, filling the area with a maddening din that moves with you and remains centered on a point in your space. When you cast the spell and again when you use an action to concentrate on it, each creature in the area other than you that can hear you must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity and take 2d6 damage. If the damage causes a creature to become incapacitated, the creature's head explodes, killing it instantly.

Aftereffect You must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity.

NIGHT TERRORS

MADNESS ATTACK 6

Requirement You must have at least 3 Insanity, plus a personal possession or a bit of material such as hair, flesh, blood, or nail from the target

Target One creature on the same world as you

When you cast the spell, you must burn the required possession or material in a dung fire and waft the smoke into the air, a process that takes 1 minute. When you finish, make an Intellect attack roll against the target's Will. On a success, the target falls asleep for 8 hours and cannot be awakened by any means except as described below. When the creature is asleep in this way, extradimensional entities of monstrous form and sinister intent torment its dreams. At the end of each hour the target sleeps, roll a d6. On an even number, the target gains 1d6 Insanity. Whenever the target gains Insanity from this spell, it can make a Will challenge roll with 3 banes. On a success, it wakes up and the effect ends. If the target is asleep and goes mad as a result of gaining Insanity in this way, it dies.

Aftereffect You must get a success on a Will challenge roll with 3 banes or be prevented from sleeping for a number of days equal to your Insanity total. While prevented from sleeping, you cannot derive any benefit from resting and you can become subject to the effects of deprivation if you are not immune to the asleep affliction.

COSMIC SPORES

MADNESS ATTACK 7

Requirement You must have at least 3 Insanity and be able to see the sky

Area A 10-yard-radius cylinder centered on a point on the ground that extends upward until it leaves the atmosphere

Duration 1 minute

A fine white powder falls throughout the area, causing it to become heavily obscured for the duration. All normal plants and animals in the area take damage equal to their Health, as they wither and die.

Each other creature in the area must make a Strength challenge roll with 1 bane when you cast the spell and again at the end of each round the creature is in the area until the spell ends. On a failure, a creature gains 1d6 Insanity and becomes diseased.

For as long as a creature is diseased from this effect, it takes a -1d6 penalty to Health, or its penalty to Health worsens by 1d6, each time it gains Insanity from any source. The penalty remains until the creature is no longer diseased from this effect. If the penalty reduces the creature's Health to 0, the creature dies, and a horrifying **monster** of its Size tears free from its body and can take the next available turn.

When a creature diseased from this spell completes a rest, it can make a Strength challenge roll with 1 bane. A creature gains 1 Insanity on a failure. After getting three successes on this roll, the creature removes the diseased affliction from itself.

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Aftereffect You must get a success on a Strength challenge roll with 1 bane or become diseased as if you had been affected by this spell. If you cannot become diseased, you instead gain 3d6 Insanity.

DIMENSIONAL BANISHMENT

MADNESS ATTACK 8

Requirement You must have at least 4 Insanity

Target One creature you can see

Reality ripples around the target. Each creature that can see the target must get a success on a Will challenge roll or gain 1 Insanity. Then, make an Intellect attack roll against the target's Will. You make the roll with 3 boons if the target has a Health score of 50 or lower. You also make the roll with 1 boon if the target's Insanity score is 1 or higher. On a success, the target disappears, dragged into a maddening dimension where it remains until it can find its way free.

At the end of each round, the target must make a Will challenge roll with 3 banes if its Health is 50 or lower and 1 bane if it has at least 1 Insanity. On a failure, the target gains 1d6 Insanity. If the target goes mad as a result of gaining Insanity in this way, it is lost inside that dimension. If the target gets three successes, it reappears in the space it left or an open space nearest to that space.

Attack Roll 20+ The target gains 1d6 Insanity.

MENTAL FEAST

MADNESS ATTACK 9

Requirement You must have at least 4 Insanity

Area A 5-yard-radius sphere centered on a point within medium range

A buzzing sound fills the area, afflicting all creatures within it with madness. Each creature in the area must make a Will challenge roll, with a number of banes equal to half its Insanity score. On a failure, the creature gains 3d6 Insanity. If this Insanity gain would cause a creature to go mad, its mind is devoured by alien forces, which removes its Intellect and Will scores and consigns it to death, 1d6 days later. Otherwise, a creature that gains this Insanity becomes compelled and takes a -5 penalty to Intellect and Will, and each time the creature completes a rest, it reduces its Strength by 1. If the creature's Strength drops to 0, it dies and the body rots away almost at once. Each time the creature completes a rest, it can make a Will challenge roll with 4 banes. On a success, the effect ends for it.

Aftereffect You must get a success on a Will challenge roll or gain 1d6 Insanity. If you go mad, your mind becomes devoured by alien forces.

THE OLD ONES AWAKEN

MADNESS ATTACK 10

Requirement You must have at least 5 Insanity

Area A 3d6-mile-radius sphere centered on a point in your space

Duration See the effect

The sky in the area darkens until it looks like a bruise, and in the gloomy expanse can be seen squirming, twisting things, horrors beyond imagining. The landscape and structures in the area melt and warp, becoming alien and unnerving. Finally, a deep, sonorous hum fills the air.

When you cast the spell, each creature in the area must get a success on a Will challenge roll with 1 bane. A creature makes the roll with a number of banes equal to half its Insanity score. On a failure, the creature gains Insanity equal to its Will score, and the effects of madness it suffers are permanent.

When a creature enters the area and at the end of each hour it spends inside it, the creature must repeat the challenge roll with the same effects as described above.

At the end of each hour, roll a d6. On a 1, the radius shrinks by 1d6 miles, and the spell ends if the radius decreases to 0 miles. On a 6, the radius increases by 1d6 miles.

Aftereffect You gain 1d6 Insanity. If you are not driven mad, make a Strength challenge roll with a number of banes equal to your Insanity score. On a success, you gain 2d6 Insanity. On a failure, the alien gods snatch you and drag you into their dimension, where you remain their plaything until the end of time.

TRADITIONS AND SPELLS

METAL

The dwarfs, gnomes, and molekin, when they were driven out of their subterranean homes, brought with them to the surface world the secrets of Metal magic. This tradition offers spells and knowledge useful for combating mortal enemies, whether they be wicked faeries or foul demons loosed from the Void. Although the tradition has been slow to spread, students of the forge, warriors, and others who depend on metal weapons and armor have benefited greatly from expanding their study into this “new” area of magical power.

Although Metal overlaps somewhat with the Earth tradition, they differ in focus. Where Earth magic compels the soil and sand to obey the magic, Metal creates metallic objects out of unrefined ore dragged up from the depths. Metal magic shapes iron and similar materials into useful forms or destroys the material, rendering it useless. Although the two traditions have important differences, many users of Earth magic also dabble in Metal magic, and vice versa.

FAULT IN STEEL

METAL ATTACK 0

Target One Size 1/2 nonmagical object (an object that can be held in two hands) made of metal that you can see within short range; the object can be worn or carried

You find the flaws in the target and exploit them. If you target an object that isn’t worn or carried, the object is automatically affected, as described below. If you cast this spell on a target being worn or wielded by a creature, you must make a Will attack roll against the wielder’s Agility. On a success, you affect the target as follows. On a failure, the target is not affected.

If the target is a weapon, it breaks the next time it deals damage. If the target is a suit of armor, it breaks the next time it or its wearer takes damage. If the target is another kind of object, it breaks after its next use, with the exact effects determined by the GM.

STEEL SKIN

METAL UTILITY 0

Target One creature you can reach
Duration 1 minute

You touch the target and cause its flesh to harden until it becomes like steel. For the duration, the target’s Defense becomes equal to 12 + your Will modifier. If the target’s Defense is already higher than this, it instead gains a +1 bonus to Defense.

DRAW IRON

METAL UTILITY 1

Requirement You must be standing on a natural surface
Target A point on the ground you can reach
Duration 1 hour

You touch the target and draw forth a one-handed melee weapon of your choice that is made from iron. The weapon grants you 1 boon on attack rolls you make with it. When the spell ends, the weapon rusts away.

PINNING SPIKE

METAL UTILITY 1

Target One creature within medium range

You create a spear of magical iron and fling it at the target. Make a Will attack roll with 1 boon against the target’s Defense. On a success, the spear hits and deals 2d6 + 1 damage.

Attack Roll 20+ The spear impales the target, causing it to be immobilized. When immobilized in this way, the target cannot be moved by nonmagical means. The target or a creature that can reach the target can use an action to remove the spear, and with it the affliction.

MEMORY OF THE FORGE

METAL ATTACK 2

Target Up to three Size 1 or smaller objects made of metal that you can see within short range; the objects can be worn or carried
Duration 1 minute

For each target, you recall the heat used to forge it, causing it to grow blazing hot for the duration. Any creature that touches the object takes 1d6 damage. A creature takes this damage just once per round, no matter how many times it touches the object.

If you targeted an object carried by a creature, the creature can choose to drop the target, in which case it must get a success on an Agility challenge roll or take 1d6 damage before releasing the object. If a creature is carrying multiple objects that you want to affect, it can choose to drop each object. If the creature chooses not to drop a targeted object, it takes 1d6 damage regardless of how many targeted objects it is carrying.

Finally, a creature wearing one or more targeted objects must make a Strength challenge roll with 1 bane. A creature takes 1d6 damage on a failure, or half the damage on a success. If the creature gets failures on two challenge rolls to resist this effect, the creature also catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

WARDING BUCKLER

METAL UTILITY 2

Duration 1 hour

A small shield of magical iron appears in the air in front of you, moving to block attacks against you for the duration. When a creature uses a weapon to attack you, the shield imposes 1 bane on the attack roll.

Triggered When a creature uses a weapon to attack you, you can use a triggered action to cast this spell. You impose 3 banes on the triggering attack roll, and the spell ends.

IRON CLOUD

METAL ATTACK 3

Target All creatures in a 5-yard-long cone originating from a point you can reach

You fling magical iron dust into the air that coats each target. Each creature in the area must make a Strength challenge roll with 1 bane. Faeries make the roll with 2 banes. On a failure, the creature is blinded. If a faerie gets a failure on this roll, it also takes 3d6 damage. A creature blinded in this way can use an action on its turn to make an Agility challenge roll with 1 bane. On a success, the creature wipes the iron from its eyes and removes the affliction from itself.

RIDDLE OF STEEL

METAL UTILITY 3

Target One melee weapon made from iron that you can reach; the weapon can be worn or carried
Duration 1 minute

You imbue the target with magic that awakens the hidden properties of steel. Attacks with the weapon deal 2d6 extra damage for the duration. In addition, whenever a creature gets a success on an attack roll when using the weapon, the creature makes its next attack roll before the end of the next round with 2 boons.

ANIMATE METAL

METAL ATTACK 4

Target Up to five metal objects inside a cube, 3 yards on a side, originating from a point within medium range
Duration 1 minute; see the effect

You awaken the targets and cause them to become compelled constructs (*Shadow*, page 225) of their Size. You can affect any metal objects in the area whose total Size does not exceed 3, but you cannot create more than five constructs with this spell. Weapons and other objects that can be carried become small constructs. Each construct has a +2 bonus to Defense and a bonus to Health equal to its Size x 10.

Traditions and Spells

SPIKE BURST

METAL ATTACK 4

Target A point you can see within medium range

A spiked steel ball appears at the target and then explodes, throwing jagged shrapnel into a 4-yard-radius sphere centered on the target. Every creature or object in that area takes 6d6 damage. Fragile objects in the area take double damage. A creature can make an Agility challenge roll and takes half the damage on a success.

ADAMANTINE CHAINS

METAL ATTACK 5

Target Up to five creatures you can see within medium range, all Size 3 or smaller

Duration 1 hour; see the effect

Heavy chains of unbreakable iron burst up out of the ground and snake toward the targets. For each target, make a Will attack roll against its Agility. On a success, the chain wraps around the target and causes it to become immobilized for the duration or until it escapes the chains. If the target was flying, it falls. When immobilized in this way, a target grants 1 boon on attack rolls against its Defense or Agility.

A target immobilized in this way can use an action to make an Agility challenge roll with 3 banes. On a success, it slips free from the chains and removes the immobilized affliction from itself. On a failure, the chains tighten and deal 5d6 damage to the creature. Other methods to escape the chains, such as casting a spell or using a talent that allows the target to teleport, might work at the GM's discretion.

INVINCIBLE PANOPLY

METAL UTILITY 5

Target One Size 2 or smaller creature you can see within medium range

Duration 1 minute

Iron plates appear and affix themselves to the target's body. Until the spell ends, the target's Defense becomes 25, its Speed becomes 6, and its unarmed attacks deal 1d6 extra damage. If the target has the iron vulnerability trait, in addition to its effects, the target must make a Strength challenge roll with 1 bane at the end of each round until the spell ends. On a failure, the creature takes 1d6 damage. When the spell ends, the iron rusts away.

IRON BULWARK

METAL UTILITY 6

Area A line, 40 yards long, 10 yards high, and 4 yards wide, originating from a point within long range

Duration Permanent; see the effect

A barrier of solid iron springs into existence in the area. The barrier can have any orientation, as long as at least half its length rests on a solid surface or two of its sides rest on solid surfaces. Each 1-yard cube of the barrier has Defense 5 and Health 40, and takes half damage from weapons. When you cast this spell, you can decide if any openings appear on the barrier's surface. These openings can have any shape and have any dimensions you choose, provided they do not extend beyond the spell's area.

The barrier is permanent, unless any portion of the barrier is separated from the rest; that portion corrodes into a pile of rust.

ORE THRALLS

METAL UTILITY 6

Area A cube, 4 yards on a side, originating from a point within medium range

Duration 4 hours; see the effect

Appearing inside the area are $1d3 + 2$ compelled **ore thralls** (see page 141), humanoid-shaped beings formed from raw metal. The ore thralls remain for the duration or until they are destroyed.

DESTROY METAL

METAL ATTACK 7

Area A 10-yard-radius sphere centered on a point within medium range

Each nonmagical metal object that you designate in the area, including those worn or carried by creatures, takes damage equal to its Health and turns to dust. Objects of a magical nature or under the effect of a spell are not affected. You can choose to exclude any number of objects in the area from this spell's effect.

IMPERVIOUS

METAL UTILITY 8

Duration Until you complete a rest

Your skin assumes a metallic black color that lasts until the spell ends. Your unarmed strike attacks deal 2d6 extra damage, and you take half damage from all weapon attacks. In addition, whenever a creature gets a success on an attack roll against you using a weapon or a piece of ammunition, the weapon or ammunition takes damage equal to its Health and is destroyed after it deals its damage.

Aftereffect You must get a success on a Strength challenge roll with 4 banes, or you become slowed for 1 week and 1 day. While slowed in this way, you make Perception rolls with 2 banes because of the dulling of your senses.

IRON GUARDIAN

METAL UTILITY 9

Area A cube of space, 5 yards on a side, resting on the ground and originating from a point within short range

Duration 8 hours; see the effect

A compelled **iron guardian** (see page 139) appears in the area and remains for the duration or until it is destroyed.

Aftereffect You must get a success on a Strength challenge roll with 4 banes or take a -2d6 penalty to Health that lasts until you complete a rest.

RIVER OF MOLTEN METAL

METAL ATTACK 10

Area A square on the ground, 10 yards on a side, originating from a point you can see

Duration 1 hour

A river of molten metal comes bubbling up from the ground, dealing 10d6 damage to each object in the area. Flammable objects catch fire, taking 1d6 damage at the end of each round until the flames are extinguished.

Each creature in the area when you cast the spell can make an Agility challenge roll with 3 banes. A creature takes 10d6 damage on a failure. On a success, a creature takes half the damage and can use a triggered action to move up to half its Speed toward the edge of the area, taking the shortest possible route. At the end of each round until the spell ends, each object in the area takes 10d6 damage and catches fire, if it is flammable.

Any creature that enters the area or is in it at the end of each round until the spell ends takes 10d6 damage and catches fire, taking 3d6 damage at the end of each round until it or a creature uses an action to douse or smother the flames.

If the area is on a level surface, the molten metal expands 1 yard in all directions across the ground at the end of each round. If the area is on a sloping surface, the molten metal forms a 5-yard-wide river that flows 4 yards downslope and widens by 1 yard at the end of each round. If the terrain in its path then levels off, it spreads out across the level area as described above. Molten metal that flows across more complex surfaces does so at the GM's discretion.

When the spell ends, the ground returns to its former state.

Aftereffect You must get a success on a Strength challenge roll with 5 banes or you explode into flames, taking 3d6 damage plus 3d6 damage at the end of each round until you or a creature that can reach you uses an action to douse the flames.



2023

Traditions and Spells

NATURE

Among the oldest of the traditions known to the people of Urth, Nature magic originated with the faeries, who first learned to use the magic that envelops reality to change the natural world to suit their needs. These faeries passed on their lore to the First People, and the knowledge would serve as the basis of the Old Faith.

Druuids believe that because Nature magic derives from the world itself, calling on its power requires one to be in good standing with the world spirit. They preach that callous disregard for the natural order of things, wanton destruction of the natural world, and other acts contrary to the preservation of nature can lead to angering the world spirit, which might result in the world withholding its power from those perpetrators or even some worse fate.

Of course, these cautionary sermons might be nothing more than stories to ensure that students of the tradition cleave to the principles of the Old Faith. Other practitioners of the tradition face no repercussions when they use Nature spells for dubious or malevolent ends. The elder druids know, however, that their time is coming, and that their magic will fail them when it is needed most.

FALLING LEAVES

NATURE UTILITY 0

Area A 2-yard-radius sphere centered on a point within short range
Duration 1 minute

Leaves appear and fall in the area, partially obscuring it for the duration.

Triggered On your turn, you can use a triggered action to cast this spell.

GRASPING GROWTH

NATURE ATTACK 0

Target One creature that has a physical body and is on the ground within short range

Vines reach up to cling to the target's limbs. Make a Will attack roll against the target's Strength. On a success, the target is slowed for 1 minute. If the target is not in contact with the ground at the end of the round, it removes the slowed affliction from itself. The target also removes the slowed affliction if it takes damage from fire.

GREEN TONGUE

NATURE UTILITY 1

Duration 1 minute

For the duration, you can communicate with any plant, including plant creatures, you touch. Communication is possible with ordinary plants only if you keep your queries simple. A typical plant knows only about its immediate environs and its existence as a plant, and its answers are usually vague.

Sacrifice You can use an action and expend a casting of this spell to heal damage equal to half your healing rate.

POLLEN BURST

NATURE ATTACK 1

Area A cube, 4 yards on each side, originating from a point within medium range
Duration 1 minute

Yellow-green dust spreads through the area and remains for the duration. Any breathing creature in the area when you cast the spell or that enters it before the spell ends must get a success on a Strength challenge roll with 1 bane or become impaired until the spell ends. When impaired in this way, a creature makes Perception rolls with 2 banes.

Wind in the area disperses the dust and ends the spell. When the spell ends, if the ground under the area is earth, flowering vines spread across it and become difficult terrain until cleared away.

POISON IVY

NATURE ATTACK 2

Area A 10-yard-radius circle on the ground centered on a point within medium range

Leafy vines explode from the center of the circle and spread through the area, which becomes difficult terrain until they are cleared away. Any creature in the area when the vines appear or that enters the area must get a success on a Strength challenge roll with 1 bane or become poisoned until it completes a rest. When poisoned in this way, a creature is also impaired.

THORNY SKIN

NATURE ATTACK 2

Duration 1 hour

A profusion of wicked thorns and writhing vines sprout from your skin and cover your whole body for the duration. The growth grants you the following benefits:

- You gain a +2 bonus to Defense.
- You cannot be moved against your will or knocked prone while you are standing on the ground.
- You make attack rolls using melee weapons with 1 boon.
- Your melee attacks deal 1d6 extra damage from the thorns projecting from your body.
- When you take damage from a creature within 1 yard of you or a creature gets a success on an attack roll to grab you, the attacking creature must get a success on an Agility challenge roll with 3 banes or take 2d6 damage. If a creature that grabbed you takes this damage, you remove the grabbed affliction from yourself.

Special If you are under the effect of the **oak hide** spell (*Shadow*, page 134) while also under the effect of this spell, increase the total bonus to your Defense from both spells to +5.

TUMESCENT PUFFBALLS

NATURE UTILITY 3

Area Up to five cubes, 1 yard on a side, resting on the ground and originating from points within short range

Duration 1 minute; see the effect

One giant puffball appears inside each area and remains for the duration or until it is destroyed. A puffball is a Size 1 object with Defense 5 and Health 20.

Whenever a creature moves to within 3 yards of a puffball or a puffball is hit by a solid object, the puffball releases a cloud of spores in a 3-yard-radius centered on a point in its space. The cloud heavily obscures its area and remains for 1 round or until it is dispersed by wind. Each living and breathing creature in the area when the cloud appears or that enters it must get a success on a Strength challenge roll with 1 bane or take 2d6 damage and become poisoned for 1 minute. If a creature is already poisoned from this spell, it takes 2d6 extra damage instead.

Traditions and Spells

PLANT ALLY

NATURE UTILITY 3

Target One Size 1 or smaller ordinary living plant that is rooted in the ground within medium range
Duration 1 hour

The target pulls itself free from the ground and becomes a compelled **animated plant** (see page 134) for the duration, after which time the plant roots itself wherever it is standing and becomes an ordinary plant once more. The plant is friendly to you and uses an action and moves as you direct it (not an action), provided you are within medium range of it. If the plant becomes incapacitated, it dies and the spell ends.

Triggered On your turn, you can use a triggered action to cast this spell, but the duration becomes 1 minute.

Sacrifice You can use an action and expend a casting of this spell to cast the *ensnaring vines* spell (*Shadow*, page 134).

TOXIC GROWTH

NATURE UTILITY 4

Requirement The area must contain living plants rooted in the ground
Area A 10-yard-radius circle on the ground centered on a point within medium range
Duration 1 hour

You make leaves, stems, vines, and flowers thicken and grow, turning the area into difficult terrain that remains until it is cleared away. If the area already contained difficult terrain, any creature that tries to move across the area must get a success on a Strength challenge roll or become immobilized for 1 round.

The plants in the area exude toxins for the duration of the spell. At the end of each round, each living creature in the area must get a success on a Strength challenge roll with 1 bane or become poisoned for 2d6 hours. A creature already poisoned from this spell takes 3d6 damage and extends the duration of the poisoned affliction by 1d6 hours. A creature poisoned in this way is also slowed.

SACRED GROVE

NATURE UTILITY 4

Area A 10-yard-radius hemisphere centered on a point on the ground within medium range
Duration 8 hours

You infuse the area with magic, causing colors to become more vibrant, plants to bloom and double in size, and animals to become peaceful and friendly. In addition, air becomes comfortable and sweet-smelling, while flower petals fall from above to melt away into the grass.

While you are in the area, other creatures cannot perceive the interior from outside it. If you are conscious when a creature would move into the area, you can deny entry and cause that creature to teleport to the opposite side of the area.

Four times before the spell ends, you can choose to apply one of the following effects on any creature in the area: either the creature heals damage equal to its healing rate, or you remove the diseased or poisoned affliction from it.

BRAMBLE HEDGE

NATURE UTILITY 5

Area Up to twenty cubes of space, each 4 yards on a side, originating from points you choose within long range, and arranged so that they form a continuous barrier
Duration 1 hour

A thorny hedge fills the area, totally covering everything behind it for the duration. Each cube of hedge has Defense 5, Health 15, and takes double damage from fire. When a creature makes a melee attack against the hedge, the attacking creature must get a success on an Agility challenge roll or take 1d6 damage.

A creature can move into the hedge; when it does so, it must make a Strength challenge roll with 1 bane. On a success, the creature can continue moving, but treats the area as difficult terrain. Otherwise, the creature stops moving and cannot move again until after the end of the round.

When a creature enters a cube of hedge or climbs onto a hedge, the creature must make an Agility challenge roll. On a failure, the creature takes 3d6 damage if it is inside the hedge or 2d6 damage if climbing on its surface. A creature takes this damage only once per round for each cube it contacts.

When the spell ends, the hedge withers to leave behind a pile of dry leaves and twigs.

REINCARNATION

NATURE UTILITY 5

Target The spirit of one dead creature residing in the Underworld or Hell

You name the spirit. If the spirit resides in the Underworld, you call it forth to appear in an open space within short range. If the spirit resides in Hell, you must make a Will challenge roll with a number of banes equal to the spirit's Corruption score (if the score is unknown, the GM decides it). The spirit of a creature with a Corruption score of 6 or higher cannot be affected by this spell. On a success, the spirit appears in an open space within short range.

Once the spirit appears, you must concentrate for 8 hours, during which time you fashion a new body for the creature from mud, sticks, and other natural materials. When you finish, the body becomes that of a human, dwarf, halfling, or some other mortal creature that does not have the Powerful Ancestry trait. The spirit then enters that body, causing it to

come to life. You make all decisions about the new body, including its appearance and apparent age. The body has average scores for its Strength and Agility and has the spirit's Intellect and Will scores.

If the spirit is that of a late member of the group, it returns with all the benefits from its path choices and the group's level. The character starts with the new ancestry's attribute scores and then increases them as directed by his or her previously chosen paths. If the spirit belonged to someone else, it has the talents, spells, and other qualities that the individual had in life (at the GM's discretion).

Once the spirit takes residence in the new body, the creature must get a success on a Will challenge roll with 3 banes or gain 1d6 Insanity.

Aftereffect You must make a Strength challenge roll with 2 banes. On a failure, you gain 1d6 Insanity and become fatigued until you complete a rest.

Sacrifice You can use an action and expend a casting of this spell to choose one creature you can reach. You touch the creature, and it heals all its damage and removes the diseased and poisoned afflictions from itself.



Traditions and Spells

SEASONS PASSAGE

NATURE UTILITY 6

Duration 8 hours

You become attuned to the seasons until the spell ends. The first season to which you become attuned matches the season in which you find yourself, so if it's winter, you become attuned to winter. You can use an action at any time to change your attunement to a different season. The season to which you become attuned confers certain benefits:

Autumn Your hair, if any, becomes a riot of red and gold as you embrace autumn. While attuned to this season, you cannot be charmed, compelled, dazed, or stunned. If you had these afflictions, they become suppressed until the spell ends or until you change seasons. In addition, you can use an action to touch a creature and grant that creature a +5 bonus to Health that lasts until you switch seasons or the spell ends.

Spring Your hair, if any, becomes bright green as the spring season takes hold. While attuned to this season, whenever you take a fast turn, you make all attack rolls and challenge rolls with 1 boon for 1 round. In addition, you have a +5 bonus to Health.

Summer Your hair, if any, becomes bright yellow, almost as bright as the sun. While attuned to this season, you emit light in a 5-yard-radius sphere centered on a point in your space, and your attacks deal 1d6 extra damage. In addition, you have a +10 bonus to Health.

Winter Your hair, if any, becomes white as snow. While attuned to this season, whenever you take a slow turn, you make all attack rolls and challenge rolls with 1 boon for 1 round. In addition, you radiate biting cold in a 5-yard radius centered on a point in your space. At the end of each round, each creature you choose in the area must get a success on a Strength challenge roll or take 2d6 damage.



CALL NATURE'S PROTECTOR

NATURE UTILITY 6

Area A cube of space, 3 yards on a side, resting on the ground and originating from a point within medium range

Duration 8 hours; see the effect

A **leshy** (*Shadow*, page 244) rises up from the ground to appear inside the area and remains for the duration. When the leshy appears, you can explain why you called it and what service it might render. If you describe a service that would protect or aid nature in some way, the leshy agrees to help. Otherwise, you might offer a gift or a service to the leshy in return for its assistance. Of course, if you suggest a course of activity the leshy finds offensive, it becomes hostile and attacks you and your companions.

If the leshy agrees to serve, it accompanies you for the duration, though it remains under the GM's control. While in your service, the leshy cannot use its Awaken the Forest special action, and its attacks deal 2d6 extra damage. If the leshy dies, the spell ends, and it returns to the earth whence it came. Otherwise, when the spell ends, the leshy makes its farewell and lopes away.

Sacrifice You can use an action and expend a casting of this spell to cast the *form of the oak guardian* spell (*Shadow*, page 134).

ABUNDANCE

NATURE UTILITY 7

Area A 1-mile-radius sphere centered on a point on the ground that you can see

Duration Permanent

You infuse the area with enriching magic so that over the next 1d6 hours, all plants grow until they reach double their normal size. The area becomes difficult terrain. Furthermore, any crops or other edible plants produce double their normal yield.

Aftereffect You must get a success on a Will challenge roll with 3 banes or become fatigued until you complete a rest.

Sacrifice You can use an action and expend a casting of this spell to heal all your damage.

ROUSE THE WOODS

NATURE UTILITY 8

Target Up to ten living trees inside a cube, 10 yards on a side, resting on the ground and originating from a point you can see within long range

Duration 1 hour

You cause each target to become a compelled **animated tree** (see page 134) for the duration, after which time the tree roots itself wherever it is standing and becomes an ordinary tree once more. Each tree is friendly to you and uses an action and moves as you direct it (not an action), provided you are within long range of it. If a tree becomes incapacitated, it dies and the spell ends for it.

INCARNATE NATURE

NATURE UTILITY 9

Area A square on the ground, 5 yards on a side, originating from a point you can see

Duration 12 hours

Earth churns in the area as it rises up to become an **incarnation of nature** (see page 138) that stands up in the area and remains for the duration or until it becomes incapacitated, which ends the spell.

When the creature appears, you must make a Will attack roll with 1 bane against its Will. On a success, the incarnation becomes compelled for as long as you concentrate. On a failure, the incarnation is free to act as it chooses. The incarnation is hostile to all creatures other than animals and plants. If not compelled, it takes the next available turn to attack the nearest creature that it perceives as a threat.

When the spell ends, the incarnation collapses to the ground in its space and nourishes the soil for 1d6 years. Until this effect ends, all plants in the area grow three times their normal size and the area counts as difficult terrain.

Aftereffect You must make a Will challenge roll with 4 banes. On a failure, you take a -1d6 penalty to Power that lasts for 1 month and 1 day. If the total of your roll is 0 or lower, you are transformed into an ordinary tree and remain in that form until the tree is cut down, which kills you.

HEAL THE LAND

NATURE UTILITY 10

Area A square on the ground, 10 miles on a side, originating from a point you can see

Upon casting this spell, you must concentrate for 24 hours, during which time you must be able to see the area. The land must have been subjected to a damaging effect for it to be affected by this spell. When you finish, you infuse the area with restorative magic to repair the damage done to it. A parched prairie becomes grassland, a burned forest becomes filled with healthy trees, craters produced by magic disappear, and so on. The spell also removes any Void stains (*The Hunger in the Void*, page 7) in the area and closes any holes, breaches, or fissures that lead to the Void.

Aftereffect You must make a Strength challenge roll with 5 banes. On a failure, you become fatigued. At the end of every seventh day, you can repeat the roll and remove the fatigued affliction from yourself on a success. This affliction cannot be removed by any other means. Each time you get a failure on the roll to remove the affliction, you take a cumulative -10 penalty to Health.

NECROMANCY



The tradition of Necromancy was established for the purpose of subverting the cycle of birth, death, and rebirth to enable mortals to extend their existence beyond their normal life span—in direct defiance of the will of Father Death.

The original makers of this magic sought the secrets of longevity and wanted to safeguard their sense of selves from the ennui and dissolution experienced in the Underworld. It was their efforts at teasing out the secrets of life and death that introduced the undead to the world. Many Necromancy spells awaken corpses and bind them to the will of their makers so they become as slaves. Students of the tradition tend to surround themselves with unliving servants and lie low in dark, gloomy places where they have easy access to the bodies and body parts they need to conduct their foul experiments.

Control Limits: Many Necromancy spells enable you to control undead by causing them to become compelled when you create them. The maximum number of undead you can have compelled with Necromancy spells is equal to your Power score. If you create a new undead that exceeds your limit, you remove the compelled affliction from the undead you have controlled for the longest time.

BLOOD MAGIC

Tombs of the Desolation introduced Blood as a minor tradition. If you have discovered the Necromancy tradition, you count as if you had discovered the Blood tradition for the purpose of learning new spells.

CREATING UNDEAD

From animated corpses to grave thralls, nearly all undead exist because a necromancer somewhere discovered the means of creating them. One could conclude that there exists a Necromancy spell for almost every undead creature and that could be the case in your games. Although some such spells already exist, as noted in the Spell Index, creating spells for all the undead would be an endless process, since new forms of undead appear all the time. You can, with the help of your GM, create certain spells you want to add to the game by using the following guidelines.

The Undead Creation table gives the minimum rank a spell must be for it to create an undead creature of a particular Difficulty. Because Difficulty is a flexible concept, geared more toward expressing how a creature interacts with player characters, the GM might decide that some undead require spells of higher rank than the table indicates, if spells for creating those creatures even exist at all.

The table also shows you how many creatures the created undead counts as for the purpose of how many undead you can control.

UNDEAD CREATION

Difficulty	Minimum Spell Rank	Counts as
1	1	1 creature
5	1 or 2	1 creature
10	2	1 creature
25	3	1-1/2 creatures
50	4	1-1/2 creatures
100	5	2 creatures

MARK OF THE NECROMANCER

NECROMANCY ATTACK 0

Target One creature you can reach

Your hand blackens as you reach for the target. Make an Intellect attack roll against the target's Agility. On a success, you touch the target and leave a black handprint on the spot you touch. For 1 round, when the target takes damage, it takes 1d6 extra damage.

Attack Roll 20+ The target is also impaired for 1 round.

STEAL FACE

NECROMANCY UTILITY 0

Target One dead creature you can reach that has a humanoid shape and has its head still intact

Duration 1 hour

You touch the target and cause its face to lift from the skull and attach itself to your face, where it remains for the duration. The face merges with yours to appear and feel like living tissue, enabling you to masquerade as the dead creature. When the spell ends, the face rots away and slides from your head.

BONE ARMOR

NECROMANCY UTILITY 1

Duration 1 hour

Bones break free from the ground under you and crawl up your body until you are fully encased. For the duration, you have Defense 15 and you count as if you are wearing light armor. While you wear this armor, whenever a creature within 1 yard of you attacks you with a weapon and gets a success on the attack roll, bone splinters fly at the triggering creature, forcing it to make an Agility challenge roll. On a failure, the creature takes 1d3 damage.

CHARNEL STENCH

NECROMANCY ATTACK 1

Area A 5-yard-long cone originating from a point in your space

You exhale a reeking brown cloud that spreads through the area and then dissipates. Each living and breathing creature in the area must get a success on a Strength challenge roll with 1 bane or become dazed for 1 round and impaired for 1 minute thereafter.

FUNERAL SHROUD

NECROMANCY UTILITY 2

Duration 1 minute

Shadows appear and gather around you, partially obscuring you for the duration. The shadows grant you 1 boon on attack rolls you make from casting Necromancy attack spells and impose 1 bane on challenge rolls you make to resist those spells.

In addition, at any time, once per round, you can use a triggered action to cause the shadows to emit a sharp noise. Each creature (other than you) that is within 3 yards of you must make a Will challenge roll. The creature gains 1 Insanity on a failure. On a success, it becomes immune to this effect of your casting of the *funeral shroud* spell until it completes a rest.

Traditions and Spells

NECROMANTIC POWER

Duration Until you complete a rest

Dark magic energizes your body to give you greater control over the undead you create. The number of undead you can have compelled is doubled until this spell ends.

Sacrifice You can use an action and expend a casting of this spell to regain the casting of one rank 1 or lower Necromancy spell you have learned.

KEENING

NECROMANCY UTILITY 2

Area A 10-yard-long cone originating from a point in your space

The sound of your terrifying scream spreads through the area. Each living creature in the area must make a Strength challenge roll. A creature takes 4d6 damage, gains 1 Insanity, and becomes deafened for 1 minute on a failure, or just takes half the damage on a success.

SPECTRAL SCYTHE

NECROMANCY ATTACK 3

Requirement You must be holding your implement with both hands

Duration 1 hour

Seething shadows turn your implement into a scythe that you can use for the duration. When the scythe appears, and on each of your turns until the spell ends, you can use it to attack one creature you can reach. It functions as a two-handed finesse weapon that deals 2d6 + 2 damage. You can use Intellect in place of the attribute you would normally use to attack with this weapon. Finally, when a creature becomes incapacitated by an attack you make with this weapon, the creature dies.

DROWN IN MAGGOTS

NECROMANCY ATTACK 4

Area A 3-yard-radius circle centered on a point on the ground within long range

Duration 1 minute

Maggots come boiling up out of the ground to partially obscure the area and turn the ground in it into difficult terrain for the duration. Any creature in the area when the maggots appear or that enters the area must make both a Strength challenge roll and a Will challenge roll. A failure on the Strength roll indicates the creature takes 3d6 damage from the chewing maggots and becomes impaired for 1 round. A failure on the Will roll indicates the creature gains 1 Insanity.

SOUL BLIGHT

NECROMANCY ATTACK 4

Duration 1 minute

Curls of darkness rise from all over your body for the duration. When you cast this spell, and again whenever you use a triggered action on your turn to do so, you can blight the soul of one creature you can see within medium range that has a soul. Make an Intellect attack roll against the creature's Will. On a success, the creature's soul becomes blighted for 1 minute. While its soul is blighted in this way, the creature is impaired, and whenever it takes damage from one of your attacks or an attack made by an undead under your control, it gains 1 Insanity and you or a creature within short range of you heals 2d6 damage.



NECROMANCY UTILITY 2

ANIMATE HUGE CORPSE

NECROMANCY UTILITY 5

Target One Size 3 or smaller corpse you can reach

Upon casting this spell, you must concentrate for 1 minute, during which time you maintain physical contact with the target. When you finish, the target becomes a compelled **animated corpse** (apply the animated corpse template on page 133 to the base creature) of its Size. A Size 2 creature counts as one-and-a-half undead creatures, and a Size 3 creature counts as two undead creatures for determining how many undead you can have compelled.

Create Chainbound If you have enough corpses to fill a cube, 3 yards on a side, and at least four heavy lengths of chain, you can use this spell to create a compelled **chainbound** (*Shadow*, page 224) instead of an animated corpse.

Create Ghastly Chorus If you have enough faces harvested from corpses to spread across a flat surface, 3 yards on a side, you can use this spell to create a compelled **ghastly chorus** (*Shadow*, page 235) instead of an animated corpse.

Sacrifice You can use an action and expend a casting of this spell to cause an undead compelled by you and within short range to heal 3d6 damage or cause two such creatures to heal 2d6 damage.

CALL OF THE GRAVE

NECROMANCY ATTACK 5

Target Up to six creatures you can see within long range

Threads of necromantic energy leap from your outstretched hand and streak toward the targets. For each target, make an Intellect attack roll against its Agility. On a success, the target takes 4d6 + 5 damage and becomes diseased. If the target becomes incapacitated when it is diseased in this way, it dies, and 1 round later it rises as a compelled **animated corpse** of its Size (apply the animated corpse template from page 133 to the creature).

Each time a target diseased by this spell completes a rest, it must make a Strength challenge roll. The target takes a -1d6 penalty to Health on a failure or, after its third success, removes the diseased affliction from itself. The penalty from this effect is cumulative and permanent.

Attack Roll 20+ The target takes 2d6 extra damage.

AWAKEN GRAVEYARD

NECROMANCY UTILITY 6

Area A 10-yard-radius circle centered on a point on the ground within long range

Bursting from the ground and standing up are 1d3 + 1 compelled animated **mobs of corpses** (see page 134) and 1d6 compelled **animated corpses** (*Shadow*, page 218). Each mob of corpses counts as one undead creature for determining how many undead you can have compelled.

Sacrifice You can use an action and expend a casting of this spell to cause all undead within medium range that are compelled by you to heal 4d6 damage.

EMBODIMENT OF DEATH

NECROMANCY UTILITY 6

Duration 1 hour

You release the darkness inside you to become the embodiment of death for the duration. While in this form, you have the following benefits and drawbacks.

- You have the horrifying trait.
- Shadows partially obscure your space.
- When a creature within short range of you becomes incapacitated, it dies, and 1 round later it stands up as a compelled **animated corpse** of its Size (apply the animated corpse template from page 133 to the base creature).
- At the end of the round, each living creature within short range of you must get a success on a Strength challenge roll with 1 bane or take 1d6 damage.

Aftereffect You must get a success on a Strength challenge roll with 3 banes or take 2d6 damage.

TRADITIONS AND SPELLS

SHED THE MORTAL COIL

NECROMANCY UTILITY 7

Requirement You must have a soul
Duration See the effect

Upon casting this spell, you must concentrate for 1 minute. When you finish, your body falls prone, and your soul climbs free from the flesh. You control your soul as if it were your body, while your body counts as being asleep. The spell ends when your soul moves back into the space occupied by your body. For the duration, your soul is equivalent to you, and you have the following benefits and drawbacks:

Darksight You gain darksight if you do not have it already. Darksight lets you see into areas within medium range that are obscured by shadows and darkness as if those areas were lit and into areas beyond this distance that are obscured by darkness as if those areas were obscured by shadows.

Invisible You are invisible to all creatures other than spirits, animals, and children.

Strength You lack a Strength score, which makes you immune to attacks against your Strength or effects that require a Strength roll. You cannot, however, interact with physical objects.

Health Any damage sustained by your body or your soul is counted against your Health score.

Insubstantial You take half damage from weapons, you can move through solid objects and through other creatures, and you ignore the effects of moving across difficult terrain.

Possess Corpse If you move into a space occupied by a corpse, you can possess it. You and the corpse combine to become a **zombie** (*Shadow*, page 259) until you use an action to leave the corpse, at which point it becomes an ordinary corpse once more. If the zombie becomes incapacitated, your soul is forced out, and you cannot possess that corpse again.

Possess the Living You can use an action to attempt to possess one creature you can reach that has a soul. Make an Intellect attack roll against the creature's Will. On a success, your soul moves into the creature's body. For as long as you possess the creature, you retain your Intellect, Will, and Health, languages, professions, and all of your talents from paths and spells, but you gain the traits of the creature's ancestry. In addition, you replace the creature's personality with your own.

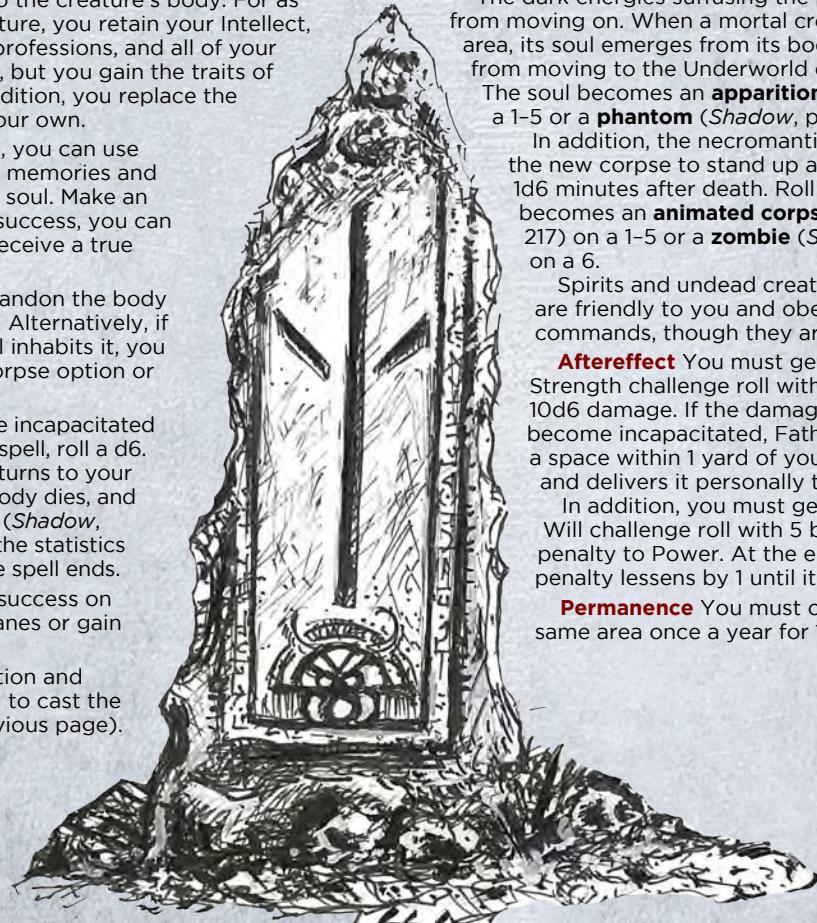
While possessing a creature, you can use an action to attempt to draw memories and experience from the hostage soul. Make an Intellect challenge roll. On a success, you can ask the soul a question and receive a true answer.

You can use an action to abandon the body and return to your soul state. Alternatively, if the body dies while your soul inhabits it, you can either use the possess corpse option or move out of the body.

Incapacitated If you become incapacitated while under the effect of this spell, roll a d6. On a 4 or higher, your soul returns to your body. On a 3 or lower, your body dies, and your soul becomes a **shadow** (*Shadow*, page 253), retaining none of the statistics you had in life. Either way, the spell ends.

Aftereffect You must get a success on a Will challenge roll with 3 banes or gain 3d6 Insanity.

Sacrifice You can use an action and expend a casting of this spell to cast the *awaken graveyard* spell (previous page).



UNLEASH BONE MACHINE

NECROMANCY UTILITY 8

Target A pile of bones that you can reach

Upon casting this spell, you must concentrate for 1 hour. When you finish, the target coalesces to become a **bone machine** (*Shadow*, page 222).

Sacrifice You can use an action and expend a casting of this spell to cause any undead within medium range that you have compelled to heal all damage.

UNDEAD LEGION

NECROMANCY UTILITY 9

Requirement You must be at an ancient graveyard, battlefield, or similar site with a significant quantity of corpses

Area A square on the ground, 100 yards on each side, originating from a point you can reach

Upon casting this spell, you must concentrate for 12 hours. The ground in the area trembles and shakes as a number of corpses dig their way free and stand up. This spell creates an army of $1d6 \times 100$ compelled **animated corpses** (*Shadow*, page 218). The army counts as one undead creature for the purpose of determining how many undead you can have compelled.

Aftereffect You must get a success on a Will challenge roll with 4 banes or gain 4d6 Insanity. In addition, you cannot cast this spell again until each creature created by this spell is destroyed.

Sacrifice You can use an action and expend a casting of this spell to heal all damage on yourself and each undead created by this spell.

UNDEAD PLAGUE

NECROMANCY UTILITY 10

Area A 10-mile-radius sphere centered on a point you can see

Duration 1 year and 1 day

Gloom spreads through the area, rendering every image in it in black and white for the duration. Living creatures in the area when you cast the spell cannot leave the area.

The dark energies suffusing the place keep the dead from moving on. When a mortal creature dies in the area, its soul emerges from its body but is prevented from moving to the Underworld or Hell. Roll a d6.

The soul becomes an **apparition** (see page 135) on a 1-5 or a **phantom** (*Shadow*, page 250) on a 6.

In addition, the necromantic energies cause the new corpse to stand up and become undead 1d6 minutes after death. Roll a d6. The corpse becomes an **animated corpse** (*Shadow*, page 217) on a 1-5 or a **zombie** (*Shadow*, page 259) on a 6.

Spirits and undead created by this spell are friendly to you and obey your spoken commands, though they are not compelled.

Aftereffect You must get a success on a Strength challenge roll with 5 banes or take 10d6 damage. If the damage causes you to become incapacitated, Father Death appears in a space within 1 yard of you, fetches your soul, and delivers it personally to Hell.

In addition, you must get a success on a Will challenge roll with 5 banes or take a -1d6 penalty to Power. At the end of each week, the penalty lessens by 1 until it reaches 0.

Permanence You must cast this spell on the same area once a year for 10 consecutive years.

ORDER

When the genies took substance from the Divine and used it to shape reality, they used words of power to give form to the formless. The Order tradition traces its origin to these ancient words of power and makes use of them to strengthen or restore the bindings that hold reality together.

Many Order spells serve to rid randomness and chaos from the world, so that certain actions produce expected outcomes, and to chase off any of the uncertainty that comes from unforeseen circumstances. Other Order spells allow the caster to impose his or her will on the world, reshaping the environment or restricting creatures' movements and behaviors. Some of the most powerful forms of Order magic can drag substances and creatures forth to be subject to the caster's will.

ORDER AND CHAOS

Order and Chaos do not play well together. Order spells are never affected by effects created by Chaos spells, and vice versa. For example, a creature under the effects of the *imposed predictability* spell (see *Demon Lord's Companion 2*) who is also under the effect of the *chaos boon* spell could not alter the outcome of the chaos die granted by the later spell.

CHOOSE OUTCOME

ORDER UTILITY 0

You attempt to exert your will on reality to bring about order. Make a Will challenge roll with 2 banes. On a success, the next time you would make an attack roll or a challenge roll before the end of the next round, you can choose to make the result of that roll a success. On a failure, you become impaired for 1 round.

ORDERED STRIKE

ORDER UTILITY 0

Triggered When you get a success on an attack roll for an attack that deals a variable amount of damage, you can use a triggered action to cast this spell. Do not roll damage. Instead, you treat each die of damage as if you had rolled a 4.

LOGIC PRISON

ORDER ATTACK 1

Target One Size 2 or smaller creature you can see within short range

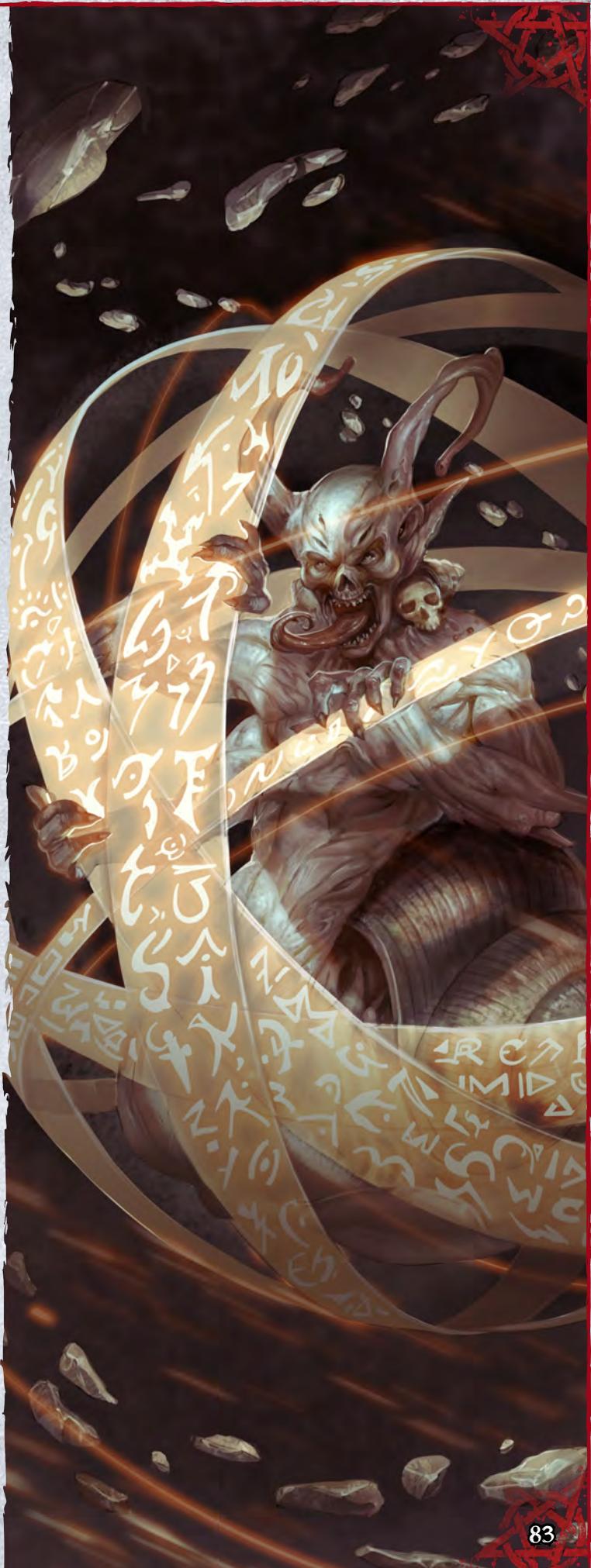
Duration See the effect

Strings of words speed toward the target. Make a Will attack roll against the target's Agility. On a success, the target becomes trapped in a logic prison for 1 minute. While trapped in this way, the target cannot use actions or triggered actions, and it cannot move. In addition, the target is immune to damage and to afflictions that originate outside its space. At the end of each round, the target can make an Intellect challenge roll with 1 bane. On a success, it escapes the logic prison and ends the spell.

ORDERED DEFENSE

ORDER UTILITY 1

Triggered On your turn, you can use a triggered action to cast this spell. For 1 round, whenever a creature makes an attack roll against you, or you would make a challenge roll to resist an attack, you discard the d20 roll and replace the result with a 10.



Traditions and Spells

DEMAND

Target One creature within short range that can hear you

Describe a course of activity you expect the target to perform by using an action or by moving. The next time the target takes a turn before the end of the next round, it can either do as you described, in which case it makes any rolls associated with the activity with 3 boons. Or, an unwilling target can make a Will challenge roll with 1 bane. The target ignores your demand on a success, or takes 3d6 damage and gains 1d3 Insanity on a failure. A target that gets a failure must obey your command.

FORBIDDEN ZONE

ORDER UTILITY 2

Area A cube of space, 3 yards on a side, originating from a point within medium range

Duration 1 minute

You attempt to prevent creatures from entering the area for the duration. Any creature in the area when you cast the spell can freely leave it. But if a creature tries to enter the area, the creature must make a Strength challenge roll with 1 bane. On a failure, a creature takes 4d6 damage and stops moving at the edge of the area. On a success, the creature ignores the effect of this casting of the spell.

COMMAND TRUTH

ORDER ATTACK 3

Target One creature within short range that can hear you

Make a Will attack roll with 1 boon against the target's Will. On a success, you impose truth upon the target for 1 minute. A target affected in this way understands that if it lies or speaks an untruth, it suffers terrible consequences, taking 1d6 damage and gaining 1d3 Insanity. A target can take this damage and gain this Insanity just once per



ORDER ATTACK 2

round, regardless of how many untruths it tells. A target that goes mad from gaining Insanity in this way gains a form of madness of your choice.

Attack Roll 20+ The effect lasts for 1 hour instead of 1 minute.

SAFEGUARD

ORDER UTILITY 3

Target One creature you can see within medium range
Duration 1 minute; see the effect

Glowing glyphs fly from your mouth to gather around the target, spinning slowly around it for the duration. The glyphs have Health 30. Whenever the target would take damage, the damage instead is applied to the glyphs. If the damage total equals or exceeds the glyphs' Health, the glyphs disappear and the spell ends.

DEPOWER

ORDER ATTACK 4

Target One creature within medium range

You intone fragmented words of creation to strip the target of its ability to wield magic. Make a Will attack roll against the target's Will. On a success, the target becomes impaired for 1 hour. While impaired in this way, the target has a -1d6 penalty to Power (minimum score of 0).

An affected target can use an action to make a Will challenge roll with 3 banes. On a success, it removes the impaired affliction from itself and ends the spell.

Attack Roll 20+ The target is also stunned for 1 round.

Sacrifice You can use an action and expend a casting of this spell to heal all your damage and remove 1 Insanity from yourself.

MENTAL STABILITY

ORDER UTILITY 4

Target Up to five creatures within short range
Duration 1 minute

You reorganize each target's thoughts to encourage stability and sanity. Until the spell ends, a target cannot gain Insanity and is immune to the charmed, compelled, and frightened afflictions.

FORCEFUL SUMMONS

ORDER ATTACK 5

Target One creature you can see

As you speak the word of summons, a glyph falls from your tongue and dissolves in the air. Make a Will attack roll against the target's Will. If the target has a Health score of 50 or lower, you make the roll with 1 boon. On a success, the target teleports to an open space you can reach, falls prone, and becomes immobilized for 1 hour. When the target is immobilized in this way, it is also impaired. At the end of each round, the target can make a Will challenge roll with 2 banes and ends the effect on itself with a success.

Attack Roll 20+ The target also takes 3d6 damage.

ORDERED SPACE

ORDER UTILITY 5

Area A cube, 10 yards on a side, originating from a point within long range

Duration 1 hour

Interlocking, glowing sigils appear on the edges of the area to form a solid barrier. The barrier is immune to all damage.

Creatures and objects cannot pass through it by any means.

The barrier also emanates an invisible field that extends 20 yards out from either side of it. The field imposes order that interferes with Teleportation magic and other magical forms of travel. If a creature would use magic to travel to a space inside the field, the creature must make a Will challenge roll with 3 banes. The creature takes 5d6 damage and reappears in the space it left on a failure, or just takes half the damage and passes through the barrier on a success.

Sacrifice You can use an action and expend a casting of this spell to cast the *dictum* spell (*Demon Lord's Companion 2*, page 40).

Traditions and Spells

ERADICATE INFESTATION

ORDER ATTACK 6

Target Up to five creatures you can see within medium range

You intone words of power to purge the field of your enemies. Each target must make a Strength challenge roll. If the target is a faerie, it makes the roll with 1 bane. If the target is a demon, it makes the roll with 2 banes. If the target is a monster, it makes the roll with 3 banes. A target takes 6d6 damage on a failure, or half the damage on a success. A monster takes 4d6 extra damage.

STRENGTH FROM ORDER

ORDER UTILITY 6

Duration 1 hour

Magic flows into your body, imbuing it with strength and vigor to bring order to the world. The spell has different effects as described below, all of which last for the duration.

Impose Order When a player- or GM-controlled creature within short range rolls a d20, you can use a triggered action to make a Will challenge roll. On a success, you replace the number rolled with a 1 or a 20.

Deaden Magic When a creature within medium range casts an attack spell, you can impose 1 bane on the attack roll and grant 1 boon on challenge rolls made by other creatures to resist the attack. When you do so, the triggering spell deals half damage.

Order's Grasp You can use an action to make a Will attack roll against one creature you can see within medium range. On a success, the creature is immobilized. The creature remains immobilized until it uses an action to make a Strength challenge roll with 1 bane and gets a success.

PURGE CHAOS

ORDER UTILITY 7

Area A 50-yard-radius sphere centered on a point you can reach

Duration 1 hour

Gray light leaps from the point you touch and remains for the duration, turning darkness in the area to shadows and shadows in the area to light. The spell has effects as described below, all of which last for the duration.

Static Outcomes When you cast the spell and at the end of each round thereafter, roll a d20 and a d6. Each roll made for a creature in the area using a d20 or a d6 uses the result of your rolls in place of the rolls they made.

Lament of the Monstrous Each demon, faerie, and monster in the area when you cast the spell or that enters it must get a success on a Strength challenge roll with 3 banes or take 3d6 damage and become impaired until it leaves the area. Any creature incapacitated by this damage is utterly erased from existence.

Suspend Magic Spells that take effect in the area deal half damage. At the end of each round, you can use a triggered action to end one active and ongoing spell effect that affects a creature, object, or area within this spell's area. Finally, each creature in the area takes a -3 penalty to Power for as long as it remains in the area.

Annihilate Chaos Spells of the Chaos tradition have no effect when cast in the area or when they would affect targets or areas inside the area.

Aftereffect You must make a Will challenge roll with 3 banes. On a success, you become fatigued until you complete a rest, or you take 6d6 damage and become stunned for 1d6 hours on a failure.



IMPRISONED BY FLAWLESS LOGIC

ORDER ATTACK 8

Target One Size 3 or smaller creature or object you can reach

You touch the target object or make a Will attack roll against the target creature's Agility. Against an object or on a success against a creature, you trap the target in a prison of logic, where it remains for 1 year and 1 day. While trapped in this prison, the target does not age, does not experience hunger or thirst, and is immune to damage, gaining Insanity, and all afflictions. The target cannot be moved from its space and remains in place until the spell ends.

Sacrifice You can use an action and expend a casting of this spell to regain castings of Order spells you have expended. The total ranks of the castings you regain cannot exceed 8, and rank 0 spells count as 1/2 rank.

Aftereffect You must make a Will challenge roll with 4 banes. On a failure, you cannot regain the casting of this spell by any means until the effect ends.

Permanence You must cast this spell once a year for 10 consecutive years on a creature or object still affected by a previous casting of this spell. You get an automatic success on the attack roll each time you cast the spell, but you must contend with the aftereffect as normal.

VOICE OF ULTIMATE AUTHORITY

ORDER UTILITY 9

Duration Until you complete a rest

You speak with the ultimate authority ingrained in you through your commitment to order. Until the spell ends, you can use an action to issue a command to one creature within medium range that can hear you. If the creature's Will score is 15 or lower, it becomes compelled until the spell ends or until the creature becomes incapacitated or goes mad. If the creature's Will score is higher than 15, you must make a Will attack roll against the creature's Will. On a success, the creature becomes compelled for 1 hour; on a failure, it becomes immune to the effect of this casting of this spell.

RESTORE REALITY

ORDER ATTACK 10

Area A 1-mile-radius sphere centered on a point you can see

You speak the words of creation to undo the evidence of chaos and upheaval in the area, with the following effects.

Halt Construct Each construct in the area becomes an object of its Size, incapable of using actions, moving, or perceiving its surroundings.

Eradicate Monsters Each monster in the area takes 1d6 x 10 damage. A monster incapacitated by this damage turns to dust that blows away at the end of the next round.

Banish Demons Each demon in the area with a Health score of 50 or lower dissolves, its essence sent screaming back to the Void. The bodies of the demons blacken and blow apart. Any demon in the area with a Health score greater than 50 must get a success on a Will challenge roll with 4 banes or be destroyed and sent back to the Void as described above.

Torment the Fey Each faerie in the area with a Health score of 50 or lower becomes fettered with iron shackles that remain in place for 1 week and 1 day. The shackles are immune to damage and cannot be removed by any means.

Undo Magic Any ongoing magical effect on a creature, object, or location in the area that was created by a spell of rank 8 or lower ends immediately.

Seal the Breach Any Void breach in the area instantly snaps shut.

Aftereffect You must get a success on a Will challenge roll with 5 banes or take 10d6 damage. If you would become incapacitated, you die and immediately turn into a stone statue.

TRADITIONS AND SPELLS

PRIMAL

Believed to have been revealed to mortals by the faerie folk they first encountered, Primal magic taps into the beast within all living things, drawing forth one's innate wildness to grant strength and durability in the face of adversity. Primal spells can call animals from nature and recruit them to service, or can impart bestial traits to their casters and those they touch, helping the recipients become fearless and more powerful.

Primal magic has many practitioners among those who practice the Old Faith, especially those who feel an affinity for the Horned Lord. Students of this tradition tend to wear their magical knowledge in the flesh. Many are wild, hairy, vicious, and filthy from running naked through the wilderness. Others, having studied the tradition, manifest peculiar changes, their eyes shifting color to match those found in animals, nails lengthening into crooked claws, or hair becoming a thick mane that hangs down past their shoulders.

lick your wounds

PRIMAL UTILITY 0

Duration 1 hour

You heal damage equal to half your healing rate. For the duration, you make rolls to resist becoming diseased or poisoned with 1 boon.

primal might

PRIMAL UTILITY 0

Duration 1 hour

You gain a +3 bonus to Health that lasts for the duration.

Special If you're under the effect of *beast within* (Shadow, page 136) when you cast this spell, you add 1 hour to the spell's duration. If you're under the effect of *lick your wounds* (above) when you cast this spell, the bonus to Health from this spell increases to +6. Finally, if you're under the effect of *hide from animals* (Shadow, page 136), the duration of that spell increases to 1 hour and the spell does not end even if you attack an animal.

primal scream

PRIMAL ATTACK 1

Area A cube of space, 5 yards on a side, originating from a point you can reach

All the rage and fury of your magic come forth through your scream, which carries up to 1 mile away from you. Each creature in the area must get a success on a Strength challenge roll and a Will challenge roll. A failure on the Strength challenge roll causes a creature to become deafened for 1 minute. A failure on the Will challenge roll causes a creature to become frightened for 1 minute. When frightened in this way, a creature grants 1 boon on attack rolls made against it.

Special If you are under the effect of *primal might* (above) when you cast this spell, you impose 1 bane on the challenge roll made to resist this spell.

venomous fangs

PRIMAL UTILITY 1

Duration 1 minute

Your teeth lengthen into venomous fangs that remain for the duration. Make an attack with these fangs. The fangs are natural weapons with the finesse property that deal $1d6 + 1$ damage. When you get a success on an attack roll using your fangs against a creature, the creature must get a success on a Strength challenge roll with 1 bane or take $1d6$ damage from the fangs' poison and become poisoned for 1 minute. If the creature is already poisoned, it takes $1d6$ extra damage.

darting claw

PRIMAL ATTACK 2

Requirement You must be under the effect of the *beast within* spell (Shadow, page 136)

Duration See the effect

You gain a +2 bonus to Speed until the *beast within* effect ends. When you cast this spell and again using a triggered action on your turn, you can move up to your Speed without triggering free attacks and make one unarmed attack or attack with a natural weapon against a creature you can reach during your movement. You make the attack roll with 2 boons, and the attack deals $2d6$ extra damage.

swarming animals

PRIMAL UTILITY 2

Area A square of space, 3 yards on a side, originating from a point within medium range and resting on a solid surface

Duration 1 minute; see the effect

Accompanied by loud shrieks and cries, $1d3 + 1$ compelled **animal swarms** (Shadow, page 217) appear inside the area and remain for the duration. The animals called are appropriate to the environment where you cast this spell. When the last swarm is incapacitated, the spell ends.

rabid beast

PRIMAL UTILITY 3

Target Each animal you choose within medium range

Duration 1 minute; see the effect

The target gains $1d6$ Insanity and foams at the mouth. The target is not frightened from gaining Insanity in this way. Instead, for the duration, the target has a +10 bonus to Health, makes attack rolls with 1 boon, and deals $1d6$ extra damage on attacks it makes with natural weapons or unarmed strikes. Until this effect ends, the target must use an action on each of its turns to attack or charge.

resilient beast

PRIMAL UTILITY 3

Target You or one animal you can reach

Duration 1 minute; see the effect

You touch the target, causing it to become tougher, stronger, and more ferocious. The effect lasts for the duration or until the target becomes incapacitated. The spell grants the target a +2 bonus to Defense and Speed. The target makes Strength attack rolls and challenge rolls with 1 boon. Finally, at the end of each round, the target can use a triggered action to heal damage equal to half its healing rate.

eagle's wings

PRIMAL UTILITY 4

Requirement You must be under the effect of the *beast within* spell (Shadow, page 136)

Duration 1 hour

Triggered On your turn, you can use a triggered action to cast this spell. You gain a +4 bonus to Speed for the duration. While you have this bonus, you can move by flying, and if you attack while flying, your movement after the attack does not trigger free attacks. Finally, your attacks with natural weapons or unarmed strikes deal $1d6$ extra damage.

legendary beast

PRIMAL UTILITY 4

Target You (if you're under the effects of the *beast within* spell, Shadow, page 136) or one animal within medium range

Duration See the effect

The target becomes an enormous, vicious beast, for 1 minute if you targeted an animal or until the *beast within* effect ends if you targeted yourself. The target's Size increases by 2, and its attacks with natural weapons or unarmed strikes deal $2d6$ extra damage. When the target deals damage to a creature smaller than it, the creature must get a success on a Strength challenge roll or fall prone.

Triggered If you are under the effect of the *dire beast* spell (Shadow, page 136), you can use a triggered action on your turn to cast this spell.



PRIMAL BEAST

Requirement You must be under the effect of the *beast within* spell (*Shadow*, page 136)
Duration 1 hour

You undergo an astonishing transformation, becoming a brutal beast warped by primal forces. For the duration, you gain the following benefits:

- Your casting of *beast within* does not end until this spell ends.
- You gain darksight if you do not have it already. Darksight lets you see into areas within medium range that are obscured by shadows and darkness as if those areas were lit and into areas beyond this distance that are obscured by darkness as if those areas were obscured by shadows.
- Your Size increases to 3 if it is lower than 3.
- You gain a +20 bonus to Health and a +2 bonus to Speed.
- You make attack rolls with 1 boon.
- Your attacks with natural weapons and unarmed strikes deal 2d6 extra damage.
- Whenever you roll a 20 or higher on an attack using natural weapons or an unarmed strike and you beat the target number by 5 or more, your attack deals 2d6 extra damage.

Aftereffect You must get a success on a Strength challenge roll with 2 banes or become fatigued for 1 minute.

PRIMAL UTILITY 5

SAVAGERY

Target Up to five animals compelled by you that are within medium range
Duration 1 minute

Each target moves up to its Speed without triggering free attacks. At any point during its movement, the target can attack with its natural weapon, making the attack roll with 2 boons and dealing 3d6 extra damage.
Until the spell ends, each target gains a +2 bonus to Defense and a +10 bonus to Health.

CALL ARION CHARGER

PRIMAL UTILITY 6

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration Permanent

An **arion charger** (see page 135) appears in the area. The creature is friendly to you and regards you as a trusted companion and ally. The creature obeys your spoken commands. The creature remains until it is killed or you cast this spell again.

Sacrifice You can use an action and expend a casting of this spell to cause your charger to heal all damage if you can see it and it is within medium range of you.

TRADITIONS AND SPELLS

CALL PRIMAL CHAMPION

PRIMAL UTILITY 6

Area A cube of space, 3 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour; see the effect

A **primal champion** (see page 141) appears inside the area and remains for the duration. If the champion becomes incapacitated, it disappears and the spell ends immediately. The champion is friendly to you and uses an action and moves as you direct it (not an action), provided you are within long range of it.

STAMPEDE

PRIMAL ATTACK 7

Area A cube, 20 yards on a side, originating from a point on the ground within medium range
Duration Concentration, up to 1 minute

A great herd of animals appears on solid surfaces throughout the area and remains for the duration. When you cast the spell and again when you use an action to concentrate on it, you can move the animals in a stampede up to 20 yards in a straight line across the ground. The stampede is subject to the effects of moving across difficult terrain. It ignores pits and hazardous terrain smaller than its space. It stops moving if it encounters an obstacle larger than its space, such as the edge of a cliff.

Any creature in the area when the spell is cast must make a Strength challenge roll with 1 bane. A creature takes 6d6 damage and falls prone on a failure, or just takes half the damage on a success.

Whenever the stampede enters the space of another creature as the stampede moves, the creature must make a Strength challenge roll with consequences as described above. A creature can take this damage just once per round.

Any creature in the stampede's space when the stampede stops moving must succeed on an Agility challenge roll or take 3d6 damage.

Aftereffect Make a Will challenge roll with 3 banes. On a failure, you become fatigued until you complete a rest.

Sacrifice You can use an action and expend a casting of this spell to heal all damage.

PRIMAL REGENT

PRIMAL UTILITY 8

Duration Until you complete a rest

Primal magic suffuses your being, making you appear as a regent to animals that can see you. Until the spell ends, animals never attack you, not even to defend themselves. They approach you when beckoned and allow you to handle them. In addition, you can use an action, or a triggered action, on your turn to befriend an animal you can see. Make a Will attack roll with 1 boon against the animal's Will. On a success, the animal becomes compelled until the spell ends. You can have a number of animals compelled by this spell equal to 1 + your Power score.

Sacrifice You can use an action and expend a casting of this spell to cause all animals within 1 mile of you to heal all damage.

FAVOR OF THE HORNED LORD

PRIMAL UTILITY 9

Requirement You must be under the effect of the *beast within* spell (*Shadow*, page 136)
Duration 8 hours

You gain the favor of the Horned Lord, causing you to become a giant, horned humanoid figure, with green-glowing eyes, and runes etched into your thick hide. As the avatar of this god, you gain the following benefits for the duration.

- Your casting of *beast within* does not end until this spell ends.
- You gain truesight if you don't have it already. You can see in areas obscured by shadows and darkness as if those areas were lit. You can also see invisible creatures and objects, and you automatically recognize illusions you see for what they are.
- Your Size increases to 4 if it is lower than 4.
- You gain a +50 bonus to Health and a +6 bonus to Speed.
- You make attack rolls with 2 boons.
- Your attacks with natural weapons and unarmed strikes deal 3d6 extra damage.
- Whenever you roll a 20 or higher on an attack using natural weapons or an unarmed strike and you beat the target number by 5 or more, your attack deals 2d6 extra damage.
- All animals within long range of you make attack rolls with 1 boon and deal 1d6 extra damage on their attacks.
- You can use an action and expend the casting of a Primal spell you have learned to allow one creature you choose within long range to heal damage equal to twice its healing rate.

Aftereffect Make a Will challenge roll with 4 banes. On a failure, you gain 2d6 Insanity. If this Insanity gain would cause you to go mad, you permanently transform into an **animal** (*Shadow*, page 217) of your Size and retain none of your original statistics or memories.

CREATE LIFE

PRIMAL UTILITY 10

Area A cube of space, 6 yards on a side, originating from a point you can reach and resting on an earthen surface
Duration Permanent

Upon casting this spell, you must concentrate for 24 hours, during which time you mold the earth under the area so that it has the shape of two animals. When you finish, you breathe life into their nostrils, causing them to become living creatures, one male and the other female, of an entirely new species. These animals can be up to Size 3, and they have statistics for animals of their Size, but you make all other decisions about these animals: their habitat, diet, activity cycle, and so on. These animals are favorably disposed to one another, and if permitted to breed, they have offspring. They are always friendly to you and never harm you, not even in self-defense.

Aftereffect Make a Will challenge roll with 5 banes. On a failure, you cannot cast this spell again for 10 years, 10 months, and 10 days.

Sacrifice You can use an action and expend the casting of this spell to restore one dead animal you can touch to life. The animal has no recollection of being dead, but it is friendly to you for the rest of its natural life. Upon using the spell in this way, you are not subject to the spell's aftereffect.

Traditions and Spells

PROTECTION

One of the most widely practiced forms of magic, the Protection tradition serves the interests of those who need to safeguard places, people, and objects of import. Protection magic is commonly wielded by those of a secular bent, but anyone who relies on magical power is likely to find a use for the spells of this tradition because of the safety and security they provide.

UNTOUCHABLE OBJECT

PROTECTION UTILITY 0

Target One Size 1/2 object you can reach
Duration 1 hour; see the effect

You touch the target and imbue it in a minor ward. Until the spell ends, no creature other than you can touch the object. The object can still be damaged by objects and effects, but it cannot be physically touched by another creature, even if the creature wears gloves.

DANGER SENSE

PROTECTION UTILITY 0

Target You and up to five creatures within short range
Duration 1 minute

None of the targets can be surprised for the duration.

Triggered If you would be surprised, you can use a triggered action to cast this spell, but the spell affects only you.

BINDING SHACKLES

PROTECTION ATTACK 1

Target One creature within 1 yard of the ground that you can see within medium range

Heavy iron chains leap from you toward the target. Make an Intellect attack roll with 1 boon against the target's Agility. On a success, the chains wrap around the target and anchor themselves at a point on the ground you choose within 3 yards of the target. For 1 minute, the target cannot move more than 3 yards from that point. A target affected by this spell can use an action to make a Strength challenge roll with 3 bane and ends the spell on a success.

Attack Roll 20+ The target also takes 1d6 damage from the constricting chains.

PERFECT TARGET

PROTECTION ATTACK 1

Target One willing creature you can see within short range
Duration 1 minute; see the effect

Faint light limns the target for the duration, granting any creature that attacks the target's Defense or Agility 1 boon to its attack roll. If the target takes damage from any attack, the spell ends, releasing a wave of destructive energy in a 3-yard radius centered on a point in the target's space. Each creature in that area other than you and the target takes 3d6 damage. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

ELECTRIFY

PROTECTION UTILITY 2

Target One creature or object within medium range
Duration 1 hour

The target emits a faint buzzing noise for the duration. If the target is a creature and it attacks with a metal weapon, the attack deals 1d6 damage from a jolt of electricity in addition to the weapon's normal damage.

In addition, any creature that touches the target directly, is touched by the target, or touches the target with a metal weapon takes 1d6 damage from a jolt of electricity. A creature that takes this damage must make an Agility challenge roll. On a success, the creature takes half the damage. On a failure, the creature is repelled 1d6 yards away from the target and falls prone.

SCREEN

PROTECTION UTILITY 2

Area A 5-yard-radius sphere centered on a point you can reach
Duration 8 hours

An insubstantial mirror-like field springs into existence on the area's outer edge and remains for the duration. Creatures outside the area cannot use their senses to perceive into the area, nor can creatures choose origin points inside the area for spells they cast unless the choice does not require sight. Sound emanating from within the area does not reach beyond the edges. Otherwise, creatures can freely enter and exit the area. In addition, creatures inside the area can see beyond the edge of the area as if the field were not there.

Finally, the spell prevents Divination magic and similar spells from perceiving or detecting anything inside the area.

FORCEFUL REBUKE

PROTECTION ATTACK 3

Area Each creature of your choice within 2 yards of you

A sudden blast of magical force slams into each chosen creature and causes it to take 4d6 damage. A creature that takes this damage must make a Strength challenge roll with 1 bane. On a failure, the force causes the creature to move 5 yards in a straight line away from you and then fall prone.

MAGIC TRAP

PROTECTION UTILITY 3

Target A point you can reach on a solid surface
Duration 8 hours; see the effect

You touch the target and leave behind a glowing mark that fades after a moment. When you cast this spell, you can designate any number of creatures you can see to become immune to the spell's effect.

Until the spell ends, whenever a creature other than a creature you designated moves to within 2 yards of the target, the mark explodes in a 5-yard radius centered on the target and the spell then ends. Fire loosed by the spell deals 6d6 damage to everything in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

The sound of the explosion can be heard from up to 1 mile away. Each creature within 20 yards of the point must get a success on a Strength challenge roll or become deafened for 1 minute.

ENERGY WARD

PROTECTION UTILITY 4

Target Up to three creatures within short range
Duration 1 hour

You shield the targets with a field of magic, rendering them immune to damage from cold, heat, fire, and lightning for the duration.

Triggered If you would take damage from heat, fire, or lightning, you can use a triggered action to cast this spell. After reducing the damage to 0, the spell ends.

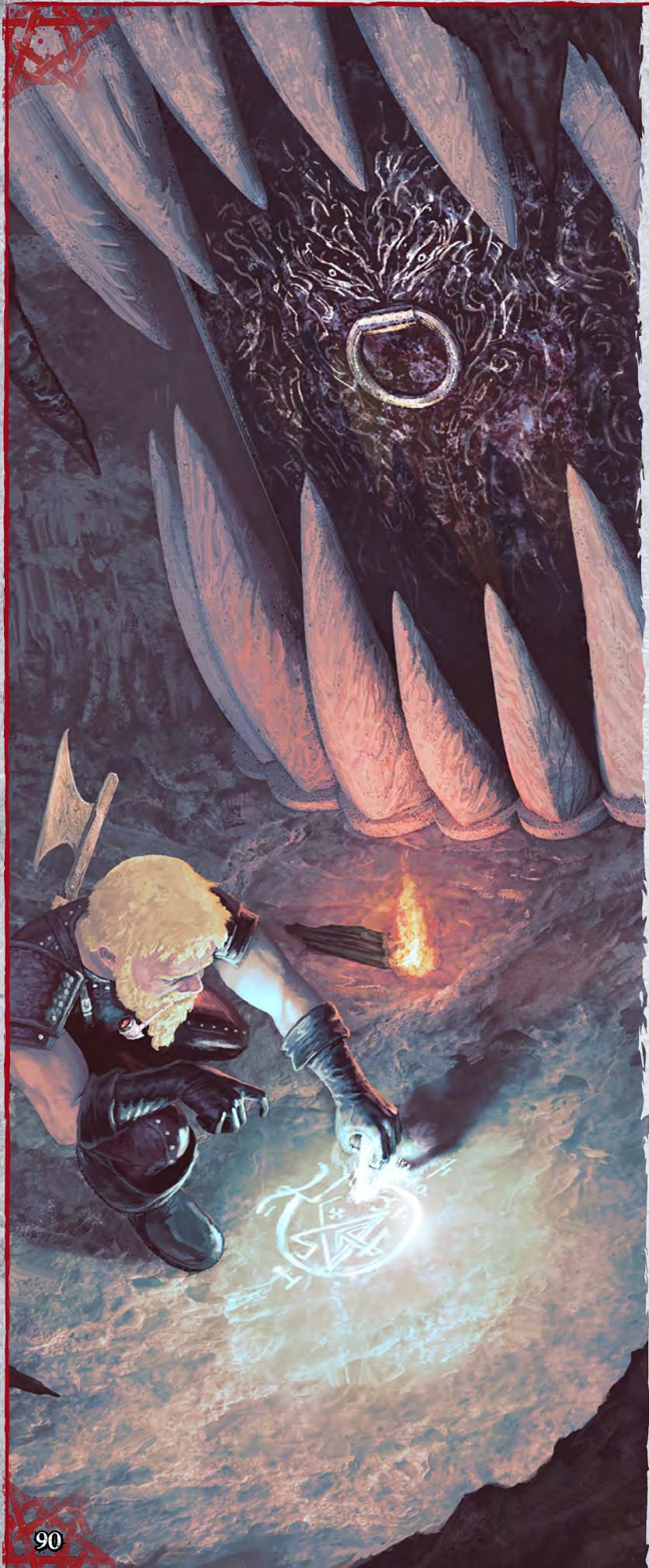
FORCE SHIELD

PROTECTION UTILITY 4

Duration 4 hours

A 1-yard-diameter glowing shield of magical force springs into existence at a point you can reach and hovers there vertically for the duration. The shield moves with you and moves around your body to deflect attacks. Until the spell ends, the shield imposes 2 banes on attack rolls made against your Defense or Agility. In addition, you can use the following special attack.

Shield Smash You can use an action to attack with the shield. Make an Intellect attack roll with 1 boon against the Agility of one creature you can reach. On a success, the creature takes 3d6 + 2 damage and moves 1d3 yards away from you. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the creature also falls prone.



ENTRAPING GLOBE

PROTECTION ATTACK 5

Target One Size 2 or smaller creature that you can see within medium range

Bands of magical energy fly toward the target. Make an Intellect attack roll against the target's Agility. On a success, the bands wrap themselves around the target to form a hollow sphere large enough to encase the target for 1 hour. The sphere is impervious to damage, and nothing thicker or heavier than air can pass through it. Until the effect ends, you can use an action to move the sphere and everything it contains up to 10 yards in any direction, but no farther than 100 yards from you. If the sphere is ever more than this distance from you, the spell ends immediately.

A target trapped inside the sphere is blinded and deafened with regard to everything outside the sphere. The target can, however, use an action to roll the sphere from inside it, causing the sphere to move up to a number of yards equal to the target's Strength modifier (minimum 1 yard) in a randomly determined direction. The sphere stops moving if it encounters a solid creature or object.

Attack Roll 20+ You can immediately move the sphere up to 10 yards.

PROTECTION

FROM CORRUPTION

PROTECTION UTILITY 5

Target One creature you can reach

Duration 8 hours

Until the spell ends, the target cannot gain Corruption from other creatures. The spell also imposes a number of banes on attack rolls made against the target by creatures that have Corruption, and grants the target a number of boons on challenge rolls made to resist attacks from such creatures. The number of boons or banes is equal to half the attacking creature's Corruption score (minimum 1).

DENIAL

PROTECTION UTILITY 6

Area A 5-yard-radius circle on the ground centered on a point in your space

Duration 1 minute

Squiggly lines spread out across the ground in the area and remain for the duration. Creatures outside the area treat the ground as difficult terrain. In addition, when a creature other than you or a member of your group ends its turn in the area, either on the ground or within 5 yards above the ground, the creature must get a success on a Will challenge roll with 1 bane or become stunned for 1 round.

STALWART DEFENDER

PROTECTION UTILITY 6

Area A cube of space, 2 yards on a side, originating from a point you can reach

Duration 1 hour

Mystic sigils and cyphers appear in the area and clump together to form a **stalwart defender** (see page 143) that remains for the duration or until it is destroyed.

REFLECTIVE CUBE

PROTECTION UTILITY 7

Area A cube of space, 2 yards on a side, originating from a point you can reach

Duration 1 hour

A semitransparent cube of magical force springs into existence along the area's perimeter and remains in place for the duration. All attacks made from outside the cube's area against targets inside it are automatically reflected back at their attackers. Resolve these attacks as if the attacker had chosen itself as the target. For attacks that affect areas, the space inside the cube is excluded from the effect's area.

A creature can attempt to move into the area from outside it, provided the creature can move at least 2 yards. It must make a Strength challenge roll with 3 banes. On a failure, the creature takes 2d6 damage and stops moving. On a success, the creature can pass through the barrier's edge as if it had moved 2 yards.

A creature inside the area can freely attack targets outside it. If a creature inside the area moves out of it, the creature is subject to the area's effects.

ULTIMATE SECURITY

PROTECTION UTILITY 8

Target One building or vehicle you can see

Duration Until you complete a rest

Upon casting this spell, you must concentrate for 1 hour, during which time you incant mystic words, causing a river of glowing signs to fly from your mouth toward the target. When you finish and at any time before the spell ends, you can designate any number of creatures you can see to be immune to the spell's effects. Until the spell ends, it has the following effects on the target.

Gounds The ground within 100 yards of the target becomes difficult terrain. In addition, thick fog rises 50 yards from the ground and heavily obscures this space.

Walls, Ceilings, and Floors The spell doubles the Health of the target's walls, ceilings, floors, or portions of these features.

Windows and Doors Each door, window, and similar feature that can be opened or closed closes and locks. Such features cannot be opened by anyone other than you or one you designated after the casting of the spell. Such features can, however, be destroyed.

Halls and Corridors A thick fog spreads through and partially obscures these locations. At the end of each round a creature spends in these areas, it must make a Will challenge roll. A creature with a Health score of 20 or lower automatically gets a failure. On a failure, the creature falls prone and falls asleep until the spell ends.

Stairs Slippery goo covers each step of all the staircases. Each yard a creature moves up or down the stairs counts as if the creature moved 3 yards. Any creature other than you or one designated by you that attempts to move up or down the stairs must make an Agility challenge roll with 2 banes. On a failure, the creature falls prone. On a roll of 0 or lower, the creature slips and falls down the staircase, taking 1d6 damage for every 2 yards it falls in this way.

Rooms The spell creates one **huge monster**, two **large monsters**, and four **medium monsters** (*Shadow*, page 246). You can distribute these monsters in any way you choose between the target's rooms. The monsters do not attack you or creatures you designated; they attack anyone else who enters the rooms for as long as intruders remain there. Monsters do not leave their rooms, however, and each disappears when the spell ends or it is slain.

REFUGE

PROTECTION UTILITY 9

Target Up to ten willing creatures you can reach

You and each target teleport to open spaces inside a location you have visited at least once. When a target appears at the location, the spell heals all its damage, removes 1d3 Insanity, and removes all afflictions affecting the target.

Triggered When damage would cause you to become injured or incapacitated, you can use a triggered action to cast this spell.

Aftereffect You must make a Strength challenge roll with 4 banes. On a failure, you become fatigued for 1 week and 1 day. You cannot remove this affliction by any means. If you are already fatigued, you instead take a 5d6 penalty to your Health that lasts until you are no longer fatigued.



TRUE PROTECTION

PROTECTION UTILITY 10

Target One creature you can reach

Duration 1 month

You touch the target and imbue it with protective magic that lasts for the duration. The spell confers the following benefits on the target:

- The target takes half damage.
- The target cannot die. If it becomes incapacitated, it becomes unconscious for 1 minute and then heals 1 damage. While unconscious in this way, the target is immune to damage.
- The target is immune to the effects of deprivation and does not need to drink, eat, or sleep.
- The target cannot gain Insanity or Corruption.
- Whenever the target would gain an affliction, roll a d6. On an even number, the target removes the affliction from itself. If the target has an affliction, it can roll a d6 at the end of each round, removing the affliction on an even number.

Aftereffect Make a Will challenge roll with 5 banes. On a failure, you cannot cast this spell again until the spell ends.

TRADITIONS AND SPELLS

RUNE

The use of Rune magic normally requires the caster to inscribe a symbol on a surface, whereupon the act of drawing channels the magic through the caster's implement and binds it to the rune. The magic from the rune permeates the object on which it is drawn, sometimes conferring magical properties on it or creating distortions in the area around it. Most Rune spells involve the act of writing or divining the meaning from writing.

Students of Rune magic often carry quills and pots of ink, so they can always inscribe a rune when needed. Often, their quills serve as their implements, enabling them to properly channel their power into the spells they cast. Other casters, especially those favoring combat-oriented runes, might use their weapons or even their armor as their implements. Some masters of rune magic discover faint writing appearing just under their skin. The writing is in a familiar script, but the meaning is never clear and resists translation.

PERSISTENT RUNE

In Pursuit of Power, a supplement from the *Paths of Power* series, presents a collection of talents that magicians can choose in place of the talents gained from the path. To make the most use of the Rune tradition, consider swapping out the Cantrip talent for the Rune Focus talent, which is described here.

Rune Focus (Cantrip) You learn one rank 0 Rune spell and gain the Persistent Rune talent.

Persistent Rune When you cast a Rune spell that has a duration of 1 minute, you can use a triggered action to extend the duration to 10 minutes. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

RUNE OF INVISIBILITY

RUNE UTILITY 0

Target One object you can reach
Duration 1 minute

You inscribe a rune on the target. Until the spell ends, the target is invisible to all creatures other than you.

RUNE OF PROHIBITION

RUNE UTILITY 0

Area A cube of space, 2 yards on a side, originating from a point you can reach
Duration 1 minute

A gleaming rune appears inside the area and remains for the duration. Until the spell ends, whenever a living creature would enter the area, the creature must make a Will challenge roll with 1 bane. A creature becomes immune to this casting of the spell on a success, and on a failure becomes unable to enter the area by any means until the spell ends.

RUNE OF FORCE

RUNE UTILITY 1

Target One weapon you can reach; it can be worn or carried by a creature other than you
Duration 1 minute

A gleaming rune appears somewhere on the weapon and remains for the duration. Whenever a creature gets a success on an attack roll made using the weapon, the target of the attack takes 1d3 extra damage and moves 1d3 yards in a straight line away from the weapon's wielder. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target of the attack also falls prone.

RUNE OF SUFFERING

RUNE UTILITY 1

Target One creature you can reach

Make an Intellect attack roll against the target's Agility. On a success, you touch the target and leave behind a gleaming rune that causes the target to become impaired for 1 minute. A target impaired in this way must make a Will challenge roll whenever it takes damage, falling prone on a failure.

DETONATING RUNE

RUNE UTILITY 2

Target One creature you can reach

Make an Intellect attack roll against the target's Agility. On a success, you touch the target somewhere on its body and leave behind a gently pulsing red sigil that remains for 1 minute or until it detonates.

At the end of each round, roll a d6. On an even number, the rune detonates, exploding into a 5-yard radius sphere centered on a point in the target's space. Everything in the area takes 3d6 damage, plus 1d6 damage for each round the rune did not detonate. A creature in the area, other than the target, can make an Agility challenge roll and takes half the damage on a success.

SICKENING RUNE

RUNE UTILITY 2

Target One weapon you can reach; it can be worn or carried by a creature other than you
Duration 1 minute

You inscribe a glowing rune on the weapon, which causes it to become poisonous for the duration. A creature that takes damage from an attack made using the weapon must get a success on a Strength challenge roll or take 2d6 damage from the poison and become poisoned for 1 minute. When poisoned in this way, the creature is impaired. If the creature is already poisoned, it takes 2d6 extra damage.

RUNE OF CALLING

RUNE UTILITY 3

Target One object you can reach
Duration 24 hours

You touch the target, and a squirming rune appears at the spot you touched, remaining for the duration. You can use an action, or a triggered action on your turn, to cause the target to teleport from its present location to your hand (or at your feet if your hands are full) at any time before the spell ends. The target teleports to you regardless of the distance between you and it.

Sacrifice You can use an action and expend a casting of this spell to teleport yourself to an open space within 1 yard of a target affected by this spell.

Permanence You must cast this spell each day on the same target for 100 days.



WALL OF RUNES

RUNE UTILITY 3

Area A line, 20 yards long, 5 yards high, and 5 yards wide, originating from a point within long range

Duration 1 hour

You chant a mystic poem, causing a wall of gleaming runes to appear in the area and remain for the duration. The wall partially covers everything behind it. Each creature in the area when the wall appears must get a success on a Strength challenge roll or become immobilized until the spell ends. A creature immobilized in this way can use an action to make a Strength challenge roll with 1 bane and removes the immobilized affliction from itself on a success.

Creatures can enter and exit the area, but they treat it as difficult terrain. In addition, if a creature moves into the area from outside, it must get a success on a Strength challenge roll or become immobilized as described above.

PULSING GLYPH

RUNE UTILITY 4

Target A point you can see within short range

Duration 1 minute

A shimmering glyph appears at the target and remains for the duration. When the glyph appears and again at the end of each round until the spell ends, the glyph releases a pulse of energy that spreads out from it in a 5-yard radius. Each creature in the area must make a Strength challenge roll with 1 bane. A creature takes $3d6$ damage, moves $1d3 + 1$ yards away from the glyph, and falls prone on a failure, or just takes half the damage on a success.

RUNE OF THUNDER

RUNE UTILITY 4

Target One weapon you can reach; it can be worn or carried by a creature other than you

Duration 1 hour

A twisting, glowing rune that makes a rumbling noise appears on the weapon and remains for the duration. When a creature gets a success on an attack roll made using the weapon, thunder booms from it. Each creature within 1 yard of the weapon other than the weapon's wielder must get a success on a Strength challenge roll or take $2d6 + 3$ damage from the thunder and become deafened for 1 minute.

RUNE OF SPEED

RUNE UTILITY 5

Target One willing creature you can reach

Duration 1 hour

You touch the target and leave behind a glowing rune that lasts for the duration, causing the target to move with astonishing speed. The rune confers all the following benefits:

- The target gains a +4 bonus to Speed.
- It makes attack rolls with 1 boon.
- It makes Agility challenge rolls to resist attacks with 2 boons.
- If the target takes a fast turn, it can use an action and move up to its Speed. If the target takes a slow turn, it can use an action and move up to twice its Speed.

When the spell ends, the target can immediately move up to its Speed and use an action.

Traditions and Spells

RUNE OF THE GIANT

Target One willing creature of Size 3 or smaller that you can reach
Duration 1 hour

You touch the target and leave behind a gleaming rune that remains for the duration. When the rune appears, it causes the target to grow larger, gaining a +2 bonus to Size (maximum of Size 4). The rune also affects anything the target wears or carries, causing such items to grow to an appropriate size. While the target has this bonus to its Size, it also has a +2 bonus to Speed and a +20 bonus to Health.

IMPREGNABLE RUNE

RUNE UTILITY 5

Target A point you can reach on a solid surface
Duration Until you complete a rest

When you cast this spell, you can designate any number of creatures you can see within short range of you to ignore its effects.

A golden rune appears at the target and remains for the duration. Each object within 10 yards of the rune becomes immune to damage. Doors within this range close and cannot be opened by anyone other than you or a designated creature. Creatures and objects in the area become immune to any Divination spell that would allow observation of them. Finally, creatures more than 10 yards from the rune cannot use spells or effects that would allow them to teleport to a space within 10 yards of the rune; such effects simply fail.

RUNE OF WARDING

RUNE UTILITY 6

Target A point you can reach on a solid surface
Duration Until triggered

When you cast this spell, you can designate any number of creatures you can see within short range of you to ignore its effects.

You touch the target. If you concentrate for 1 minute, you leave behind a magical rune that remains for the duration. Otherwise, the spell ends with no effect.

The rune is a magical trap. If a creature other than you or a designated creature moves to within 2 yards of the rune, the rune glows an angry red color that lights the area within 5 yards of it until the end of the round or until no creature other than those designated by you are within this distance. If a creature not designated by you is in the area of light at the end of the round, the rune explodes, ending the spell. The explosion deals 10d6 damage to everything within 5 yards of the rune. A creature can make an Agility challenge roll with 1 bane and takes half the damage on a success.

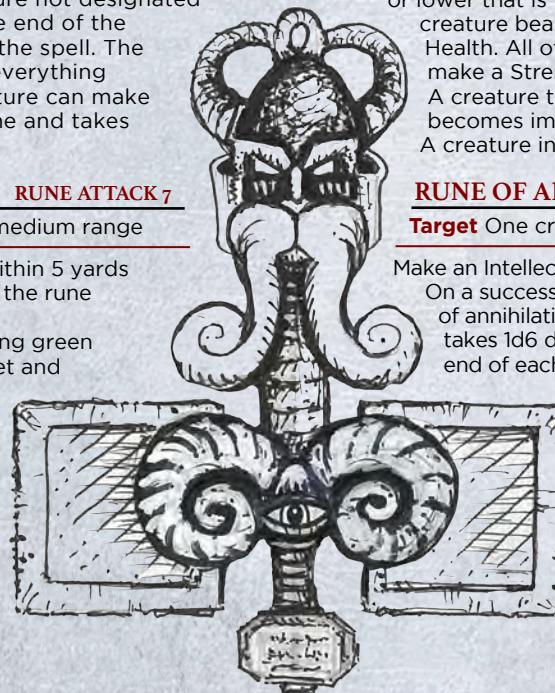
RUNE OF MADNESS

RUNE ATTACK 7

Target A point you can see within medium range

Choose any number of creatures within 5 yards of you. These creatures cannot see the rune created by this spell.

A crawling, obscene rune of twisting green and black lines appears at the target and wreaks havoc with the minds of creatures that can see it before it disappears. Each creature within 20 yards of the rune that can see it, other than those you chose, must get a success on a Will challenge roll with 1 bane or gain Insanity equal to its Will score and go mad.



RUNIC INSCRIPTION

RUNE UTILITY 8

Target A point you can see on a solid surface
Duration Until triggered

When you cast this spell, you can designate any number of creatures you can see within short range of you to ignore the effects of this spell.

You inscribe a complex sigil at the target. You must then concentrate for 1 hour. When you finish, you imbue the sigil with power. Choose one of the following effects to take place when triggered. The sigil is triggered when a creature other than you or a designated creature moves to within 2 yards of it.

Death Dark energy bursts from the sigil, forcing each creature within 5 yards of it to make a Strength challenge roll with 3 banes. A creature takes 10d6 damage on a failure, or damage equal to its Health if the total of its roll is 0 or lower, or takes half the damage on a success.

Madness A pulse of multicolored light erupts from the sigil. Each creature within 10 yards of it must get a success on a Will challenge roll with 3 banes or gain Insanity equal to its Will score.

Pain A wave of angry red light spreads out from the sigil. Each creature within 10 yards of it must get a success on a Strength challenge roll with 3 banes or take 2d6 damage and become impaired until it completes a rest. When impaired in this way, the creature is slowed and takes double damage from all sources.

Sleep Soft music sounds from the sigil. Each creature within 5 yards of it must get a success on a Will challenge roll or fall prone and fall asleep for 2d6 days. A creature that takes any damage immediately removes the asleep affliction from itself.

Summoning The sigil disappears with a loud bang, and a **huge demon** (*Shadow*, page 227) appears in an open space within 10 yards of the point where the sigil had been. The demon is hostile to all creatures and takes the next available turn.

RUNE OF DAMNING LIGHT

RUNE UTILITY 9

Target One willing creature you can reach
Duration 1 hour

You touch the target, which causes a white rune to appear at the point you touched. A baleful white radiance shines from the rune, filling the area within 10 yards of the target with light. When the rune appears and at the end of each round until the spell ends, each creature with a Health score of 20 or lower that is within the area of light, other than the creature bearing the rune, takes damage equal to its Health. All other creatures in the area of light must make a Strength challenge roll with 1 bane.

A creature takes 6d6 damage on a failure, or becomes immune to the rune's effect on a success. A creature incapacitated by the spell's damage dies.

RUNE OF ANNIHILATION

RUNE ATTACK 10

Target One creature or object you can reach

Make an Intellect attack roll against the target's Agility.

On a success, you touch the target and leave the rune of annihilation at the spot you touched. The target takes 1d6 damage when the rune appears and at the end of each round until it dies. A target killed by this spell crumbles away to nothing, leaving behind whatever it was wearing or carrying in a heap at the bottom of the space it occupied.

Aftereffect Make an Intellect challenge roll with 5 banes. On a failure, the rune of annihilation appears somewhere on your body with the same effects as those described above.

Traditions and Spells

SHADOW

Shadow magic offers its users control over darkness, allowing them to shape shadows, create darkness, and banish the light from the world. The reputation of the tradition is sullied by its darkest practitioners—many magicians consider Shadow a dangerous tradition to study, regarding it as a stepping stone toward the darker arts. Even as gloomy and unnerving as its spells can be, Shadow magic lacks the intrinsic evil of such traditions as Necromancy or Curse. Its spells can be a boon to anyone who wants to avoid attention or move safely through dark places.

DARKLING'S RAIMENT

Duration 1 hour

Shadows gather around your body and remain for the duration. You are partially obscured by shadows when in lit areas or totally obscured by darkness when in shadowy areas.

STEAL SHADOW

Target One creature you can see within short range

You reach out to grasp the target's shadow. Make an Intellect attack roll against the target's Agility. On a success, you tear away the target's shadow. It merges with you for 1 minute, after which the shadow returns to the target. While you possess the target's shadow, you make attack rolls against the target with 1 boon, you impose 1 bane on attack rolls it makes against you, and the target cannot be hidden from you.

BLINDING BLOT

Target One creature you can see within short range

You fling a clot of shadows at the target. Make an Intellect attack roll against the target's Perception. On a success, the darkness clings to the target's eyes, causing it to become blinded for 1 minute. At the end of each round, the target can make a Perception challenge roll and ends the effect on a success.

Attack Roll 20+ The target also becomes impaired for 1 minute.

DARKENING BLADES

SHADOW ATTACK 1

Area A 3-yard-long cone originating from a point you can reach

You fling out your hand to spray the area with shards of solidified darkness. Each creature in the area must make an Agility challenge roll, with 1 bane if partially obscured by shadows or with 2 banes if totally obscured by darkness. A creature takes 2d6 damage on a failure, or half the damage on a success.

PENUMBRAL BLADE

SHADOW UTILITY 2

Duration 1 minute

You gather a ball of darkness in your hands and then stretch it out to form a solid black blade that remains for the duration or until you drop it. When you cast this spell, and again, when you use an action to do so, you can attack with the blade. You make the attack roll using your Intellect, and the blade deals 2d6 + 2 damage. If the target of the attack is obscured by shadows or darkness, it takes 1d6 extra damage.

SHADOW SNAKES

SHADOW ATTACK 2

Area A 5-yard-radius circle centered on a point on a flat surface within medium range

Duration 1 minute

Serpents made from shadow slither inside the area for the duration. When the serpents appear and at the end of each round until the spell ends, each creature in the area must get a success on an Agility roll or take 1d6 damage and become impaired until the spell ends.

At any point before the spell ends, you can use an action, or a triggered action on your turn, to move the serpents up to 5 yards.

STRANGLING TWIN

SHADOW ATTACK 3

Target A shadow cast by one creature within short range

Duration 1 minute

You infuse the target with magic that animates it. When you cast the spell, and again at the end of each round, the animated shadow attacks the creature that casts the shadow. The creature must get a success on an Agility challenge roll or become grabbed until the end of the next round. The creature makes the roll with 1 bane if it's in an area obscured by shadows. If the creature is already grabbed, it takes 3d6 damage as the shadow tightens its grip around the creature's neck.

If the animated shadow moves into a lit area, or you start your turn with the animated shadow in a lit area, you must get a success on an Intellect challenge roll or the spell ends immediately.

THINGS IN THE DARK

SHADOW ATTACK 3

Area A 5-yard-radius sphere centered on a point within medium range

Duration 1 minute

Magical darkness spreads through the area and remains for the duration. The darkness totally obscures its area. If any part of the area would be lit from light created by a rank 3 or higher Celestial spell, this spell ends.

When the darkness appears and at the end of each round until the spell ends, each creature in the area must make a Will challenge roll with 1 bane. A creature gains 1d3 Insanity on a failure, or becomes immune to the effect of this casting of the spell on a success. If a creature goes mad from gaining Insanity in this way, it must get a success on a Strength challenge roll or take damage equal to its Health, having died of fright. A creature immune to the frightened affliction automatically gets a success on this Strength challenge roll.

CHILLING DARKNESS

SHADOW ATTACK 4

Area A cylinder, 10 yards tall with a 5-yard-radius, centered on a point within medium range

The chilling dark of a starless sky settles into the area and then dissipates. Each creature in the area takes 3d6 damage from the cold and must make a Perception challenge roll with 2 banes. On a failure, the creature's eyes turn black, causing the creature to become blinded for 1 minute. When blinded in this way, the creature is also impaired and slowed.

At the end of each round, a creature blinded by this spell can make a Perception challenge roll with 2 banes. On a success, it removes the blinded affliction from itself.

TRADITIONS AND SPELLS

VOID TENTACLES

Target One point in space within medium range
Duration Concentration, up to 1 minute

Thick, ropy tentacles made of solidified darkness snake out 5 yards from the target and remain for the duration. When you cast the spell and again when you use an action to concentrate on the spell, choose up to five creatures within 5 yards of the target. Each chosen creature must get a success on an Agility challenge roll with 1 bane. A creature becomes grabbed for 1 round on a failure. If a creature is already grabbed in this way, it gets an automatic failure on the Agility challenge roll and must get a success on a Strength challenge roll or take 3d6 damage. If a creature becomes injured as a result of taking this damage, it moves 1 yard toward the target and takes 3d6 extra damage. Any creature incapacitated by this damage is drawn through the target point and vanishes into the Void, where it is torn apart by demons.

A creature grabbed by a tentacle can attack it. A tentacle has Defense 5, Health 20, Strength 14, and Agility 11. If a tentacle is destroyed, the creature it was grabbing is freed, and you choose one fewer creature when you use an action to concentrate on this spell. If that number drops to 0, the spell ends immediately.

ENERVATING GLOOM

Area A cube of space, 5 yards on a side, originating from a point within long range
Duration Concentration, up to 1 minute

Tendrils of darkness tumble through the area, causing it to become totally obscured for the duration. The darkness blocks all nonmagical vision. When you use an action to concentrate on this spell, you can move the area up to 5 yards.

When you cast the spell, and again when you use an action to concentrate on it, the tendrils curl around creatures inside the area, drawing vitality from them. Each creature in the area must make a Strength challenge roll with 1 bane. When a creature gets a failure on this roll, it takes a -10 penalty to its Health, which worsens by 10 with each subsequent failure. The penalty lasts until the spell ends. When a creature has a penalty to its Health from this spell, it is impaired and slowed. For each creature that has a penalty from this spell, you have a +3 bonus to your Health score. The bonus gained from this effect lasts for 1 hour.

SHADOW HORROR

Area A cube, 2 yards on a side, originating from a point within long range
Duration 1 hour; see the effect

Wisps of shadow coalesce to form a compelled **large monster** (*Shadow*, page 246) that remains for the duration or until it becomes incapacitated, at which point it disappears and the spell ends. The creature has the horrifying and flier traits, as well as a +20 bonus to Health. You are immune to this creature's horrifying trait. The shadow horror can have any appearance you choose.

NIGHTFALL

Area A 100-yard-radius sphere centered on a point within extreme range
Duration 8 hours

Cloying darkness spills out from the center of the area and spreads through the area, totally obscuring it for the duration. The darkness blocks all nonmagical forms of vision. It ends any magical light in its area or any magical light that was created by a spell of rank 5 or lower and brought into its area.

SHADOW ATTACK 4

While you are in the area of darkness created by this spell, whenever you cast a Shadow attack spell, you make the attack roll with 3 boons and you impose 3 banes on challenge rolls made to resist such a spell. Your Shadow attack spells deal 2d6 extra damage, and creatures created by your Shadow spells deal 1d6 extra damage on their attacks.

Spirits and undead in the area can see as if the area were obscured by ordinary darkness. In addition, such creatures make attack rolls and challenge rolls with 3 boons and deal 2d6 extra damage on their attacks.

Sacrifice You can use an action and expend a casting of this spell to cast the *shadow horror* spell (left).

OBSIDIAN SERPENTS

SHADOW ATTACK 6

Duration Concentration, up to 1 minute

Four tendrils of solidified darkness emerge from your body and remain for the duration. When you cast the spell, and again when you use an action to concentrate on it, you can attack with your tendrils. For each tendril, choose a different creature within 10 yards and make an Intellect attack roll against the creature's Agility. On a success, you can choose one of the following effects:

- The creature takes 4d6 damage.
- The creature takes 3d6 damage and becomes grabbed by the tendril (Strength 14).
- The creature takes 3d6 + 2 damage and is moved in a straight line away from you until it is 6 yards from you.
- The creature takes 3d6 + 2 damage and is moved in a straight line toward you until it is 1 yard from you.

A tendril can be attacked. Each one has a Defense score and a Health score equal to your Intellect score. The tendrils are immune to any attack that targets an attribute, and they cannot gain afflictions. If a tendril is incapacitated, it disappears, and the number of attacks you can make with this spell is reduced by one. If all four tendrils disappear, the spell ends.

SHADOW GATE

SHADOW UTILITY 7

Target A point in space you can reach
Duration 8 hours

A black speck appears at the target and then enlarges vertically until it becomes a 3-yard-radius black disk that remains in place for the duration. This shadow gate disappears when viewed from the side and totally obscures everything behind it. Anything that moves through the gate enters a shadow realm, which exists in the narrow gap between reality and the Void, and remains there until the spell ends, at which point the creature is shunted back into reality in an open space of the GM's choice within 5 yards of the gate.

The realm beyond the gate appears exactly like the normal world, except that all is rendered in black and white. Travelers through the gate find structures as they appear in the real world and see creatures in reality as if they were smoky and insubstantial. Creatures in reality cannot be affected in any way by creatures in this shadow realm and vice versa. Sounds emanating from these shadow projections are not audible more than 1 yard from the creatures that make them, and even up close they sound dull and muted.

A creature that travels through this shadow realm moves at five times the normal rate, such that travelers can cover 15 miles per hour of walking or 40 miles per hour of running.

Although no creatures are native to this border realm, travelers can sometimes see demons flitting about on the periphery of their vision, offering shocking displays of horrific beings eager to gain entry into the world.

At any time before the spell ends, you can use an action to create an exit from the shadow realm, which takes the form of a 5-yard-radius white disk that remains in place until the spell ends. Any creature that passes through this exit returns to reality.

Any creatures in the shadow realm when the spell ends become shunted into the Void, and most likely are never seen again.

Traditions and Spells

SHADE

Duration 4 hours

Darkness envelops your body as you transform into a living shadow. The transformation also affects everything you wear and carry, though you count as if you are wielding an implement for the purpose of casting spells. Until the spell ends, you gain the following benefits while in this form.

- You gain darksight if you do not have it already. Darksight lets you see into areas within medium range that are obscured by shadows and darkness as if those areas were lit and into areas beyond this distance that are obscured by darkness as if those areas were obscured by shadows.
- You are immune to damage from cold, disease, fire, or poison.
- You are immune to the asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, and slowed afflictions.
- You take half damage from weapon attacks.
- You can move through solid objects and other creatures. You ignore the effects of moving across difficult terrain.
- You are invisible while in areas obscured by shadows or darkness.
- You lack a Strength score. You cannot physically interact with objects, and you are immune to any attack that targets your Strength or that can be resisted with a Strength challenge roll.
- You can use an action to touch a creature you can reach. Make an Intellect attack roll against the creature's Agility. On a success, you touch the creature, and the chill of your touch deals $6d6$ damage to it.

Aftereffect You must make a Will challenge roll with 4 banes. On a failure, you gain 1 Corruption, or $1d3$ Corruption if the total of your roll is 0 or lower.

ECLIPSE

Target The sun or the moon
Duration See the effect

A disk of shadow blots out the target for as long as it remains in the sky and you can see its location. Each creature that can see the effect gains 1 Insanity. If the target was the sun, it now appears as a black disk with a fiery corona. If the target was the moon, it now appears as a gray disk, almost invisible against the night sky. All areas that would be illuminated by the sun are now partially obscured by shadows, while all areas illuminated by the moon are now heavily obscured by deep shadows. The spell ends when the sun or the moon is no longer in the sky.

Until the spell ends, creatures that cast Celestial spells or other spells that would create areas of light find that the spells have no effect, even though the castings are expended as normal.

Sacrifice You can use an action and expend a casting of this spell to cast the shade spell (above).

SHADOW UTILITY 8

SHADOW UTILITY 9

RAVENOUS BLOT

Area A 1-yard-diameter sphere originating from a point within short range

Duration Concentration, up to 1 hour; see the effect

An undulating ball of absolute darkness appears inside the area and remains for the duration. When you use an action to concentrate on this spell, you can move the area up to 10 yards in any direction. If this movement would cause a creature to enter the area, the creature can dive out of the way with a success on an Agility challenge roll.

Any Size 1 or smaller creature or object that enters the area takes damage equal to its Health and disappears. A Size 2 or 3 creature that enters the area takes damage equal to half its Health, and the part of its body that came in contact with the area disappears. A larger creature can avoid coming into contact with the area by getting a success on an Agility challenge roll as it moves through it. The area erases portions of Size 2 or larger objects that encounter it, such that the spell could annihilate a section of wall or part of a large statue.

If your concentration is broken, the spell does not end. Instead, the sphere moves $2d6$ yards in a straight line toward you at the end of each round. The spell ends when the duration runs out, when you use an action to end the spell while concentrating on it, or when you become destroyed by the spell.

Aftereffect You must make a Strength challenge roll with 5 banes. On a failure, you take damage equal to your Health and disappear from existence as if you had encountered the spell's area.

SHADOW ATTACK 10



TRADITIONS AND SPELLS

SONG

Perhaps there is magic in music. Who hasn't been moved by a beautiful melody or felt sorrow from hearing a mournful dirge? The Song tradition draws upon music's innate power and weaves magic through each note played or sung, stirring the emotions in those who hear it. A tradition focused on sound in all its forms, much of its spells take the form of magical melodies that one can sing or play, enabling performers to produce magical effects through their performances. More powerful manifestations of Song magic go beyond these modest melodies, with many spells offering ways to create and manipulate sound, from cacophonous blasts of sonic energy to droning monotones that put listeners into fugue states.

Many users of Song magic discover the tradition by accident. After beginning life as performers, they find their songs and stories affecting listeners more strongly than they should be able to, evidence of the awakening magical ability coming to the fore through the user's music. Others who would learn Song magic seek out apprenticeship with a bard, one of those legendary minstrels who have achieved mastery of the tradition.

FILTHY LIMERICK

SONG ATTACK 0

Target One creature within short range

You tell an obscene rhyme. If the target can hear you, make a Will attack roll against the target's Will. On a success, the target becomes impaired for 1 round. When impaired in this way, the target grants 1 boon on rolls made to attack it.

UPLIFTING MELODY

SONG UTILITY 0

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The creature makes its next attack roll or challenge roll before the end of the round with 2 boons.

CACOPHONOUS UTTERANCE

SONG ATTACK 1

Area A 3-yard-long cone originating from a point in your space

You loose a booming blast of noise from your mouth. Each object made of glass or crystal in the area takes damage equal to its Health. Each creature in the area must make a Strength challenge roll. A creature takes 2d6 damage and becomes deafened for 1 minute on a failure, or just takes half the damage on a success.

STIRRING REFRAIN

SONG UTILITY 1

Duration 1 minute; see the effect

When you cast the spell, and again on each of your turns for the duration, choose one creature within medium range that can hear you. The creature can move up to its Speed without triggering free attacks. The effect ends immediately if you stop singing or playing or you cast another spell.

BATTLE CHANT

SONG UTILITY 2

Target Up to five creatures you choose within medium range that can hear you

Duration Concentration, up to 1 minute

You begin chanting. For the duration, each target makes attack rolls with 1 boon and deals 1d6 extra damage on melee attacks it makes.

ROUSING BALLAD

SONG UTILITY 2

Target Up to five creatures you choose within medium range that can hear you

You recite a bit of poetry to awaken new courage in each target. A target that has 1 or more Insanity or the charmed, compelled, or frightened affliction makes a Will challenge roll with 1 boon. On a success, the target removes 1 Insanity or removes one of the specified afflictions from itself.

INFECTIOUS GROOVE

SONG ATTACK 3

Duration 1 minute

You play a lively tune. When you cast the spell, and on each of your turns for the duration, choose one creature within short range. The creature must get a success on a Will challenge roll or be moved up to its Speed in a direction you choose and then become immobilized until the end of the round.

SORROWFUL DIRGE

SONG ATTACK 3

Target Up to ten creatures you choose within medium range that can hear you

You sing or play a mournful tune. Each target must get a success on a Will challenge roll or become impaired for as long as you concentrate, up to 1 minute. When impaired in this way, a target is also slowed. When you use an action to concentrate on the spell, each affected target must get a success on a Will challenge roll or gain 1 Insanity. An affected target can use an action to make a Will challenge roll and ends the effect on itself with a success. This effect ends for all targets if you stop singing or playing or you cast another spell.

MADDENING DRONE

SONG ATTACK 4

Duration Concentration, up to 1 minute

An eerie droning noise emanates from your mouth for the duration. When you cast this spell, and again when you use an action to concentrate on it, choose one creature within medium range that can hear you. The creature must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or it becomes dazed for the duration on a failure. When dazed in this way, the creature grants 1 boon on attack rolls made against it and makes challenge rolls to resist attacks with 1 bane. If the creature cannot hear you at all at the end of the round because it is deafened, in an area sound cannot reach, or is far enough away that the GM deems the sound cannot reach it, it removes the dazed affliction from itself.

SWORDS TO PLOWSHARES

SONG ATTACK 4

Target Each creature you choose within medium range that can hear you

You sing or play a song of peace and harmony. A target must get a success on a Will challenge roll with 1 bane or become affected by your music for as long as it can hear you sing or play your instrument. If the target takes damage, gains Insanity, or is beyond medium range at the end of any round, the effect ends for that target. A target affected in this way cannot use actions to attack or cast attack spells..

Traditions and Spells

SONG OF DISCORD

SONG ATTACK 5

Duration Concentration, up to 1 minute

When you cast the spell, and again when you use an action to concentrate on it, choose one creature within medium range that can hear you. The creature must make a Will challenge roll with 1 bane. It becomes immune to this casting of the spell on a success, or becomes compelled for the duration on a failure. When compelled in this way, a creature makes attack rolls with 1 boon and deals 1d6 extra damage.

If a creature compelled by this spell takes damage, it can make a Will challenge roll with 1 bane and removes the affliction from itself on a success or gains 1 Insanity on a failure. The creature also removes the affliction if it cannot hear you at the end of the round.

SONG OF SEDUCTION

SONG ATTACK 5

Area A 20-yard-radius sphere centered on a point in your space

Duration Concentration, up to 1 minute

You sing or play an eerie song that twists the heartstrings of anyone that can hear it. The music spreads through the area and lasts for the duration. If you move, the area moves with you and remains centered on a point in your space. Each creature in the area when you cast the spell or that enters the area must make a Will challenge roll with 1 boon. A creature becomes charmed for 1 hour on a failure, or becomes immune to this casting of the spell on a success. A creature charmed in this way must take a fast turn each round and move closer to you by the shortest available route until it can come no closer. If the creature cannot get any closer to you, it can act normally, though still taking a fast turn. If a creature charmed by this spell takes damage, it makes a Will challenge roll with 3 banes. It removes the charmed affliction from itself on a success, or gains 1 Insanity on a failure.

HYMN OF REBIRTH

SONG UTILITY 6

Target The corpse of one mortal creature dead no longer than 48 hours that is within short range

Upon casting this spell, you must concentrate for 10 minutes, during which time you sing or play music. When you finish, you might restore the target to life.

If the target's soul resides in the Underworld, the soul returns to its body and the target is restored to life. The target heals 1 damage, gains 1d6 Insanity, and becomes impaired until it completes a rest. When impaired in this way, the target is also fatigued.

If the target's soul resides in Hell, you must make a Will challenge roll with a number of banes equal to the target's Corruption score. On a success, you restore the target to life, as described above. On a failure, 1d3 **furies** (*Shadow*, page 232) appear in open spaces within short range of you and can take the next available turn. The furies are hostile to you and members of your group.

SIREN SONG

SONG ATTACK 6

Area A 500-yard-radius sphere centered on a point in your space

Duration Concentration, up to 1 hour

You create eerie music that spreads throughout the area for the duration. Any creature other than you that can hear the music gains 1 Insanity and becomes impaired until the end of the next round unless it moves toward you. A creature can use an action to make a Will challenge roll with 1 bane and becomes immune to this casting of the spell until its effects end.

If a creature that can hear the music can see you at any point during its movement, it must make a Will challenge roll with 3 banes. On a failure, the creature becomes stunned until the effect ends. If an affected creature takes damage or gains Insanity, the effect ends for that creature.

Sacrifice You can use an action and expend a casting of this spell to cast the *song of seduction* spell (left).

VOICE OF THUNDER

SONG ATTACK 7

Area A 20-yard-long cone originating from a point in your space

You speak and loose a destructive wave of sonic energy that deals 60 damage to all objects in the area. Each creature in the area must make a Strength challenge roll with 1 bane. On a failure, the creature takes 8d6 damage from the noise, becomes deafened for 1d3 days, and is moved 1d6 yards away from you before falling prone. On a success, the creature just takes half the damage.

HEAVENLY CHOIR

SONG UTILITY 8

Area A 20-yard-radius sphere centered on a point in your space

Duration Concentration, up to 1 hour

You lift your voice to the heavens, offering a beautiful, stirring song to which heavenly voices add accompaniment, while sunlight fills the area, moving with you and remaining centered on a point in your space until the spell ends.

When you cast the spell, you can choose any number of creatures in the area. Each creature gains the following benefits while it remains in the area.

- A +10 bonus to Health
- Makes attack rolls and challenge rolls with 2 boons
- Imposes 2 banes on attack rolls made against it
- Becomes immune to the charmed, compelled, and frightened afflictions

In addition, you can also choose any number of creatures in the area and bestow the following harmful effects on each one.

- A -10 penalty to Health
- Makes attack rolls and challenge rolls with 2 banes
- Grants 2 boons on attack rolls made against it
- Must get a success on a Will challenge roll at the end of each round it remains in the area or become charmed and, when charmed in this way, frightened until the end of the next round

Aftereffect You must make a Will challenge roll with 4 banes. You gain 1d6 Insanity on a success, or you gain 2d6 Insanity on a failure.



BLOW YOUR HORN

SONG UTILITY 9

Target One structure entirely enclosed by a cube of space, 500 yards on a side, originating from a point within short range

You create the sound of one hundred horns sounding to fill the air with painful noise. The target takes damage equal to its Health and crumbles into ruin. Any creatures inside the structure that have a Health score of 50 or lower also take damage equal to their Health, and their corpses are buried in the rubble. Creatures in the structure that have a Health score higher than 50 must make a Strength challenge roll with 3 banes. A creature takes $8d6 + 50$ damage and becomes buried under 6 feet of debris on a failure, or just takes half the damage on a success.

A buried creature takes $1d6$ damage and is blinded and deafened. At the end of each round, the creature takes $1d6$ damage until it is no longer buried. The creature can use an action to try digging its way free by making a Strength challenge roll with 1 bane. On a success, the target digs 2 feet up toward the surface.

A creature can free a buried target by digging it out. A creature can use its hands, or other appendages, to dig 1 foot down per round spent working. If using tools, such as a shovel, the creature digs 3 feet down per round spent working. If the target is buried in stone, a creature can dig only by using tools and gets through 1 inch per round spent working this way. Multiple creatures working together can free targets more quickly. Certain spells might expedite the recovery of affected targets, at the GM's discretion.

Aftereffect You must make a Will challenge roll with 4 banes. You take $8d6$ damage on a failure, or half the damage on a success.

MUSIC OF THE SPHERES

SONG UTILITY 10

Upon casting this spell, you must concentrate for 1 hour, during which time you sing or play music. When you finish, you alter reality in some way. You can choose any one of the following effects:

- Cast any spell of rank 8 or lower from any tradition. If you cast a spell that has an aftereffect, you can do so without suffering that spell's aftereffect.
- Create one nonmagical object worth up to 100,000 gc.
- Restore life to up to ten dead creatures within long range, causing each to heal damage equal to its healing rate.
- Choose up to ten creatures you can see and allow each creature to heal all its damage, remove all afflictions from itself, end any curses on it, and be restored to the prime of his or her life.
- Undo the effects of any spell of rank 9 or lower cast within 1 mile of you.
- Reshape the landscape within 1 mile of you, such that you could cause a mountain to push up from the ground or water to cover the area.
- Choose one creature you can see. If the creature's Difficulty is 750 or lower, you remove it from existence. Other uses of this spell might be possible with the GM's permission.

Aftereffect You must make a Will challenge roll with 5 banes. On a success, you must wait at least 1 year and 1 day before you can cast this spell again. On a failure, your body dissipates into sparkling particles that fly up into the sky, where they become one with the universe.

TRADITIONS AND SPELLS

SOUL

Most living things have souls. From the beasts in the fields to the fish swimming in the ocean, as well as in people of nearly all kinds, the soul within the flesh defines the essential essence of the individual's character and nature. Souls also bear a record of one's mortal life—pristine and unsullied for those who walk in light and goodness, but blackened and filthy in those who embrace the darkness.

A mortal creature's soul survives death, descending into the Underworld or Hell for souls burdened by corruption, and in time returns to the world to inhabit a new body. For an immortal creature, death marks the end of existence. The soul lingers inside the flesh, dissipating as the body decays until that essence passes from the world altogether.

Within the essential essence of souls lies power that few ever realize, let alone harness. By calling upon this force, one can surpass the limits of the body and perform astonishing acts that any would deem impossible. Before scholars codified the various ways one can use magic to harness the soul's power, mastery of Soul magic was confined to the few mystics, madmen, and wisdoms who had, by one means or another, taken the first steps on the road to becoming something more. Now, the tradition encompasses those discoveries made by pioneers of the art and offers various ways its students might follow in their steps.

Any magic capable of harvesting energy from one's soul can put that soul into peril—and the destruction of even a single soul diminishes the world in an irreparable way, since all the souls currently in existence are all that will ever be. For this reason, masters of Soul magic never impart their knowledge of the tradition lightly.

Souls or No Souls: Many Soul spells affect only creatures that have souls. Creatures that lack souls include demons, elementals, genies, some constructs, and some undead such as animated corpses, but not sentient undead such as barrow wights, boneguards, and the like.

Transcendent Mind: Mastering Soul magic requires an ordered mind, one free from self-doubt, anxiety, or delusion. The more a student learns to call upon its power, the greater his or her ability to withstand the horrors of the world. Each time you learn a Soul spell, increase the maximum amount of Insanity you can gain by 1. For example, if you have a Will of 11 and you learn two Soul spells, your maximum Insanity becomes 13.

FEAT OF WILL

SOUL UTILITY 0

Duration 1 minute

For the duration, whenever you would make an attack roll or a challenge roll using the modifier from an attribute or a characteristic other than Will, you can make the roll using your Will modifier instead.

Triggered When a creature would make an attack roll against one of your attributes or characteristics other than your Will, you can use a triggered action to add a bonus to the attribute being attacked. The bonus equals your Will modifier.

Triggered When you would make an attack roll or a challenge roll using the modifier from an attribute or a characteristic other than Will, you can use a triggered action to cast this spell and use your Will modifier instead.

FOCUSED STRIKE

SOUL UTILITY 0

Make an unarmed strike against a creature you can reach. You can use Will in place of the attribute you would ordinarily use, you make the attack roll with 1 boon, and the attack deals 1d6 extra damage.

GUARDED SOUL

SOUL UTILITY 1

Duration 1 minute

You impose 1 bane on all rolls made to attack you, and you make challenge rolls to resist attacks with 1 boon for the duration.

Triggered When you are the target of an attack, you can use a triggered action to impose 4 banes on the triggering attack roll.

Sacrifice You can use an action and expend a casting of this spell to heal damage equal to half your healing rate.

LEAF ON THE WIND

SOUL UTILITY 1

Duration 1 minute

For the duration, you have a +4 bonus to Speed and you ignore the effects of moving across difficult terrain, even when climbing or swimming. If you have the flier trait, the bonus increases to +8.

Sacrifice You can use an action and expend a casting of this spell to move up to your Speed. This movement does not trigger free attacks.

SOUL TO SOUL

SOUL UTILITY 2

Duration 1 hour

You attune your senses so that you detect the presence or absence of any creature that has a soul within medium range of you. If such a creature is hidden from you, the spell reveals that creature's location to you. In addition, your attack rolls against creatures that have souls ignore banes incurred from obscurement.

Sacrifice You can use an action and expend a casting of this spell to touch one creature you can reach that has a soul. For as long as you concentrate, up to 1 minute, you and that creature can communicate, soul to soul, even if you do not share a common language and even if the creature knows no languages.

TRADITIONS AND SPELLS

TOPPLE THE MOUNTAIN

Duration 1 minute

You make all Strength attack rolls and challenge rolls with a number of boons equal to your Will modifier (minimum 1) for the duration.

Triggered When a creature that is your Size or larger makes a melee attack against you, you can use a triggered action to cast this spell. Make a Strength attack roll with a number of boons equal to your Will modifier against the triggering creature's Strength. On a success, the triggering creature's attack is automatically a failure, the creature takes 2d6 damage, and it flies 1d6 yards in a direction you choose before falling prone.

INTROSPECTIVE TRANCE

SOUL UTILITY 3

Duration 1 minute

You place yourself in a trance that lasts for the duration. While in this trance, you are defenseless and immobilized. At the end of the duration, you heal all your damage, and you can remove the diseased or poisoned affliction from yourself.

SOUL SHIVERS

SOUL ATTACK 3

Make an unarmed strike against one creature you can reach.

If the creature has a soul, you make the attack roll with 3 boons and you can substitute Will for the attribute you would normally use. On a success, the creature also takes 2d6 extra damage and becomes dazed for 1 minute. At the end of each round, a creature dazed in this way can make a Will challenge roll with 1 bane and removes the dazed affliction from itself on a success.

If the creature doesn't have a soul, your attack deals 4d6 extra damage instead.

Attack Roll 20+ Increase the extra damage by 2d6.

QUIET THE SOUL

SOUL UTILITY 4

Target One creature you can reach

Duration 1 hour

You touch the target, removing the charmed, compelled, and frightened afflictions from it and rendering it immune to these afflictions for the duration. In addition, make a Will attack roll against the target's Intellect. On a success, you remove 1 Insanity from the target.

Sacrifice When a creature attacks your Intellect, Will, or Perception, or you would make an Intellect, Will, or Perception challenge roll, you can use a triggered action and expend a casting of this spell to impose 3 banes on the triggering attack roll or grant yourself 3 boons on the triggering challenge roll. Then, remove 1 Insanity from yourself.

TRANCE OF EXCELLENCE

SOUL UTILITY 4

Duration 1 minute

You place yourself in a serene trance that lasts for the duration. While in this trance, you are immune to the asleep, blinded, charmed, compelled, dazed, deafened, diseased, fatigued, frightened, grabbed, immobilized, impaired, poisoned, slowed, and stunned afflictions, and you take half damage from all sources. Whenever you take damage, you must get a success on a Will challenge roll or the spell ends immediately.

CONFFOUND THE SOUL

SOUL UTILITY 5

Duration 8 hours

For the duration, you become invisible to creatures that have souls and are partially obscured from creatures that don't have souls. When you attack with a weapon, spell, or talent, you must get a success on a Will challenge roll or the target of your attack becomes immune to the effects of this casting of the spell.

SOUL DISSONANCE

SOUL ATTACK 5

Make an unarmed strike against one creature you can reach. If the creature has a soul, you make the attack roll with 3 boons, and you can substitute Will for the attribute you would normally use. On a success, the creature also gains 1d3 Insanity and becomes stunned for a number of rounds equal to its Insanity total. At the end of each round, a creature stunned by this spell can make a Will challenge roll with 2 banes. The creature gains 1d3 Insanity on a failure, or removes the stunned affliction from itself on a success.

A creature that goes mad from gaining Insanity in this way takes damage equal to its Health.

If the creature doesn't have a soul, your attack deals 5d6 extra damage instead.

Attack Roll 20+ The creature also takes 2d6 extra damage.

BECOME THE SOUL

SOUL UTILITY 6

Duration 4 hours

For the duration, you take half damage from weapons, and your attacks deal half damage. You can move by flying, and you can move through solid objects and other creatures. Finally, you ignore the effects of moving across difficult terrain.

If the spell ends and you are in a space occupied by a creature or an object, you and the creature or object each take 5d6 damage. A creature that would take this damage can make an Agility challenge roll with 2 banes and reduces the damage to 0 on a success.

RECALL FORMER LIVES

SOUL UTILITY 6

Duration Until you complete a rest

You gain 1d6 random professions for the duration. For each profession you gain in this way, you gain 2 memories, which disappear when used or when the spell ends. When you would make an attack roll or challenge roll, you can expend a memory to make the roll with 3 boons. Alternatively, you can expend a memory at any time to ask the GM one question that can be answered with a yes or a no. The GM must answer your question truthfully.

DISPLACE SOUL

SOUL ATTACK 7

Make an unarmed strike against one creature you can reach.

If the creature has a soul, you make the attack roll with 3 boons, and you can substitute Will for the attribute you would normally use. On a success, the creature also gains 2d6 Insanity. Instead of becoming frightened from gaining this Insanity, the creature falls prone and becomes unconscious for a number of rounds equal to its Insanity total, as its soul is forced from its body. The creature's soul hangs in the air, struggling to reenter its body, which it does after the effect ends. If the Insanity gain would cause the creature to go mad, it takes damage equal to its Health, and the soul tumbles into the Underworld or Hell.

If the creature doesn't have a soul, your attack deals 7d6 extra damage instead.

Aftereffect You must make a Will challenge roll with 3 banes. On a failure, you gain 1d6 Insanity and 1 Corruption.

ASTRAL PROJECTION

SOUL UTILITY 8

Duration Concentration

You slip into a trance, causing your body to slump, becoming defenseless and immobilized for the duration. Your soul, however, slithers free and moves into a space within 1 yard of the space occupied by your body. If your body takes damage, you gain 2d6 Insanity, your soul returns to your body, and the spell ends. While your soul is separate from your body, you apply all the following changes to your statistics.

Attributes Your soul lacks a Strength or Agility score and cannot make attack rolls or challenge rolls using these attributes. Your soul ignores attacks that target these attributes or that can be resisted by making challenge rolls with these attributes.



Characteristics Your soul's Size is the same as your body's. You use your Perception score for your soul, but your Defense becomes equal to your Intellect score, and your soul's Health equals your Will score. Your Speed equals the higher of your Intellect and Will scores.

Spirit You take half damage from all sources. You are immune to the following afflictions: asleep, blinded, deafened, diseased, fatigued, grabbed, immobilized, poisoned, prone, slowed, and unconscious.

You can move through solid objects and other creatures. You ignore the effects of moving across difficult terrain. You cannot, however, physically interact with creatures or objects. When you speak, only spirits, animals, and children can hear you, though you can hear normally. In addition, you are invisible to all creatures that are not spirits, animals, or children.

Spells All creatures other than spirits are immune to the effects of spells you cast.

Instant Travel When you use an action to concentrate on this spell, you can choose a location that exists in the world and instantly travel to that location. Once you use this function, you must wait 10 minutes before you can use it again.

Creeping Madness At the end of each hour you concentrate on this spell, you must get a success on a Will challenge roll with 4 banes or gain 1d6 Insanity.

Traumatic Death If your Insanity total becomes equal to your Will score, your body dies, freeing your spirit to plunge into the Underworld or Hell.

TRANSCENDENCE

SOUL UTILITY 9

Duration Concentration, up to 1 hour

You become immune to all damage, to gaining Insanity, and to all afflictions for the duration. If you use an action to make an attack or to cast an attack spell, the spell ends immediately.

ENLIGHTENMENT

SOUL UTILITY 10

Duration Permanent

Make a Will challenge roll with 5 banes. On a failure, you gain 3d6 Insanity. On a success, you gain the following benefits that last for the duration.

- You gain a bonus to Defense and Will equal to your Will modifier (maximum score 25 for Defense and 20 for Will).
- You cannot gain Insanity.
- You become immune to the asleep, charmed, compelled, dazed, fatigued, frightened, impaired, slowed, and stunned afflictions.
- You impose 3 banes on attack rolls made against you, and you make challenge rolls with 3 boons.
- You make attack rolls with 3 boons, and your weapon attacks deal 1d6 extra damage.
- At the end of each hour after casting this spell, you heal damage equal to your healing rate.
- You stop aging and you remain at your present age until you die.

Aftereffect You cannot cast this spell again until you have defeated a creature under the effect of this spell.

SPIRITUALISM

The Spiritualism tradition finds its roots in the First People, who called forth the spirits of animals and of their ancestors to acquire their wisdom and their power. Although others, including mediums, seers, and necromancers, make use of this tradition, it remains most often found among the devotees of the Horned King and the shamans of the Woad tribes.

Treating with the Underworld comes with a price. Students of the tradition find themselves beset by spectral voices, half-glimpsed faces and bodies, and other manifestations or suggestions of spiritual activity. Often, these minor spirits follow the caster with interest and sometimes make themselves known through faint knockings in the walls, temperature changes, and foul odors. Such events might convey a spirit's displeasure, a warning, or a need to communicate.

FRIGHTFUL SPIRIT

SPIRITUALISM UTILITY 0

Area A cube of space, 1 yard on a side, originating from a point within short range

Duration 1 round

A ghostly figure appears inside the area and remains for the duration. Any creature within 1 yard of the area and that can see it makes attack rolls and challenge rolls with 1 bane. A creature immune to the frightened affliction is immune to this effect.



PEER INTO THE SPIRIT WORLD

SPIRITUALISM UTILITY 0

Duration 1 minute

You can see all invisible creatures and objects within short range as if those creatures and objects were visible.

CALL POLTERGEIST

SPIRITUALISM UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within short range

Duration 1 minute

You cause a **poltergeist** (*Shadow*, page 250) to appear in the area and then force it to use its Manifestation special action. The poltergeist remains for the duration or until it is incapacitated, at which point it returns to whatever place it came from. When the poltergeist appears, make a Will attack roll against the poltergeist's Will. On a success, the poltergeist becomes compelled for the duration. On a failure, the poltergeist acts in accordance with its nature.

VEXING SPIRIT

SPIRITUALISM ATTACK 1

Target One creature you can see within short range

Make a Will attack roll against the target's Will. On a success, a shadowy spirit appears and plunges into the target's body, where it remains for 1 minute. Until the effect ends, the target is frightened, and whenever it gets a failure on an attack roll or challenge roll, you can move the target up to 3 yards in any direction the target can ordinarily move.

Attack Roll 20+ The target also gains 1d3 Insanity.

LION SPIRIT

SPIRITUALISM UTILITY 2

Target One creature you can see within short range

Duration 1 minute

A ghostly lion appears in the air and leaps into the target's body, where it remains for the duration. The spirit grants the target a +5 bonus to Health, a +2 bonus to Speed, and a +2 bonus to weapon damage rolls. In addition, when the target uses an action to charge, it can use a triggered action at any point before the end of its turn to attack with a weapon.

SPIRIT THRALL

SPIRITUALISM UTILITY 2

Duration 1 hour; see the effect

A ghostly spirit appears in your space and is tethered to you by a wispy cord. The spirit has Defense 10, Health 20, and is immune to gaining Insanity and to all afflictions. The spirit moves with you, remaining in your space. It remains for the duration or until its damage total equals its Health. Whenever you take damage, you apply half the damage to the spirit created by this spell.

If the spell ends because the spirit's damage total equals its Health, it screams and disappears. You and each creature within short range of you that can hear the scream must each make a Will challenge roll, gaining 1 Insanity on a failure.

CALL PHANTOM

SPIRITUALISM UTILITY 3

Area A cube of space, 1 yard on a side, originating from a point within medium range

Duration 1 minute

You cause a **phantom** (*Shadow*, page 250) to appear in the area and then force it to use its Manifestation special action. The phantom remains for the duration or until it is incapacitated, at which point it returns to whatever place it came from. When the phantom appears, make a Will attack roll against the phantom's Will. On a success, the phantom becomes compelled for the duration. On a failure, the phantom acts in accordance with its nature.

Traditions and Spells

Horrifying Spirits

SPIRITUALISM ATTACK 3

Area A 5-yard-radius sphere centered on a point within medium range
Duration 1 round

Hideous spirits loosed from the Underworld spread out and fly through the area for the duration. Each creature in the area or that enters it must make a Will challenge roll. A creature takes 3d6 damage and gains 1d3 Insanity on a failure, or just takes half the damage on a success. When a creature is frightened from gaining Insanity in this way, it must use its action to rush and move away from the spell's origin point by the safest available route on each of its turns.

Host of Spirits

SPIRITUALISM UTILITY 4

Duration Until you complete a rest or you expend the last spirit

You call out to the spirit world and 2d6 spirits move into your body and remain for the duration or until you cast this spell again. When a creature you can see attacks you, you can expend a spirit to impose 1 bane on the triggering attack roll or to grant 1 boon on your challenge roll to resist the attack.

In addition, when you would become incapacitated, you can expend a spirit to heal damage equal to your healing rate.

Finally, you can use a triggered action to expend a spirit and send that spirit to attack one creature you can see within medium range. Make a Will attack roll against the creature's Will. On a success, the creature takes 2d6 damage, gains 1 Insanity, and becomes frightened for 1 minute.

Horror of the Spirit World

SPIRITUALISM ATTACK 4

Target One creature you can see within medium range

Spectral hands reach out and around the target to grasp its body. Make a Will attack roll against the target's Agility. On a success, the target is dragged into the Underworld, where it remains for 1d6 rounds. On a failure, the target takes 2d6 damage as it tears free from the grasping hands.

A target dragged into the Underworld gains 1d3 Insanity each round it spends there. At the end of each round, the target can make a Strength challenge roll with 2 banes. On a success, the target ends the effect. When the time is up or when the target ends the effect, it returns to the space it vacated and suffers the effects of gaining Insanity from that point. When it is frightened from gaining Insanity in this way, the target is also impaired.

Call Specter

SPIRITUALISM UTILITY 5

Area A cube of space, 1 yard on a side, originating from a point within short range
Duration 1 minute

You cause a **specter** (see page 142) to appear inside the area and force it to use its Manifestation ability. The specter remains for the duration or until it is incapacitated, at which point it returns to whatever place it came from. When the specter appears, make a Will attack roll against the specter's Will. On a success, the specter becomes compelled for the duration. On a failure, the specter acts in accordance with its nature.

Tormenting Spirit

SPIRITUALISM ATTACK 5

Target One creature you can see within medium range

You call up a vicious spirit and send it to harry the target. Make a Will attack roll against the target's Will. On a success, the spirit sinks partly into the target's body. The spirit imposes 2 banes on all attack rolls and challenge rolls the target makes and causes the target to take 4d6 damage at the end of each round until the spell ends. A target affected by this spell can make a Will challenge roll at the end of each round. After two successful rolls, the spell ends.

If you got a failure on the attack roll, the spirit becomes a **wraith** (*Shadow*, page 258) that appears in an open space within 2 yards of the target. The wraith takes the next available turn and acts in accordance with its nature. It remains until it's destroyed.

Spirit Bind

SPIRITUALISM ATTACK 6

Target One living, mortal creature you can see within short range

A random spirit from the Underworld answers your call and tries to invade the target's body. Make a Will attack roll against the target's Will. On a success, the target becomes charmed. When it is charmed in this way, the spirit you called dominates the target's soul, with effects as described below. On a failure, the spirit becomes a **specter** (see page 142) that appears in an open space within 2 yards of the target. The specter acts in accordance to its nature and remains until it is destroyed.

A charmed target becomes possessed by the spirit. The spirit has complete control over the host body and decides when it acts, what actions it takes, and how it moves. The spirit can draw upon the host body's memories and experiences, so it can use any talent or trait the host possesses. Make the following changes to the host's statistics box:

- Roll 2d6 + 3 twice; replace the target's Intellect with one result and its Will with the other.
- Give the target two random professions.

Once the spirit possesses the target, the target becomes friendly to you. The target can take the next available turn, fights on your side, and tries to help you.

At the end of each round, the target can make a Will challenge roll, using its original Will modifier. On a success, the spell's effect becomes suppressed for 1 round. After the third success, the spell ends, and the spirit returns to the Underworld. If the target gets three failures, its original soul is displaced from its body and sent to the Underworld, which makes the effect of the spell permanent.

Guiding Spirits

SPIRITUALISM UTILITY 6

Duration Until you complete a rest; see the effect

Rushing up from the ground all around you are 2d6 + 3 spirits called forth from the Underworld. Each spirit plunges into your body by way of your mouth, one at a time. Each creature within short range of you that can see this happening must get a success on a Will challenge roll or gain 1 Insanity. While you have at least one spirit inside you, you make all Perception rolls with 2 boons. In addition, you can expend a spirit, causing it to emerge from your mouth and return to the Underworld, to gain certain benefits, as described below.

Maddening Spirit You can use an action to expend a spirit and send it to attack one creature you choose within medium range. Make a Will attack roll against the creature's Will. On a success, the creature gains 1d6 Insanity.

Mauling Spirit You can use an action to expend a spirit and send it to attack one creature you choose within medium range. Make a Will attack roll against the creature's Strength. On a success, the creature takes 3d6 damage.

Scouting Spirit You can use an action to expend a spirit and instruct it to travel up to 100 yards away from you and return. One minute later, the spirit returns and tells you what it saw. The spirit can perceive creatures, doors, traps, hazards, and any other details, hidden or otherwise. The spirit then disappears.

Spiritual Aid When you make an attack roll or a challenge roll, you can use a Triggered action to expend a spirit and make the roll with 1d3 boons.

Aftereffect You must make a Strength challenge roll with 3 banes. On a failure, you become fatigued for 1 hour.

Traditions and Spells

HERO SPIRIT

Target One creature you can see within medium range
Duration 1 hour

The spirit of a dead hero appears nearby and plunges into the target's body, where it remains for the duration. The target gains a +2 bonus to Defense and a +20 bonus to Health; it makes attack rolls and challenge rolls with 3 boons; its weapon attacks deal 2d6 extra damage; and it cannot be charmed, compelled, or frightened.

When the spell ends, the target must get a success on a Will challenge roll with 3 banes or gain 1d6 Insanity.

VISION OF THE UNDERWORLD

SPIRITUALISM ATTACK 8

Area A cube of space, 5 yards on a side, originating from a point within long range
Duration 10 minutes

You open a window to the Underworld inside the area that remains open for the duration. Each living, mortal creature that can see the area, other than you and members of your group, must get a success on a Will challenge roll with 2 banes or gain 1d6 Insanity. Furthermore, any creature that got a failure on the roll is frightened for as long as it can see the area.

Any creature that moves into the area is dragged into the Underworld. A creature dragged into the Underworld gains 1d3 Insanity each round it spends there. At the end of each round, the creature can make a Strength challenge roll with 2 banes. On a success, the creature ends the effect. When the time is up or when the creature ends the effect, it returns to the space it vacated and suffers the effects of gaining Insanity from that point. When it is frightened from gaining Insanity in this way, the creature is also impaired.

While you are within medium range of the area, you can use a triggered action on your turn to cast any Spiritualism spell you have learned that normally requires an action to cast. In addition, when you cast a Spiritualism attack spell, you make the attack roll with 2 boons, and you impose 2 banes on challenge rolls made to resist your Spiritualism attack spells.

Finally, spirits within medium range of the area make attack rolls with 2 boons, and their attacks deal 2d6 extra damage.



DRAGON SPIRIT

Target One creature you can see within long range
Duration 10 minutes

The spirit of a dead dragon appears nearby and plunges into the target's body, where it remains for the duration. The spirit confers all of the following benefits to the target.

- The target gains the frightening trait (*Shadow*, page 214).
- The target gains a +5 bonus to Perception.
- The target gains truesight. It can see in areas obscured by shadows and darkness as if those areas were lit. It can also see invisible creatures and objects, and it automatically recognizes illusions it sees for what they are.
- The target gains a +6 bonus to Speed and can move by flying.
- When the target moves by flying after making an attack, the target's movement does not trigger free attacks.
- The target takes half damage from spells and makes challenge rolls to resist attack spells with 1 boon. In addition, the target imposes 1 bane on rolls made to attack it with spells.
- The target's melee attacks deal 2d6 extra damage.
- The target can use an action to spew fire into a 10-yard-long cone originating from a point it can reach. The flames deal 4d6 + 5 damage to everything in the area. A creature in the area can make an Agility challenge roll with 2 banes. A creature takes 4d6 + 5 extra damage and catches fire on a failure. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished. Once the target spews fire, it must wait 1 round before it can use it again.

When the spell ends, the target must get a success on a Will challenge roll with 4 banes or gain 1d6 Insanity.

OPEN THE UNDERWORLD'S GATES

SPIRITUALISM ATTACK 10

Area A cube of space, 3 yards on a side, originating from a point you can see within long range
Duration 1 hour

A great iron gate appears inside the area and remains for the duration. When the gate appears, it opens, revealing a shadowy road that twists and turns down into the Underworld. Each living and mortal creature that can see the gate must get a success on a Will challenge roll with 3 banes or gain 1d6 Insanity.

When the gate appears and at the end of each minute thereafter, roll a d6 and consult the following table to see what emerges from the opened portal.

d6	Creatures
1	1d6 manes (<i>Shadow</i> , page 246)
2	1d6 mobs of manes (see page 139)
3	2d6 mobs of manes
4	1d6 mobs of phantoms (see page 141)
5	2d6 mobs of phantoms
6	1 grim reaper (see page 137)

In addition, all spirits within 1 mile of the area gain a +2 bonus to Defense and a +20 bonus to Health, make attack rolls and challenge rolls with 3 boons, and deal 2d6 extra damage on their attacks.

Living creatures within 1 mile of the area that are or become incapacitated, diseased, or poisoned die immediately.

Aftereffect You must make a Will challenge roll with 5 banes. On a success, you gain 1 Corruption and become stunned for 1 hour. On a failure, you gain 1d3 Corruption and 2d6 Insanity, and you cannot cast this spell again for 1 year and 1 day.

Traditions and Spells

STORM

With ties to Air and Water magic, the Storm tradition grants control over the weather such that users of these spells can call down rain, loose bolts of lightning, and unleash the most brutal storms imaginable to scour the landscape. Like other elemental traditions, most people come to Storm magic after having learned its secret name from a genie, perhaps heard in the midst of a raging hurricane or echoing in one's ears after being struck by lightning. A few of its adherents discover the tradition through research and study, but they must have the strength of will to focus the magic and call forth the power of the storms.

DRENCH

STORM UTILITY 0

Area A cylinder, 10 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 round

A heavy rain falls in the area for the duration. The rain heavily obscures the area and extinguishes all unprotected, natural flames. The rain might have other effects at the GM's discretion.

ELECTRIC EEL SKIN

STORM UTILITY 0

Duration 1 minute

For the duration, when a creature that touches you or deals damage to you with a melee weapon made of metal, the creature must get a success on an Agility challenge roll or take 1d6 damage and drop whatever it is holding. That object slides 1d6 yards away in a direction you choose.

Triggered When a creature touches you or deals damage to you with a melee weapon made of metal, you can use a triggered action to cast this spell. The triggering creature must get a success on an Agility challenge roll with 3 banes or take 1d3 + 1 damage and become dazed for 1 round. The spell then ends.

JOLT

STORM ATTACK 1

Target One creature you can reach

Lightning crackles over your hand as you reach out to touch the target. Make a Will attack roll against the target's Agility. If the target is made of metal or wears metal armor, you make the attack roll with 1 boon. On a success, you touch the target, shocking it for 1d6 + 3 damage. The target then flies 1d3 yards away from you and falls prone.

Attack Roll 20+ The target takes 1d6 extra damage.

SLEET

STORM UTILITY 1

Area A cylinder, 20 yards tall with a 10-yard radius, centered on a point within long range

Duration 1 hour

Sleet falls from the top of the area to blanket the ground under it. The area becomes partially obscured for the duration. At the start of the next round, surfaces covered by the sleet become slippery. Any creature that moves at least 2 yards across such a surface must get a success on an Agility challenge roll or fall prone and stop moving for that turn.

Finally, the spell empowers Storm and Water attack spells cast from the area or into it. When a creature casts an attack spell from either of these traditions, the spell grants 1 boon on the attack roll or imposes 1 bane on challenge rolls made to resist the spell.

RIDE THE LIGHTNING

STORM ATTACK 2

Requirement You must be outdoors

Target Two points, one in your space and the other on a flat surface within medium range

A bolt of lightning erupts at the point in your space and streaks up into the sky, carrying you with it. The lightning deals 1d6 + 3 damage to everything within 2 yards of it. A creature that gets a success on an Agility challenge roll takes half the damage.

Then, a second bolt of lightning drops from the sky to strike the second point, dealing 2d6 damage to everything within 2 yards of it. A creature that gets a success on an Agility challenge roll takes half the damage. You then reappear safely in an open space within 2 yards of the second point.

Sacrifice You can use an action and expend a casting of this spell to cast the *forked lightning* spell (*Shadow*, page 141).

STORM BLESSING

STORM UTILITY 2

Duration 1 hour

For the duration, you have a +4 bonus to Speed and you take half damage from cold, lightning, and thunder. Unless you choose otherwise, normal precipitation does not touch you, light wind does not affect you, and you are not discomfited by minor cold or heat.

Triggered On your turn, you can use a triggered action to cast this spell. The duration becomes 1 minute.

Sacrifice You can use an action and expend a casting of this spell to cast the *jolt* spell (left).

DELUGE

STORM UTILITY 3

Requirement You must be outdoors

Area A cylinder with a 1/2-mile radius that reaches up to the sky, centered on a point on the ground you can reach

Duration 1 hour

Black clouds gather above the area and release a torrential downpour that lasts for the duration. The area becomes heavily obscured and difficult terrain. The rain extinguishes all flames, natural and magical, in the area. The spell might have additional effects at the GM's discretion.

Finally, the spell empowers Storm and Water attack spells cast from the area or into it. When a creature casts an attack spell from either of these traditions, the spell grants 1 boon on the attack roll or imposes 1 bane on challenge rolls made to resist the spell.

Sacrifice You can use an action and expend a casting of this spell to cast the *poisonous fog* spell (*Shadow*, page 141).

THUNDERBOLT

STORM ATTACK 3

Area A 3-yard-radius sphere centered on a point within medium range

A deafening noise erupts from the center of the area that can be heard from up to 1 mile away. Each creature in the area that can hear the noise must make a Strength challenge roll with 2 banes. A creature falls prone, becomes stunned for 1 round, and becomes deafened for 1 hour on a failure, or impaired for 1 round on a success. Each creature within 20 yards of the area must get a success on a Strength challenge roll or become deafened for 1 minute.



CLOUD CHARIOT

STORM UTILITY 4

Area A cube of space, 5 yards on a side, originating from a point within short range

Duration 1 hour

Clouds gather inside the area until they take the shape of a chariot drawn by four winged horses. The chariot and horses count as one object with Health 50. The chariot can hold creatures and objects whose total Size does not exceed 8. The maximum Speed for this vehicle is 24 (acceleration 6/deceleration 6) in combat or 60 miles per hour out of combat. The vehicle can move by flying. The chariot moves as you direct it using spoken commands, and the vehicle follows your most recent command until you give it a new one.

The chariot provides cover to all its occupants, and its space is partially obscured by the clouds. If the spell ends while the chariot is airborne, its occupants fall.

Sacrifice You can use an action and expend a casting of this spell to cast the *hailstorm* spell (*Shadow*, page 142).

SMOG

STORM ATTACK 4

Area A 12-yard-long cone originating from a point you can reach

Duration 1 minute; see the effect

Thick, billowing clouds of foul-smelling smoke come pouring out from your hand to fill the area. At the end of each round until the spell ends, the smoke spreads 1d3 yards out from the area. The smoke heavily obscures its area and makes the area difficult terrain.

When you cast the spell and at the end of each round thereafter, each living and breathing creature in the area must make a Strength challenge roll with 1 bane. A creature takes $2d6 + 1$ damage from the poisonous vapors and becomes poisoned for 1 minute on a failure. When poisoned in this way, a creature is also fatigued. If the creature is already poisoned, it instead takes $2d6$ extra damage. On a success, the creature takes just half the damage.

Aftereffect All ordinary plants in the area wither and die.

DANCING LIGHTNING

STORM ATTACK 5

Area A 20-yard-long cone originating from a point you can reach

You release a flood of crackling lightning that deals $6d6$ damage to everything in the area. Any creature wearing metal armor takes double damage. A creature in the area can make a Strength challenge roll; it takes half the damage on a success, or it also falls prone and becomes defenseless for 1 round on a failure.

BIND STORM GENIE

STORM UTILITY 5

Target A cube filled with smoke, vapor, or mist, 2 yards on a side, originating from a point within long range

Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **storm genie** (see page 137). You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

SUMMON STORM

STORM UTILITY 6

Requirement You must be outdoors, able to see the sky, and concentrate for 10 minutes

Target A point in the sky within 1 mile directly above you

Duration 1d6 hours

When you finish concentrating, powerful winds push heavy clouds into the sky above you. The clouds form a line, 10 miles long and 2 miles wide. Heavy rain (or snow, depending on the current air temperature) falls on the ground below the clouds for the duration, after which time the storm dissipates. The falling precipitation heavily obscures the area below the storm.

Traditions and Spells

Strong winds blow through the area below the clouds. The winds impose 3 banes on attack rolls made using ranged weapons other than those that fire bullets. Furthermore, any creature that tries to cast a spell in the area must get a success on a Will challenge roll, or the spell fails and the casting is wasted.

After 1 hour, the ground below the clouds turns to mud (or is blanketed with snow), becoming difficult terrain until the mud dries. The storm might also cause flooding and other damage as the GM decides.

Lightning Strike If you can see the storm, you can use an action to call down a bolt of lightning to strike a point on the ground under the storm within extreme range. The bolt hits the point, dealing 3d6 damage to everything within 2 yards of it. A creature must make a Strength challenge roll; it takes half the damage on a success, or also falls prone and becomes stunned for 1 round on a failure.

Eye of the Storm You can use a triggered action on your turn to create an area of calm below the storm. The eye is a 10-yard-radius sphere centered on a point in your space. The eye renders its area excluded from the spell's effects for 1 minute.

POWER OF THE STORM

STORM UTILITY 6

Duration 1 hour

You harness the energy of the storm, adding it to your own. For the duration, you have a +2 bonus to Speed, and you can move by flying. When you cast a Storm attack spell, you make the attack roll with 2 boons and you impose 2 banes on rolls made by creatures to resist those spells. In addition, your Storm attack spells deal 2d6 extra damage.

LIGHTNING STORM

STORM ATTACK 7

Target Up to 10 creatures or objects within long range of you

Bolts of lightning explode from your body, racing toward the targets. Targeted objects take 8d6 damage. Each targeted creature must make an Agility challenge roll with 1 bane, or 3 banes if it is wearing metal or is made from metal. The creature takes 8d6 damage, falls prone, and becomes stunned for 1 minute on a failure. On a success, the creature just falls prone and takes half the damage. A target stunned by this spell can make a Will challenge roll at the end of each round and removes the affliction from itself on a success.

Thunder then booms from you. Each creature within medium range must get a success on a Strength challenge roll with 1 bane or fall prone and become deafened for 1 minute.

HEART OF WINTER

STORM ATTACK 8

Requirement You must be outdoors, must be able to see the sky, and must concentrate for 10 minutes

Area A cylinder with a 10-mile radius that reaches up to the sky, centered on a point on the ground you can reach

Duration 3d6 days

When you finish concentrating, the air temperature plunges to far below freezing. Dark clouds gather overhead, blotting out the sun, and release heavy snow to fall to the ground in the area, causing $1d3 + 2$ feet of snow to accumulate each day until the spell ends. The blizzard conditions totally obscure the area, and all surfaces covered in snow are difficult terrain. The strong winds prevent flying and attacking with ranged weapons that do not use bullets.

Exposed creatures in the area that are not wearing some sort of protective clothing take 1d6 damage at the end of each round. Exposed creatures wearing protective clothing must make a Strength challenge roll at the end of each minute they are out in the open. On a failure, the creature takes 1d3 damage.

Aftereffect You must make a Will challenge roll with 4 banes. On a failure, you take 6d6 damage and you cannot cast this spell again for 1 month and 1 day.

NAME OF THE STORM

STORM UTILITY 9

Duration 1 hour

You speak the secret name of storms. For the duration, you can cast Storm spells of rank 3 and lower that you have learned without expending a casting. In addition, you can cast any rank 0 Storm spell, whether you have learned it or not.

HURRICANE

STORM UTILITY 10

Requirement You must be able to see the sky and concentrate for 1 hour

Target A point in the sky that you can see

Duration 3d6 hours

When you finish concentrating, a rotating mass of black, seething clouds spill out from the target until they reach a 200-mile radius, at which point the mass becomes a hurricane. The storm moves 50 miles per hour in a direction you choose.

Heavy rain (or snow, depending on the current air temperature) falls on the ground below the clouds for the duration. The falling precipitation heavily obscures the area below the hurricane.

Severe winds of up to 175 miles per hour savage the area under the clouds. Attack rolls made using thrown or ranged weapons automatically result in failures. Attack rolls made using siege weapons are made with 5 banes. Flying creatures and vehicles are blown about and fall.

Given the scope of this spell's effects, much is left to the GM to describe; the hurricane flattens structures, causes widespread flooding, uproots trees, tosses unsecured objects about, and generally wreaks havoc until the storm subsides. The storm's severity also means that some significant loss of life is likely—people might drown, be caught in collapsed buildings, or be struck by flying debris. Again, the GM decides exactly what happens based on where the storm strikes.

Creatures in the storm must contend with the winds. At the end of each round, an unprotected creature in the area must make a Strength challenge roll. A Size 1 or smaller creature makes the roll with 3 banes. On a failure, a creature cannot move against the wind; in addition, Size 1 and smaller creatures fall prone and are moved 3d6 yards in the direction the wind is blowing.

Also at the end of the round, flying debris might strike creatures in your vicinity. Assume that 1d6 pieces of debris fly into the area at randomly determined creatures. A creature threatened by flying debris must get a success on an Agility challenge roll or take 4d6 damage and fall prone.

Aftereffect You must get a success on a Will challenge roll with 5 banes, or you gain 3d6 Insanity and take 10d6 damage. If you are incapacitated by this damage, you explode and die.

You must wait at least 1 year and 1 day before you can cast this spell again.



TECHNOMANCY

Bridging the gap between magic and technology, Technomancy spells create all kinds of mechanical wonders by assembling devices from the scraps technomancers pick up along the way. Without magic, these bizarre devices could not function, but the infusion of unnatural power allows the most unhinged ideas of mad science to take a shape and assume a function.

GATECRASHER

TECHNOMANCY UTILITY 0

Area A cube of space, 1 yard on a side, originating from a point you can reach

Duration 1 hour

You construct a Size 1/8 device that retains potency for the duration. The device has Defense 5 and Health 5. You can use an action to touch the device to an object you can reach and that is not worn or carried by a creature other than you. The device adheres to the object to which it is touched and begins to vibrate. At the end of the round in which the device was used, the object to which it was affixed takes 4d6 damage and the spell ends.

UNFAILING TRACKER

TECHNOMANCY ATTACK 0

Target One creature or object within short range

You fling a sensor at the target. Make an Intellect attack roll against the target's Agility. On a success, the sensor hits the target and bonds to it. If you targeted a creature, the creature is unaware of the sensor until it finds it by getting a success on a Perception challenge roll. For 1 hour, provided the target is within 1 mile of you, you know the target's exact location, which prevents the target from becoming hidden from you. A creature can use an action to remove the sensor.

ELECTRIFIED CHAIN

TECHNOMANCY ATTACK 1

Duration 1 minute

You construct a copper chain and send an electrical current through. The chain remains for the duration. When you cast the spell, and again when you use an action to do so, you can attack with the chain. The chain counts as a whip that deals 2d6 damage from electricity in addition to its normal damage. You can substitute Intellect for the attribute you would normally use to make this attack. In addition, if you attack with the chain and the total of your attack roll is 20 higher and beats the target number by at least 5, the target of your attack is also dazed for 1 round.

INCANDESCENT BOMB

TECHNOMANCY UTILITY 1

Duration 4 hours; see the effect

You construct a small explosive device. You, or another creature holding the device, can use an action to throw the device to a point within medium range. When the device reaches that point or impacts against a solid surface before then, it explodes in a 3-yard radius, dealing 2d6 damage to everything in the area. A creature in the area can make an Agility challenge roll. A creature also becomes blinded for 1 minute on a failure, or it just takes half the damage on a success. When the device explodes or the duration expires, the spell ends.

DETONATION MARBLES

TECHNOMANCY ATTACK 2

Target One creature or object on the ground within short range

You toss metal balls onto the ground, freeing them to roll toward the target. Make an Intellect attack roll with 1 boon against the target's Agility. On a success, the balls roll up to cover the target's body or surface and remain there for 1 round. While covered in balls, the target is impaired and slowed. When the effect ends, the balls explode, dealing 3d6 damage to the target and everything within 1 yard of it. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

Attack Roll 20+ The target takes 1d6 damage.

MINES

TECHNOMANCY UTILITY 2

Area The ground inside a cube of space, 10 yards on a side, originating from a point within medium range

Duration 1 hour; see the effect

You conceal 5 mines under spaces within the area. When a creature moves in the area, you can decide to trigger one mine, causing it to explode in a 3-yard radius and deal 2d6 damage to everything in the area. A creature can make an Agility challenge roll and takes half the damage on a success. A particular creature cannot trigger more than one mine per round. When the last mine detonates, the spell ends.

Sacrifice You can use an action and expend a casting of this spell to cast the *incandescent bomb* spell (left).

DARK HELMET

TECHNOMANCY UTILITY 3

Duration 4 hours

Upon casting this spell, you must concentrate for 1 minute, during which time you use a tool kit to work with spare parts. When you finish, you have a helmet that can fit on your head or the head of a similarly sized creature. The helmet retains its potency for the duration, then crumbles into spare parts when the spell ends.

A creature that wears the helmet gains a +1 bonus to Defense, gains the darksight trait, and makes all Perception rolls with 2 boons.

WATCHFUL EYES

TECHNOMANCY UTILITY 3

Target Up to five points within 5 yards of you

Duration 12 hours; see the effect

You create up to five tiny clockwork eyes that each fly toward a different point and remain there for the duration. Spotting one of these sensors requires a success on a Perception challenge roll with 1 bane.

When you cast this spell, you can designate any number of creatures that don't set off the warding eyes. When a creature you did not designate moves to within 1 yard of a sensor, the device emits a high-pitched shriek that can be heard from up to 1 mile away and then moves to slam into the creature's body. The creature must get a success on an Agility challenge roll with 1 bane or be struck by the sensor and take 2d6 + 3 damage.

In addition, each creature within 20 yards of the sensor must get a success on a Strength challenge roll or become deafened for 1 minute.

Whether the creature struck by a sensor gets a success or failure, the sensor is destroyed when triggered in this way. The spell ends when the last sensor is destroyed.

Traditions and Spells

ARTILLERY TURRETS

TECHNOMANCY ATTACK 4

Area Up to three cubes of space, each 1 yard on a side, resting on a solid surface, and originating from points you can reach
Duration 1 minute

A Size 1 artillery turret appears in each area and remains for the duration or until it is destroyed. A turret has Defense 5 and Health equal to $5 + \text{your Intellect score}$.

At the end of each round until the spell ends, each turret loads and fires a quarrel at a creature or object within long range of it. For each turret, make an Intellect attack roll with 1 boon against the creature's or object's Defense. On a success, the missile hits its target and deals $2d6 + 3$ damage to it.

Attack Roll 20+ The creature or object takes $1d6$ extra damage.

IRON BOOTS

TECHNOMANCY UTILITY 4

Duration 4 hours

You construct a pair of mechanized shoes and place them on your feet or the feet of one willing creature you can reach. The shoes remain for the duration, after which time they crumble into spare parts. While wearing the boots, you or another recipient has a +4 bonus to Speed and perform the following acts.

Astonishing Leap Once per round, while you are moving, you can jump up to $3d6$ yards in any direction and land safely. Distance moved on this jump does not count against the maximum distance you can move on your turn.

Shattering Kick You can use an action to kick one creature you can reach, treating the boots as a weapon. Make an Intellect attack roll with 1 boon against the creature's Defense. On a success, the creature takes $3d6$ damage, moves $3d6 + 6$ yards away from you, and falls prone. If the creature cannot move the full distance away from you because it encounters a solid surface, the creature and the surface it struck each take 1 damage for every 3 yards the target was prevented from moving.

When you use this option, roll a d6. On a 1, the boots break and the spell ends.

BLADED WHIRLIGIG

TECHNOMANCY ATTACK 5

Area A cube of space, 1 yard on a side, originating from a point you can reach
Duration 1 minute; see effect

You construct a bladed contraption inside the area that remains for the duration or until it is destroyed. The bladed whirligig has Defense equal to your Intellect score and Health equal to twice your Intellect score. At the end of each round until the spell ends, the whirligig spins and moves $2d6$ yards in a manner you choose.

Each creature within 1 yard of the whirligig as it moves must make a successful Agility challenge roll or take $4d6$ damage from the slashing blades.

A creature makes this roll just once per round per casting of this spell, regardless of how many times the whirligig passes it.



GATLING GUN

TECHNOMANCY UTILITY 5

Duration 1 hour; see the effect

You construct a heavy firearm with a rotating barrel that remains for the duration. The weapon magically creates its own ammunition. You can use an action to attack with the gatling gun, firing a stream of bullets into a 2-yard wide, 60-yard long line until the end of the round. The bullets deal $4d6$ damage to everything in the line and any creature that enters it, though a creature can take this damage just once per round. A creature in the line when the spell is cast can make an Agility challenge roll with 1 bane and takes no damage on a success.

Each time you attack with the weapon, roll a d6. On a 2, the weapon jams, and you must use an action to clear the jam before you can attack with it again. On a 1, the weapon explodes, ending the spell, and dealing $3d6$ damage to you and everything else within a 5-yard-radius sphere centered on a point in your space. A creature other than you in the sphere can make an Agility challenge roll with 1 bane and takes half the damage on a success.

WALL OF GEARS

TECHNOMANCY UTILITY 6

Area A line, 30 yards long, 6 yards high, and 3 yards wide, originating from a point within long range
Duration 1 hour

A wall formed of grinding gears forms inside the area and remains in place for the duration. The wall totally covers everything behind it. Each 1-yard section of wall has Health 25. When the wall appears, everything in its space takes $6d6$ damage. A creature in the area takes half the damage with a success on an Agility challenge roll.

Creatures can move through the area, but they treat it as difficult terrain. When a creature moves into a new space inside the area or if it is inside the area at the end of the round, the creature must get a success on an Agility challenge roll or take $3d6$ damage.

At the end of each round, the wall moves. For every 10 yards of its length, roll a d6. On an odd number, the section of wall moves $1d3$ yards toward you. On an even number, the section of wall moves $1d3$ yards away from you. Anything whose space a wall's section moves into takes $4d6$ damage. A creature takes half the damage with a success on an Agility challenge roll.

Finally, any clockwork creature that is an object at the end of the round and within 1 yard of the wall has its key turned automatically.

STONEBREAKER BOMB

TECHNOMANCY UTILITY 6

Area A cube of space, 1 yard on a side, originating from a point you can reach
Duration 8 hours; see the effect

Upon casting this spell, you must concentrate for 1 hour, during which time you use your tools to create an explosive device. If you finish, you create an unstable bomb in the area that remains for the duration or until you set it off. The bomb has Defense 5 and Health equal to your Intellect score. It counts as three items for determining your carrying limit. If the bomb is destroyed, it detonates as described below.

At any time before the spell ends, you can set the bomb's timer, causing it to explode at a time you specify. If you choose not to set the timer, the device becomes nonfunctional when the spell ends. The time you specify can be from 1 round to 8 hours. When the specified time has passed, the bomb explodes, dealing $10d6$ damage to everything in a 30-yard-radius sphere centered on a point in its space. Flammable objects in the area catch fire. Creatures in the area must make Agility challenge rolls, taking half the damage on a success, or also catching fire on a failure.

TRADITIONS AND SPELLS

STEEL TITANS

TECHNOMANCY UTILITY 7

Requirement Spare parts, metal plating, gears, and other junk worth a total of 10 gc
Area Three cubes of space, each 3 yards on a side, originating from points you can reach
Duration 8 hours; see the effect

Upon casting this spell, you must concentrate for 1 hour, during which time you use your tools to create three steel titans. If you finish, a compelled **huge construct** (*Shadow*, page 225) appears inside each area and remains for the duration or until the construct is destroyed, at which point it crumbles into piles of junk.

MOBILE FORTRESS

TECHNOMANCY UTILITY 8

Area A cube of space, 10 yards on a side, resting on a solid surface and originating from a point you can reach
Duration Until you complete a rest; see the effect

A mobile fortress appears inside the area and remains for the duration. The fortress is a Size 8 object with Health 150. It takes no damage from cold and takes half damage from all other sources. The maximum Speed for this vehicle is 20 (acceleration 5/deceleration 2), and it ignores the effects of moving across difficult terrain. The vehicle is self-propelled, though it requires a driver to steer it. Creatures can enter and exit the vehicle through one of two hatches. The fortress can hold creatures and objects whose total Size does not exceed 20 and no individual creature greater than Size 2.

The fortress also comes equipped with a heavy cannon. A creature inside the fortress can use an action to fire the cannon, sending a projectile to a point within extreme range. When the projectile reaches that point or encounters a solid surface before then, the projectile explodes in a 10-yard radius, dealing 8d6 damage to everything in that area. A creature in the area can make an Agility challenge roll and takes half the damage on a success. Once the cannon is fired in this way, you must wait at least 1 minute before it can be fired again.

If the fortress is destroyed, it explodes in a 10-yard-radius sphere centered on a point in its space, dealing 10d6 damage to everything in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

When the spell ends, the fortress crumbles into a pile of difficult terrain that remains until cleared away.

Aftereffect You must make a Strength challenge roll with 4 banes. On a success, you become impaired for 1d3 hours. On a failure, you become impaired for 1d6 days. While impaired in this way, you have a -3 penalty to your Power score.

DIRIGIBLE

TECHNOMANCY UTILITY 9

Area A cube of space, 10 yards on a side, resting on a solid surface and originating from a point you can reach
Duration Until you complete a rest; see the effect

You gain the pilot profession, and an airship (*Demon Lord's Companion*, page 32) appears inside the area and remains in existence for the duration. When the spell ends, the airship crumbles into a pile of difficult terrain that remains until cleared away. If the airship is airborne when the spell ends, the difficult terrain rains down onto the ground under its space, dealing an amount of damage equal to 2d6 plus an extra 2d6 for every 5 yards the debris falls (maximum damage 20d6) to every creature and object under it. A creature in the area of falling debris can make an Agility challenge roll and takes half the damage on a success.

WORLD-BREAKER BOMB

TECHNOMANCY UTILITY 10

Area A cube of space, 1 yard on a side, resting on a solid surface and originating from a point you can reach
Duration Until triggered or you cast this spell again

Upon casting this spell, you must concentrate for 1 hour, during which time you use your tools to create an explosive device. If you finish, you create an unstable bomb in the area that remains for the duration or until you set it off. The bomb has Defense 5 and Health equal to your Intellect score. It counts as three items for determining your carrying limit. If the bomb is destroyed, it detonates as described below.

At any time before the spell ends, you can set the bomb's timer, causing it to explode at a time you specify. The time can be from 1 round to 24 hours. The explosion has three effects: blast, heat, and poison, each of which are described below.

Blast The explosion is so forceful that it annihilates everything within its immediate environs and delivers appalling damage to everything around it.

- Everything within a 200-yard-radius sphere centered on the bomb's space takes 20d6 damage.
- Everything more than 200 yards from the bomb's space but within 600 yards of it takes 10d6 damage. A creature that would take this damage can make an Agility challenge roll with 3 banes and takes half the damage on a success.
- Everything more than 600 yards away from the bomb's space but within 1 mile of it takes 5d6 damage. A creature that would take this damage can make an Agility challenge roll with 1 bane and takes half the damage on a success.

Heat Intense heat radiates from the explosion.

- Every creature and flammable object inside a 500-yard-radius sphere centered on the bomb's space takes 20d6 damage from fire and catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.
- Everything more than 500 yards from the bomb's space but within 600 yards of it takes 10d6 damage. A creature in the area must make an Agility challenge roll with 3 banes. The creature takes half the damage on a success, or also catches fire on a failure.
- Everything more than 600 yards away from the bomb's space but within 1/2 mile of it takes 5d6 damage. A creature in this area must make an Agility challenge roll with 1 bane and takes half the damage on a success.

Poison The explosion blankets the area around it with lethal toxins.

- All living creatures within 1 mile of the bomb's space take 10d6 damage from the poison and become poisoned. When poisoned in this way, a creature takes 1d6 damage at the end of each minute until it dies.
- Each living creature within 1-1/2 miles of the bomb's space takes 5d6 damage from the poison and must make a Strength challenge roll with 3 banes. A creature takes half the damage on a success, or also becomes poisoned on a failure. When poisoned in this way, the creature must get a success on a Strength challenge roll with 3 banes at the end of each hour or take 1d6 damage from the poison. After three successes, the creature removes the poisoned affliction from itself.

Aftereffect You must make a Strength challenge roll with 5 banes. On a success, you take 5d6 damage and become impaired for 3d6 weeks. When impaired in this way, you cannot heal damage, and each time you complete a rest, you must get a success on a Strength challenge roll with 2 banes or take 3d6 damage. On a failure, you take damage equal to your Health, and your body dissolves into a stinking puddle that never, ever dries.



TRADITIONS AND SPELLS

TELEKINESIS

One of the few traditions that has almost universally arisen from natural talent rather than formal training, Telekinesis magic grants its user the ability to move and manipulate objects and creatures by thought alone. Whether crushing a foe in a mental grip or erecting an impassable barrier of telekinetic force, spells from this tradition allow the caster to create invisible force from the mind and use that force to change his or her environment.

Telekinesis is a psychic tradition (*Demon Lord's Companion*, page 33). When you discover it, you gain access to the Focus Mind talent.

Focus Mind You can use an action to focus your mind. Make an Intellect or Will challenge roll. On a success, your mind becomes focused for 1 minute, or until you become dazed, stunned, or unconscious. While your mind is focused, you can cast any spell you have learned from a psychic tradition without needing to speak or wield an implement. In addition, when you cast psychic spells while your mind is focused, you can expend a second casting of the spell to cast it using a triggered action on your turn instead of using an action.

BLOCK STRIKES

TELEKINESIS UTILITY 0

Duration 1 minute

An invisible field of force surrounds you, helping to deflect attacks. Roll 1d3. The number rolled becomes your bonus to Defense for the duration. In addition, when a creature you can see attacks you, you can use a triggered action to end the spell and impose 2 banes on the triggering attack roll.

DRAG

TELEKINESIS ATTACK 0

Target One Size 1 or smaller creature or object within medium range

You reach out with your mind to snare the target. Make a Will attack roll against the target's Strength. On a success, you move the target up to $1d6 + 5$ yards toward you.

Attack Roll 20+ The target also falls prone.

DEFLECTING FIELD

TELEKINESIS UTILITY 1

Duration 1 minute

A flexible field of telekinetic force surrounds you for the duration. Whenever you take damage from any source, you reduce the amount of damage by $1d6$ (to a minimum of 0).

SEIZE

TELEKINESIS ATTACK 1

Target One Size 1 or smaller object you can see within medium range; it can be worn or carried

You seize the target with your mind and wrench it away from the creature holding it. If the target is not worn or carried by a creature, you move the object up to 20 yards toward you and, if the target is something you could hold in your hands and you have hands free enough to hold it, you can take it. If the target is worn or carried by a creature, you must make a Will attack roll against the creature's Strength; on a success, the object moves toward you as described. The force of the movement is sufficient to break cords, ropes, and similar methods of securing items.

SMASH

TELEKINESIS ATTACK 2

Target One creature or object within medium range

You loose a pulse of telekinetic force to destroy the target. If you target an object, it takes 15 damage. If you target a creature, make a Will attack roll against the target's Strength. On a success, the target takes $3d6$ damage and becomes impaired for 1 round.

TELEKINETIC LEAP

TELEKINESIS UTILITY 2

Duration 1 round

You gain a +3 bonus to Defense for the duration. At any time before the spell ends, you can use a triggered action to fly up to a number of yards equal to twice your Will score. You must land at the end of this movement, or you fall. This movement does not trigger free attacks.

Sacrifice You can use an action and expend a casting of this spell to cast the *crush* spell (*Demon Lord's Companion*, page 40).

FORCE MISSILE

TELEKINESIS ATTACK 3

Target One creature or object you can see within long range

You focus your mind, gathering up an undulating ball of invisible force and sending it warbling toward the target. Make a Will attack roll with 1 boon against the target's Agility. On a success, the target takes $4d6$ damage, moves $1d6$ yards away from you, and falls prone.

Attack Roll 20+ The target takes $2d6$ extra damage.

CATCH PROJECTILES

TELEKINESIS ATTACK 3

Duration Concentration, up to 1 minute

For the duration, whenever a Size 2 or smaller creature you can see uses a ranged weapon or a thrown melee weapon to attack you, you catch the projectile or thrown weapon with your mind so that it stops and hangs in midair in an open space 1 yard away from you in the direction from which the attack came. A creature that can reach the projectile or weapon can take it from the air. Any projectiles or thrown weapons stopped by this spell drop to the ground at the end of the round.

While you have at least one projectile or thrown weapon held in midair from this spell, you can use a triggered action at any time to send any or all of them at targets of your choice within medium range. For each projectile or thrown weapon, make a Will attack roll against the target's Defense. On a success, the projectile or thrown weapon hits and deals $1d6$ damage.

Triggered When a creature uses a ranged weapon or a thrown melee weapon to attack you, you can use a triggered action to cast this spell. You catch the projectile or thrown weapon with your mind and send it flying back toward the triggering creature. Make a Will attack roll with 1 boon against the creature's Defense. On a success, the projectile or thrown weapon hits, and the creature takes $4d6$ damage instead of the normal damage dealt by the weapon.

HOVER

TELEKINESIS UTILITY 4

Duration 1 hour

You wrap yourself in bands of telekinetic force and lift yourself into the air. For the duration, you can move by flying.

In addition, whenever a creature you can see gets a failure on an attack roll made against your Defense or Agility, you can use a triggered action to move up to half your Speed. This movement does not trigger free attacks.

Traditions and Spells

Sweep Aside

TELEKINESIS ATTACK 4

Area A cube of space, 5 yards on a side, originating from a point you can reach

You sweep your mind across the area, forcing each creature you choose in the area to make a Strength challenge roll with 1 bane. A creature takes 5d6 damage, moves up to 5 yards in a direction you choose, and falls prone on a failure. On a success, the creature just takes half the damage.

Enemy to Weapon

TELEKINESIS ATTACK 5

Target One Size 1 or smaller creature within short range

You snatch the target with telekinetic force. Make a Will attack roll with 2 boons against the target's Strength. On a success, the target becomes grabbed for as long as you concentrate, up to 1 minute. The grabbed affliction persists regardless of how far away you are from the target. If the target uses an action to escape the grab, it must make its attack roll against your Will, and the target makes the roll with 2 banes.

When you grab the target, and again when you use an action to concentrate on the spell, you can move the target up to 10 yards and use it as a weapon against a creature or object within 1 yard of it. When you do so, make a Will attack roll against the Agility of the creature you are attacking. On a success, the grabbed target and the creature you attacked each take 4d6 + 1 damage.

Attack Roll 20+ You make attack rolls when using the target as a weapon with 2 boons.

Mind Fist

TELEKINESIS ATTACK 5

Target One creature you can see within long range

You direct a concentrated burst of mental force at the target. Make a Will attack roll against the target's Strength. On a success, the target takes 5d6 + 10 damage, moves 1d6 yards away from you, falls prone, and becomes dazed for 1 round.

Attack Roll 20+ The target takes 3d6 extra damage.

Explode

TELEKINESIS ATTACK 6

Target Up to three creatures with physical bodies within medium range

You use your mind to tear each target apart. If the target has a Health score of 20 or lower, it explodes, showering everything within 2 yards with whatever it's made from. If the target has a Health score greater than 20, make a Will attack roll against the target's Strength. On a success, the target takes 6d6 damage. If the target becomes injured from taking this damage, it takes 2d6 extra damage. If the target becomes incapacitated, it explodes, killing it instantly.

Attack Roll 20+ The target takes 2d6 extra damage.

Telekinetic Might

TELEKINESIS ATTACK 6

Duration 1 hour

You harness the power of your mind. Until the spell ends, you gain the following benefits.

Mind Hammer You can use an action to make a Will attack roll against the Strength of one creature you can see within medium range. On a success, you smash the creature with telekinetic force, causing it to take 5d6 damage. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the creature takes 2d6 extra damage.

Scatter You can use an action to force each creature you choose within short range of you to make a Strength challenge roll with 1 bane. On a failure, the creature moves

in a straight line away from you a number of yards equal to $1d6 + \text{your Power score}$. If the roll fails by 5 or more, the creature also falls prone.

Move Objects You can use an action, or a triggered action on your turn, to move up to three Size 1 or smaller objects you can see within medium range up to 5 yards in any direction. If you do not end the object's movement on a solid surface, it hangs suspended in the air until you move it again or the spell ends.

Lift Self You can move by flying.

Mental Armor

TELEKINESIS UTILITY 7

Duration Until you complete a rest; see the effect

You surround yourself with an invisible field of force that lasts for the duration. The field uses your Defense and has a Health score equal to yours. When you take damage, the damage applies to the field. If the field's damage total equals or exceeds its Health, the spell ends. Any damage the field would take in excess of its Health instead applies to you.

You can use an action, or a triggered action on your turn, and expend the casting of a Telekinesis spell to remove damage from the field. You remove $1d6$ damage for every rank of the spell (rank 0 spells count as rank 1).

Stop

TELEKINESIS ATTACK 8

Target Any number of creatures you choose within medium range

Bands of invisible force encircle the targets. Each target must get a success on a Strength challenge roll with 1 bane or become defenseless for as long as you concentrate, up to 1 hour. When defenseless in this way, a target is also immobilized. A creature with a Health score of 30 or lower automatically gets a failure on its roll.

When a creature made defenseless by this spell takes damage, it can make a Strength challenge roll with 1 bane. On a success, the creature removes the affliction from itself.

Implode

TELEKINESIS ATTACK 9

Target One creature you can see within long range

You grasp the target with invisible force, causing it to collapse in on itself. Make a Will attack roll against the target's Strength. If the target has a Health score of 50 or lower, you get an automatic success. On a success, the target takes 50 damage. If the damage causes the target to become incapacitated, it dies, collapsed beyond recognition.

Attack Roll 20+ The target takes 20 extra damage.

Catastrophic Outburst

TELEKINESIS ATTACK 10

Area A 1-mile-long cone originating from a point within your space

A wave of force smashes through the area, dealing $20d6$ damage to every creature in it. Objects in the area take 120 damage instead. Creatures in the area make a Strength challenge roll. A creature moves $5d20$ yards in a straight line away from you, falls prone, and becomes stunned for 1 minute on a failure, or just takes half the damage on a success.

Aftereffect You must make an Intellect challenge roll with 5 banes. You become stunned for $1d6$ rounds on a success, or you gain 3d6 Insanity on a failure. If you would go mad from gaining this Insanity, your head explodes and you die instantly.

TRADITIONS AND SPELLS

TELEPATHY

The mind's potential has no limits. One must merely surmount the barriers of self-restraint, doubt, and fear in order to use one's own thoughts to affect change in the world. The Telepathy tradition, like Telekinesis, most often attracts those who have some psychic ability, and the spells of the tradition represent the capabilities one acquires from apprehending the mind's power.

Telepathy is a psychic tradition (*Demon Lord's Companion*, page 33). When you discover it, you gain access to the Focus Mind talent.

Focus Mind You can use an action to focus your mind. Make an Intellect or Will challenge roll. On a success, your mind becomes focused for 1 minute, or until you become dazed, stunned, or unconscious. While your mind is focused, you can cast any spell you have learned from a psychic tradition without needing to speak or wield an implement. In addition, when you cast psychic spells while your mind is focused, you can expend a second casting of the spell to cast it using a Triggered action on your turn instead of using an action.

EMPTY MIND

TELEPATHY UTILITY 0

Duration 1 minute

You clear your mind of thoughts to guard against mental influences. For the duration, the spell grants you 2 boons on Intellect and Will challenge rolls to resist attacks and imposes 2 banes on attack rolls made against your Intellect or Will.

EYES OF MY ENEMY

TELEPATHY ATTACK 0

Target One creature within medium range

Duration Concentration, up to 1 minute

You cast your mind into the target's body, which enables you to see and hear from the target's space for the duration. With regard to your body, you are blinded and deafened. You can end the spell at any time, without using an action to do so.

ANTICIPATION

TELEPATHY UTILITY 1

Duration 1 minute

You mentally hear the thoughts and emotions of people around you. For the duration, you impose 1 bane on attack rolls made against you by creatures within short range, and you make challenge rolls to resist attacks from such creatures with 1 boon.

In addition, whenever a creature within short range gets a failure on an attack roll against you, or you get a success on a challenge roll to resist an attack from such a creature, you can move a number of yards equal to your Intellect modifier (minimum 1 yard) without triggering free attacks. This spell ends immediately if you become defenseless, immobilized, or slowed.

GIRD MIND

TELEPATHY UTILITY 1

Duration 10 minutes

You focus your thoughts to shield your mind. For the duration, you cannot be charmed, dazed, frightened, or stunned.

Sacrifice You can use an action and expend a casting of this spell to cast the *mind stab* spell (*Demon Lord's Companion*, page 41).

INTELLECTUAL DEFENSE

TELEPATHY UTILITY 2

Duration 1 hour

Your mental processes quicken to help you avoid danger. For the duration, whenever a creature that is not hidden from you would make an attack roll against your Defense or one of your attributes, you can force the creature to make the attack roll against your Intellect. In addition, when you would make a challenge roll to resist an attack or a harmful effect, you can substitute Intellect for the attribute you would normally use. Finally, you impose 1 bane on attack rolls made against your Intellect, and you make Intellect challenge rolls to resist attacks with 1 boon.

REND MIND

TELEPATHY ATTACK 2

Target One creature within medium range

Your thoughts become as knives that you use to rend the target's mind. Make an Intellect attack roll against the target's Will. On a success, the target gains 1d6 Insanity. When the target is frightened from gaining Insanity in this way, it makes Intellect and Will attack rolls and challenge rolls with 3 banes, and the target cannot cast spells.

Attack Roll 20+ The target also becomes dazed for 1 round.

FUGUE

TELEPATHY ATTACK 3

Target One creature within medium range

You pummel the target's mind with feelings of insignificance and failure. Make an Intellect attack roll against the target's Will. On a success, the target is impaired for 1 hour. When impaired in this way, the target is also slowed and grants 1 boon on attack rolls made against it. In addition, whenever the target gets a failure on an attack roll or a challenge roll, it falls prone.

Whenever the target gets a success on an attack roll or challenge roll, the creature can make a Will challenge roll. Nothing happens on a success or a failure, but after the target's third success, the target removes the impaired affliction from itself.

Attack Roll 20+ You regain the casting of this spell.

SHIELDED MINDS

TELEPATHY UTILITY 3

Area A 5-yard-radius sphere centered on a point in your space

Duration 10 minutes

You broadcast mental force throughout the area, creating a barrier against attacks that lasts for the duration. The area moves with you, remaining centered on a point in your space. The shield imposes 3 banes on attack rolls made by creatures outside the area against the Intellect or Will of creatures in the area. In addition, creatures in the area make Intellect and Will challenge rolls to resist attacks with 3 boons, and they cannot gain Insanity.

SEVER THE SENSES

TELEPATHY ATTACK 4

Target One creature within medium range

You reach into the target's mind to cut it off from its senses. Make an Intellect attack roll against the target's Intellect. On a success, the target's Perception score becomes 0 for 1 minute. While the target's Perception score is 0, it is blinded and deafened.

Attack Roll 20+ The effect lasts for 1 hour.

UNHINGE THE MIND

TELEPATHY ATTACK 4

Target One creature within medium range

You flood the target's mind with negative thoughts. Make an Intellect attack roll against the target's Intellect. On a success, the target gains Insanity equal to its Will score.

Attack Roll 20+ The target also becomes stunned for 1 round.

Traditions and Spells

CRANIAL BURST

Target Up to three creatures within medium range

Hostile thoughts invade each target's mind, causing its brain to overheat. Each target must make a Will challenge roll. A target with a Health score of 20 or lower gets an automatic failure. A target with a Health score of 40 or higher makes the roll with 1 boon. On a failure, the target gains 1d6 Insanity and becomes impaired for 1 minute. At the end of each round the target is impaired, it must get a success on a Will challenge roll with 1 bane or gain 1d6 Insanity. If a target goes mad from gaining Insanity in this way, its head—or a similar appendage—explodes, which kills it instantly.

UNASSAILABLE MIND

Duration 1 minute

You construct a bulwark around your mind to make it impregnable. For the duration, whenever a creature makes an attack roll against your Intellect or Will, it must roll twice and use the lower result. Also, you cannot gain Insanity, and you are immune to the charmed, compelled, dazed, frightened, and stunned afflictions.

RESTORE MIND

TELEPATHY UTILITY 6

Target One creature other than you that you can see within short range

Upon casting this spell, you must concentrate for 1 hour, during which time your mind enters the target's mind. If the target moves out of range before you finish, this casting of the spell is expended. If you finish the casting, you reduce the target's Insanity total by 1d6 or remove one quirk from the target.

If you're using the variant Insanity rules in *Unhinge the Mind* or *Poisoned Pages*, you can instead allow a target suffering from long-term madness to make a Will challenge roll. If the target gets a success, the target moves down two stages (minimum stage 0).

WIPE THE MIND

TELEPATHY ATTACK 6

Target One creature within medium range

You reach out to purge the target's mind. Make an Intellect attack roll against the target's Will. If the target has a Health score of 40 or higher, you make the attack roll with 3 banes. On a success, the target's Intellect and Will scores become 1 for 1 hour. A target affected in this way is incapable of speech, loses all professions, uses actions or moves only when directed to do so, and the target retains no memory of events that involved it while it was under the spell's effect. The target's Perception score, however, is unchanged.

Attack Roll 20+ The effect lasts for 24 hours.

BRAIN DAMAGE

TELEPATHY ATTACK 7

Target One creature within long range

You reach into the target's mind to destroy it. Make an Intellect attack roll against the target's Will. For every 60 points of the target's Health score, you make the attack roll with 2 banes. On a success, the target gains 2d6 Insanity. If this gain would cause the target to go mad, do not roll on the madness table. Instead, the target becomes defenseless until all of its Insanity has been removed.

Attack Roll 20+ The target gains another 1d6 Insanity.

Aftereffect You must get a success on a Will challenge roll with 3 banes or gain 1d6 Insanity.

MIND CONTROL

TELEPATHY ATTACK 8

Target Up to five creatures within medium range

You seize temporary control of the targets. Each target must make a Will challenge roll. A target with a Health score of 30 or lower gets an automatic failure. On a failure, the target becomes compelled for 1 hour.

DOMINATION

Target One creature within long range that has a Health score of 50 or lower
Duration Permanent

The target becomes compelled for the duration or until you cast this spell again. When the target is compelled in this way, you completely control the creature as if you were the creature. You replace the target's Intellect and Will with your scores, recalculating the target's Perception as a result. You know everything the target knows, including any spells it has learned.

Until the spell ends, you take an extra turn every round. You take your normal turn and another one using the target's body. If the target is capable of casting spells (meaning that it can speak and is carrying an implement) and has learned one or more spells, you can cast a spell the target has learned or one you have learned so that it originates from either your body or the target's.

If the target becomes incapacitated, the spell ends, and you must make a Will challenge roll. On a failure, you gain Insanity equal to your Will score.

BRAIN FIRE

TELEPATHY ATTACK 10

Target Each creature within 1 mile of you

A target with a Health score of 80 or lower gains Insanity equal to its Will score. Each other target must get a success on a Will challenge roll or gain Insanity equal to its Will score. Any creature that goes mad from gaining Insanity in this way catches fire and takes 2d6 extra damage from the flames each round until the flames are extinguished.

Aftereffect You must get a success on a Will challenge roll with 5 banes or gain Insanity equal to your Will score.



TRADITIONS AND SPELLS

TELEPORTATION

Reality has numerous gaps, soft places that make possible instant transport from one place to another. Teleportation magic finds these openings and stretches them wide enough to allow casters and other people to move through them. These gaps do have a perilous aspect, however, as evidenced by Teleportation spells that enable casters to manipulate them so as to separate limbs from bodies and even destroy objects in a similar fashion.

For all its destructive potential, the Teleportation tradition is commonly learned by scholars of magic such as wizards, who use the spells primarily to expedite travel, to reach places ordinarily forbidden to them, and to slip away from danger unscathed.

BLINK

Duration 1 round

You rapidly teleport in place for the duration, imposing 3 banes on attack rolls made against you.

SHORT HOP

TELEPORTATION UTILITY 0

You teleport to an open space within 5 yards.

BEND SPACE

TELEPORTATION UTILITY 1

Area A 10-yard-radius sphere centered on a point within your space

Duration 1 minute

When you cast the spell, and whenever you use a triggered action on your turn to do so until the spell ends, you can teleport from anywhere inside the area to any other open space inside the area. The area moves with you, remaining centered on a point within your space.

BURY THE HATCHET

TELEPORTATION ATTACK 1

Requirement You must be holding a Size 1/4 or smaller object

Target One creature within short range

You attempt to teleport the object you are holding into the target's body. Make an Intellect attack roll against the target's Agility. On a success, the object teleports to a spot inside the target's body. The target takes 2d6 damage and becomes impaired until the object is removed. On a failure, the object teleports to an open space 1 yard away from the target.

A creature that can reach the target can remove the embedded object by using an action to make an Intellect challenge roll with 3 banes. On a success, the creature removes the object. On either a success or a failure, the target takes 1d6 damage from the effort. Alternatively, a creature can spend 1 hour with a healer's kit working on the target to remove the object. At the end of this time, the creature removes the object and removes the impaired affliction from the target.

Attack Roll 20+ The target takes 2d6 extra damage.

CLOSE THE GAP

TELEPORTATION UTILITY 2

Target Up to five willing creatures within short range

For each target, choose an open space within 20 yards of it. The target teleports to that space.

Triggered On your turn, you can use a triggered action to cast this spell. Resolve the spell as normal, but each open space you choose must be within 5 yards of the target.

RELOCATE OBJECT

TELEPORTATION UTILITY 2

Target One Size 2 or smaller object you can see within short range

Choose an open space you can see within 10 yards. The target teleports to that space. If you teleport the target so that it falls, any creature directly beneath it can make an Agility challenge roll. On a success, the creature moves 1 yard away from where the object lands; on a failure, the creature is hit by the object when it lands. A falling object deals 1d6 damage to anything it hits for every 2 yards it fell.

PHASE OUT

TELEPORTATION ATTACK 3

Target One creature with a physical body that you can see within medium range

You attempt to dislodge the target from this dimension. Make an Intellect attack roll against the target's Will. On a success, the target goes out of phase for 1 minute. While out of phase, the target is slowed, the target deals half damage, heals half damage, and takes half damage from all sources. The target can move through solid objects and other creatures, and it ignores the effects of moving across difficult terrain.

At the end of each round until the spell ends, the target must make a Will challenge roll. On a failure, the target disappears into another dimension until the end of the next round, when it reappears in the space it left and gains 1d3 Insanity. When disappeared in this way, the target cannot use actions or triggered actions, move, perform minor activities, or be targeted by any effect.

Attack Roll 20+ The target also gains 1d3 Insanity.

SEQUESTER

TELEPORTATION UTILITY 3

Duration 8 hours

You disappear and enter a pocket dimension, where you can remain for the duration. While in this pocket dimension, you perceive nothing of the world you left, but you are still aware of the passage of time. When the spell ends or when you use a triggered action to end the spell early, you return to the space you left or the nearest open space.

Triggered On your turn, you can use a triggered action to cast this spell. When you do so, the duration becomes 1 minute.

Sacrifice You can use an action and expend a casting of this spell to cast the *shortcut* spell or use a triggered action and expend a casting of this spell to cast the triggered effect of the *shortcut* spell (*Shadow*, page 144).

DISMEMBER

TELEPORTATION ATTACK 4

Target One creature that you can see within medium range

You attempt to teleport parts of the target's body away from itself. Make an Intellect attack roll against the target's Strength. On a success, the target takes 6d6 damage and becomes impaired until it heals any damage. If the target becomes incapacitated from this damage, it dies, as its entire body is scattered across a large area.

Attack Roll 20+ The target takes 3d6 extra damage.

PORTABLE PORTAL

TELEPORTATION UTILITY 4

Duration 1 hour

You form in your hands a gleaming ring about 6 inches in diameter that remains for the duration. You can use an action to affix the ring against a flat surface you can reach and stretch it out so that it has a 1-yard diameter. Or, you can collapse the ring when it's affixed to a surface so that it returns to its normal size and then remove it from the surface to which it was affixed. While the ring is resting against a solid surface, it creates a portal of the same size at a point in the space you occupied when you cast this spell. You, other creatures, and objects can freely move through the ring and exit from the portal and vice versa.

Traditions and Spells

DIMENSIONAL STABILITY

Area A 20-yard-radius sphere centered on a point you can reach
Duration 7 days

You stabilize reality throughout the area to prevent creatures from teleporting into, out of, or within it for the duration.

Sacrifice You can use an action and expend a casting of this spell to teleport to an open space within extreme range.

EXILE

TELEPORTATION ATTACK 5

Target Up to five creatures you can see within medium range

You attempt to remove the targets from reality. For each target, make an Intellect attack roll against its Will. On a success, the target disappears from reality for 1 minute. When removed from reality in this way, the target cannot use actions or triggered actions, move, perform minor activities, or be targeted by any effect. When the effect ends, the target returns to the space from which it disappeared or the space nearest to it, and it must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity.

Attack Roll 20+ The target disappears for 1 hour instead of 1 minute, and the target gains 1d6 Insanity instead of 1d3 Insanity if it gets a failure on the Will challenge roll.

SIGIL RING

TELEPORTATION UTILITY 6

Requirement You must have a writing kit

Area A 5-yard-radius circle centered on a point you can touch on a flat surface

Duration Until you complete a rest

Upon casting this spell, you must concentrate for 1 minute, during which time you etch a series of runes around the perimeter of the area that describe a location you have visited at least once. When you finish, you can use a triggered action at any time to cause you and any other creatures in the area to teleport to open spaces in the place described by the sigils.

Sacrifice You can use an action and expend a casting of this spell to cast the *travel* spell (*Shadow*, page 144).

REMOVE OBSTACLE

TELEPORTATION UTILITY 6

Target One Size 10 or smaller object

You teleport the object to an open space of its Size that you can see within extreme range. If you teleport the object into the air, it falls. When it lands, a falling object deals 1d6 damage to anything it hits for every 2 yards it fell (maximum 20d6). A creature directly beneath the object can make an Agility challenge roll and, on a success, takes half the damage from the falling object and then falls prone. If the total of the creature's challenge roll is 20 or higher, the creature does not fall prone.

Aftereffect Make a Strength challenge roll with 3 banes. On a failure, you become impaired until you complete a rest.

Sacrifice You can use an action and expend a casting of this spell to cast the *exile* spell (above).

TELEPORTATION UTILITY 5

DISMANTLE

TELEPORTATION ATTACK 7

Target Each creature and object you choose inside a 10-yard-radius sphere centered on a point you can see within long range

You release magic to take the targets apart. Each target object takes 20 damage. If that damage would destroy the object, it collapses into a pile of 1-inch blocks. Each target creature that has a Health score of 20 or lower likewise collapses into a pile of 1-inch blocks. Finally, each target creature that has a Health score greater than 20 must make a Strength challenge roll with 1 bane. A creature takes 8d6 damage on a failure, or half the damage on a success. A creature that becomes incapacitated from this damage collapses into a pile of 1-inch blocks and dies.

CALLING

TELEPORTATION ATTACK 8

Target One creature you have seen or whose true name you have learned

You try to call forth the target so that it appears inside an open space resting on a solid surface within short range. Make an Intellect attack roll against the target's Will. On a success, the target appears inside the space. If you have learned the target's true name and its Difficulty is 500 or lower, you get an automatic success.

Attack Roll 20+ The target is also charmed until it completes a rest.

GATEWAY

TELEPORTATION UTILITY 9

Requirement You must have building materials and special inks worth 1,000 gc

Area A cube of space, 3 yards on a side, resting on the ground and originating from a point you can reach

Duration Permanent

Upon casting this spell, you must concentrate for 24 hours, during which time you use the required materials to construct an archway. When you finish, magic infuses the archway, creating a portal to a destination you have previously visited or seen on a map. The archway is visible from the destination. Creatures, objects, and effects can freely pass from one side of the portal to the other.

Aftereffect You must make a Strength challenge roll with 4 banes. You become impaired for 1 month and 1 day on a success, or you become unconscious for 1d6 months on a failure.

REALITY SHIFT

TELEPORTATION UTILITY 10

Target Up to ten willing creatures you can reach

You and each target must link hands while you concentrate for 1 minute, during which time you visualize another reality (such as the world revealed in the *Godless* supplement). If you have been to that reality before, you can fix that reality in your mind. Otherwise, you envision a new reality to which you would travel. When you finish, you must make an Intellect challenge roll with 5 banes.

On a success, you and each target vanish from this reality, instantly whisked to the reality you envisioned or a different one if the reality you envisioned does not exist, as the GM decides.

On a failure, you and each target disappear into the Void and are never seen again.

THEURGY

A tradition born from the faith of believers, Theurgy magic captures the essence of the divine and uses it to work miracles in the world. Theurgy spells can bolster and aid others, filling them with the spirit of the divine so they can accomplish their objectives, and it can also smite the enemies of the gods, shattering their defenses with the full weight of divine displeasure.

RIGHTEOUS SMITE

THEURGY ATTACK 0

You call upon your god to guide your attack. Make an attack with a weapon you are wielding. You can substitute Will for the attribute you would normally use. On a success, the attack deals 1d6 extra damage. On a failure, you expend an additional casting of this spell. If you have no castings of this spell remaining, you must get a success on a Will challenge roll or gain 1 Insanity.

Attack Roll 20+ You make attack rolls with 1 boon for 1 round.

TRIUMPH OF FAITH

THEURGY UTILITY 0

Duration 1 minute

You take refuge in your faith. For the duration, whenever you would gain an affliction, you can use a triggered action to make a Will challenge roll. On a success, you do not gain the affliction.

MANTLE OF HOLINESS

THEURGY UTILITY 1

Duration 1 minute

You display some sign of divine favor, such as a tongue of fire burning above your brow or a nimbus of light shining from your body. For the duration, you make attack rolls with 1 boon, or with 2 boons against targets that have Corruption scores of 1 or higher. In addition, you impose 1 bane on attack rolls made against you by demons, devils, faeries, spirits, or undead.

At any time, you can use a triggered action to end this spell early and heal damage equal to half your healing rate.

CENSURE

THEURGY ATTACK 1

Area A 5-yard-radius sphere centered on a point you can reach

You present your holy symbol, a bit of scripture, or some other physical representation of your faith, and release a wave of holy power that spreads through the area. Each demon, devil, faerie, spirit, or undead in the area must get a success on a Will challenge roll or become impaired for 1 minute. When impaired in this way, a creature cannot take fast turns.

OMEN

THEURGY UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point you can see within medium range

Duration Concentration, up to 1 minute

A sign of your faith appears inside the area and remains for the duration. Each creature you choose that can see the sign and is within short range of the area makes attack rolls and challenge rolls with 2 boons, cannot gain Insanity, and becomes immune to the charmed and frightened afflictions for as long as it remains within range.

Aftereffect Make a Strength challenge roll. On a failure, you become fatigued for 1 minute.

DIVINE SHIELD

THEURGY UTILITY 2

Duration End of the round

A beam of golden light shines down on you for the duration, shedding light in a 5-yard radius centered on a point in your space. While illuminated by the beam, you are immune to damage from all sources and you cannot gain afflictions, though you still suffer from any afflictions you had before you cast the spell. When the spell ends, you heal damage equal to your healing rate.

Triggered When a creature attacks you, you can use a triggered action to cast this spell. You reduce the damage from the attack to 0, and you ignore any afflictions you would have gained from it. The spell then ends.

HOLY ARMAMENTS

THEURGY UTILITY 2

Duration 1 minute

You drop whatever you are holding. A gleaming shield adorned with the symbol of your god appears on your arm, and a shining blade appears in your hand. Both items shed light in a 5-yard radius and remain for the duration or until you drop one or both of them, which ends the spell. As part of the casting of this spell, you can attack with either the sword or shield.

The shield is a large shield with no Strength requirement. While you wield it, the shield imposes 1 bane on attack rolls made against you. Attacks with the shield deal 1d6 + 2 damage.

The blade is a sword with no Strength requirement that grants you 1 boon on attack rolls you make with it. Attacks with the weapon deal 2d6 + 2 damage.

Whenever you attack with either the shield or the sword, you can use Will in place of the attribute you would normally use to make the attack. Attacks you make with either weapon deal 2d6 extra damage to demons, devils, faeries, spirits, and undead.

Finally, if the total of your attack roll is 20 or higher and beats the target number by at least 5, your attack has an additional effect. If you made the attack with the shield, the target becomes dazed for 1 round. If you made the attack with the sword, the target takes 2d6 extra damage.

ANGELIC AID

THEURGY UTILITY 3

Area A cube of space, 1 yard on a side, originating from a point you can see within short range

Duration 1 minute

The sound of trumpets fills the air as a soft light appears in the area, growing in intensity until it becomes an **angel** (see page 133). The angel remains for the duration or until it becomes incapacitated, at which point it disappears. The angel is friendly to you and fights on your behalf.

SALVATION

THEURGY UTILITY 3

Target One creature you can see within medium range

Brilliant light swirls around the target, causing it to disappear from its space. The target teleports to an open space you can reach and heals damage equal to twice its healing rate.

ALTAR OF FAITH

THEURGY UTILITY 4

Area A cube of space, 1 yard on a side, originating from a point within short range

Duration 1 hour

A gleaming altar of white stone, carved with images of importance to your religion, appears in the area and remains for the duration. Holy power washes out from the altar in a 5-yard-radius sphere. The altar confers the following benefits to creatures you choose in the sphere.

Heightened Prayer When a creature uses the Prayer talent, the creature grants 1 additional boon and, if the boon was granted to an attack roll, the attack deals 1d6 extra damage.

Traditions and Spells

Beseech the Gods When a creature would make a challenge roll to resist an attack or remove an affliction from itself, the creature can use a triggered action to pray, after which the creature makes the triggering roll with 3 boons.

Divine Foes Demons, devils, faeries, spirits, and undead within 5 yards of the altar make attack rolls and challenge rolls against creatures in the sphere with 1 bane and take 1d6 extra damage whenever they take damage. In addition, demons within this range lose their demonic shadows trait.

Anoint the Faithful

Theurgy Utility 4

Target Up to three creatures you can reach
Duration 1 minute

You touch each target on the forehead, leaving behind a symbol of your god at the place you touched that remains for the duration. An affected target's eyes and mouth shine with light, signaling to all that it has been anointed by your god to fight in his or her name. Each target gains a +10 bonus to Health and makes attack rolls and challenge rolls with 1 boon. Creatures make challenge rolls to resist the target's attacks with 1 bane, and the target's attacks deal 2d6 extra damage.

When the spell ends for a target, it must get a success on a Will challenge roll with 2 banes or gain 1d3 Insanity.

Divine Justice

Theurgy Attack 5

Target One creature you can see within medium range

You call out to your god to mete out justice against the target. Make a Will attack roll against the target's Will. You make the attack roll with a number of boons equal to the target's Corruption score. If the target is a demon, devil, faerie, spirit, or undead, you make the attack roll with 3 boons. On a success, the target takes 8d6 + 8 damage, and it must get a success on a Will challenge roll or become stunned for 1 round. If you get a failure on the attack roll, you gain 1d6 Insanity from realizing that either you misjudged the target or your god was not listening to your prayer.

Forceful Conversion

Theurgy Attack 5

Target Up to five creatures with souls that you can see within short range

Each target must make a Will challenge roll. A target with a Health score of 30 or lower makes the roll with 2 banes. A target becomes charmed for 1 round on a success, or becomes compelled for 1 minute on a failure. If the total of a target's roll was 0 or lower, the target also becomes charmed, and the affliction is permanent. A target charmed or compelled in this way becomes a fanatical believer of your religion until the effect ends and then for 1 hour thereafter. Being a fanatical believer in your religion means the target is friendly to all believers in your religion.

Paragon of Faith

Theurgy Utility 6

Duration 1 hour

You feel the spirit of your god move through you, transforming you into a paragon of faith. For the duration, you remain in this form and gain the following benefits.

Feathery Wings A pair of feathery wings emerge from your back, granting you a +6 bonus to Speed and enabling you to move by flying. In addition, your movement while flying in this way never triggers free attacks.

Radiant Weapons Any weapon you wield glows with holy light, emitting light in a 5-yard radius. The light grants 1 boon on attack rolls you make with the weapon and causes the weapon to deal 2d6 extra damage. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the target of the attack must also get a success on an Agility challenge roll or become blinded for 1 round.

Aftereffect You must get a success on a Will challenge roll with 3 banes or gain 1 Insanity.

Holy Ground

Theurgy Utility 6

Area A cube of space, 10 yards on a side, originating from a point you can reach
Duration 4 hours

A shining temple dedicated to your religion appears inside the area and remains for the duration. You decide the temple's appearance and the rooms it contains, though at least one room must house an altar or an idol of your god or the power you serve.

Imbued with holy energies, the temple is immune to damage, and creatures that have Corruption scores greater than 3 cannot enter the site. Demons, devils, faerie, spirits, and undead become impaired while within medium range of the area and take 4d6 damage if they move inside it, plus 2d6 damage at the end of each round such creatures spend inside.

Any other creature that enters the temple heals damage equal to its healing rate and removes 1 Insanity from itself at the end of each hour it spends there. The temple imposes 3 banes on any attack roll made by a creature outside the temple against a target inside its bounds. In addition, the temple grants 3 boons on challenge rolls made by creatures inside it to resist attacks originating from outside the temple.

Creatures in the temple that have a tradition associated with your religion make attack rolls and challenge rolls with 3 boons, gain a +10 bonus to Health, and gain a +2 bonus to Defense while they remain in the temple.

Aftereffect You must get a success on a Will challenge roll with 3 banes or become fatigued for 24 hours. If you are already fatigued, you instead take a -2d6 penalty to Health that lasts for the same amount of time.

Special When a creature within medium range casts a Forbidden spell, you must make a Will challenge roll. If the spell's rank is higher than your Power, you make the roll with a number of banes equal to the difference. If the spell's rank is lower than your Power, you make the roll with a number of boons equal to the difference. On a failure, the effects of the holy ground spell end immediately. On a success, the creature casting the Forbidden spell must get a success on a Strength challenge roll or become impaired for 1 minute.

Purge the Unclean

Theurgy Attack 7

Target Each elemental, demon, devil, faerie, genie, monster, spirit, undead, and creature with a Corruption of 1 or higher you choose that is within medium range

You raise up your symbol of faith and channel your god's disdain for the abominations crowding the world. Ephemeral figures appear in the air, swirl around your head, and then shriek as they speed toward their targets. A target must make a Strength challenge roll with 3 banes. It takes 8d6 damage and becomes stunned for 1 minute on a failure, or just takes half the damage on a success.

A target incapacitated by this damage is utterly annihilated, erased from this world. A target stunned in this way can repeat the challenge roll at the end of each round and removes the affliction from itself on a success.

Aftereffect The ground underneath you cracks and heaves, creating a 20-yard-radius circle of difficult terrain centered on a point on the ground in your space.

You must get a success on a Will challenge roll with 3 banes or become stunned for 1 minute. You can repeat the challenge roll at the end of each round and remove the affliction from yourself on a success.



TRADITIONS AND SPELLS

HEAVENLY HOST

Area Up to eight cubes of space, each 1 yard on a side, originating from points within medium range
Duration 1 hour; see the effect

Trumpets sound, a choir sings, and an **angel** (see page 133) appears in each area, remaining for the duration or until it becomes incapacitated, at which point it disappears. Once the angels appear, you can direct them to attack one or more targets. The angels then take the next available turn to destroy the targets you indicated and fight until they or their enemies are destroyed. The angels are friendly to you and your companions.

Aftereffect You must make a Will challenge roll with 4 banes. On a failure, you gain 1d6 + 3 Insanity.

MIRACLE

Divine light shines from your eyes and mouth as you call upon your god, gods, or whatever you believe in to bend reality on your behalf. Choose one of the following effects.

- You can cast a rank 7 or lower spell from any tradition. If the spell has any requirements or an aftereffect, you ignore those parts of the spell.
- You can create any number of objects whose total Size does not exceed 20, whose total worth does not exceed 50,000 gc, and that do not have magical properties of any kind (such as potions, alchemical items, enchanted objects, and relics). The object or objects appear inside an open space on a solid surface you can see within long range.
- You can cause up to one hundred creatures you can see within long range to heal all their damage and remove all afflictions from themselves.
- You can force one creature you can see to make a Strength challenge roll with 4 banes. On a failure, the creature takes damage equal to its Health and is utterly destroyed.
- You can force up to twenty creatures you can see within long range to make Will challenge rolls with 4 banes. On a failure, a creature gains Insanity equal to its Will.

In addition to the effects described above, you can make a request, asking your patron deity to perform some other miracle. You can ask for anything you can imagine; however, the GM decides whether your patron delivers or not, as well as exactly how the god or gods fulfill your request. The GM is encouraged to permit reasonable requests. Examples might include causing a bridge to suddenly appear to span a chasm or parting the waters of a sea. Unreasonable requests (unlimited wishes, ownership of an eternal empire, extinguishing the sun) might lead to nothing happening at all or the patron answering the request in a way that is as detrimental as it might be helpful.

Aftereffect You must make a Strength challenge roll with 4 banes and a Will challenge roll with 4 banes. If you get a failure on the Strength challenge roll, you take damage equal to your Health. If you get a failure on the Will challenge roll, you gain Insanity equal to your Will, and when you roll to end the effects of the resulting madness, you must roll twice and use the lower result.

THEURGY ATTACK 8

APOCALYPSE

Area A 200-mile-radius sphere centered on a point you can reach
Duration Concentration, up to seven days

You doom everything in the area to face up to seven apocalyptic events. Each creature in the area when you cast the spell or that enters it cannot leave the area until the spell ends.

Once every 24 hours until the spell ends, you apply one of the following apocalyptic events, starting with Rapture and ending with Ruin, to everything in the area. Note that while concentrating on this spell, you might be subject to the effects of sleep deprivation (*Shadow*, page 200).

Rapture Darkness blots out the moon and stars above the area as the sound of trumpets blares loud enough to reach the ears of peoples of all nations and lands. Each creature in the area that has a Health score of 10 or lower and that has 0 Corruption takes damage equal to its Health. Any creature that has a Health score greater than 10 and has 0 Corruption must get a success on a Will challenge roll or take damage equal to its Health. If a creature chooses to gain 1 Corruption, it gets an automatic success on this roll.

Famine The sun turns black for the spell's duration, and the trumpets sound for a second time. All food in the area spoils and becomes inedible. The remains of any once-living creature of flesh and blood in the area immediately putrefies and becomes inedible.

Plague The trumpets sound a third time as a vile disease sweeps through the area. Each creature in it becomes diseased until the spell ends. When a creature is diseased by this spell, foul blisters and buboes appear all over its body, and its breath reeks of death.

Meteor Showers The trumpets sound a fourth time, calling down stars to fall from the heavens, each leaving a multicolored trail behind it as it burns up. Choose five points in the area. A large meteor strikes each point, exploding in a 1,000-yard radius on impact. The explosion deals 10d6 damage to everything in the area. A creature in the area must make a Strength challenge roll with 2 banes. It also becomes poisoned until the spell ends on a failure, or just takes half the damage on a success.

War The trumpets sound for a fifth time to herald the onset of war. Each creature in the area that has a Health score of 20 or lower gains Insanity equal to its Will score. Any creature that has a Health score greater than 20 can make a Will challenge roll with 2 banes. On a failure, it gains Insanity equal to its Will score. A creature driven mad by this effect does not roll on the Madness table (*Shadow*, page 35). Instead, the creature automatically suffers the violence result, and the creature cannot end this madness until the spell ends.

Death The sounding of the trumpets for the sixth time invites Death to stalk the area. One out of every four creatures in the area takes damage equal to its Health. The GM decides which creatures die.

Ruin The trumpets sound for the seventh and final time, causing each structure in the area to take damage equal to its Health. Any creature inside a structure takes an amount of damage equal to $1d6 \times$ the structure's Size. A creature that would take this damage can make a Strength challenge roll with 2 banes and takes half the damage on a success. In addition, all natural plants in the area wither and die. All waters in the area turn to blood. And nothing planted in these lands for the next 5d20 years will grow.

Aftereffect When the spell ends, all ongoing magical effects on you end, and you take damage equal to your Health. Your soul, if you have one, travels to your patron deity, where you must offer reasons for the casting of this spell. If you were justified, your soul goes to Elysium (see *Terrible Beauty*), where it remains until the end of time. If your actions are judged to be not justified, you gain 20 Corruption and your soul sinks to Hell, where you enjoy the attentions of Diabolus himself for all time.

THEURGY UTILITY 10



TRADITIONS AND SPELLS

TIME

The greatest practitioners of Time magic, called chronomancers, move between temporal moments to step back into the past or ahead into the future. The ability to move through time and manipulate its passage lures many would-be masters to pit their minds against the complexities of the Time tradition, but most of them find themselves unable to free their intellects from the shackles of mundanity—which is required to truly apprehend reality from the perspective that this tradition demands. Only those who are a little off-kilter and perhaps slightly deranged seem able to understand how to use magic as it applies to the fourth dimension.

Time magic exacts a price from its practitioners. Anyone who would master this tradition must fray their own timeline so they can move more easily backward and forward through it. The result of this fraying sometimes causes casters to flicker in and out of view while they sleep or appear older or younger from one moment to the next.

CONSEQUENCE

TIME UTILITY 0

Triggered When you would make an attack roll or a challenge roll, you can use a triggered action to look ahead and see the consequence of your effort. You then make the triggering roll with 1d3 boons. If the roll results in a failure, you become dazed for 1 round.

RETRY

TIME UTILITY 0

Triggered When the result of an attack roll or a challenge roll made by a creature within short range is a success or a failure, you can use a triggered action to cast this spell. You create a ripple in time, which causes the creature to discard the result of the triggering roll and roll again.

Aftereffect You must make a Will challenge roll. On a failure, the next time you make an attack roll or a challenge roll before the end of the next round, you must discard the result and roll again.

BORROWED TIME

TIME UTILITY 1

Triggered When you take a turn, you can use a triggered action to cast this spell. For 1 minute, you increase the number of actions you can use on your turn by one, and you gain a bonus to Speed equal to your Speed score. At the end of each round until the effect ends, you must get a success on a Will challenge roll or you become stunned for 1 round. You cannot voluntarily end this effect once you have cast the spell.

TIME LOOP

TIME ATTACK 1

Target One creature you can see within short range

You attempt to trap the target in a short-lived time loop. Make an Intellect attack roll against the target's Will. On a success, the target becomes trapped in a time loop for 1 minute.

When trapped in this way, the target must repeat what it did on its previous turn. If the target took a fast turn or a slow turn, it must take a fast turn or a slow turn each round until the effect ends. If the target used an action during its previous turn, it must use an action to perform the same task each round until the effect ends. If the task was an attack, the target must attack the same target and use the same weapon. If it cannot reach the target, it instead attacks the

space closest to it that it can reach. If the task was a spell, the target must cast the same spell against the same target or area. If the target runs out of castings, it attempts to cast the spell and fails.

At the end of each round, the target can make a Will challenge roll with 1 bane and ends the effect on itself with a success.

TIME SKIP

TIME UTILITY 2

Duration 1 minute

You destabilize your timeline and rapidly jump from the present into the future and back again for the duration. You appear to flicker in and out of existence, with echoes of your past selves appearing around you and then vanishing. Until the spell ends, you impose 2 banes on attack rolls made against you, and you make attack rolls with 2 boons.

Aftereffect Make a Strength challenge roll with 1 bane. On a failure, roll a d6. On an odd number, you appear to grow a bit younger. On an even number, you appear to grow a bit older.

TIMELY WARNING

TIME UTILITY 2

Triggered When a creature within medium range that you can see would take damage or gain an affliction, you can use a triggered action to cast this spell. You mark in your mind the exact moment when this event occurred, and then your future self from a few moments ahead in time travels back to just before the event to deliver a warning to the triggering creature. The creature reduces the damage it would have taken to 0 or removes the affliction it would have gained.

At the end of each round thereafter, you must make a Will challenge roll with 1 bane. On a failure, you transport yourself back in time to deliver the warning, disappearing and reappearing in the space you occupied 1 round later, which ends the spell. If you become incapacitated before you can deliver the warning, you and the triggering creature each gain 1d6 Insanity as time momentarily unravels.

HALT TIME

TIME UTILITY 3

Area A 4-yard-radius sphere centered on a point you can reach

Duration 1 minute; see the effect

Time halts in the area for the duration. Each creature other than you in the area becomes insensate, unable to use actions or triggered actions, and unable to move. Creatures outside the area cannot enter it, and objects or effects originating from outside the area cannot reach into the area; they stop at its edge, remaining there until the spell ends.

Creatures and objects in the area cannot be attacked, moved, or affected by any effect. Ongoing effects that apply to creatures and objects in the area are suspended until the spell ends.

You, however, are unaffected by the spell and can freely move around in the area, leave it, and return to it. You can end the effect at any time without using an action to do so.

Once the spell ends, time moves faster in the area it affected until it resumes the normal flow of time. Two rounds pass inside the sphere for every round that elapses outside it until time again flows the same in both places. If the spell lasted for three rounds, for instance, then the accelerated time lasts for three rounds. Each of the extra rounds that elapses inside the sphere occurs between each pair of rounds that elapse outside it. Any creature in the sphere during one of these extra rounds can take a turn. But if a creature leaves the sphere on its turn during one of these extra rounds, the creature enters normal time, and its turn immediately ends as it does so. Such a creature must get a success on a Will challenge roll or gain 1 Insanity. Attacks and other effects originating from inside the sphere that would affect targets or areas outside it are resolved at the end of the extra round. In addition, creatures inside the area make attack rolls against targets outside the sphere with 3 boons, while targets outside the sphere make challenge rolls to resist harmful effects with 3 banes.

Traditions and Spells

MAJOR PARADOX

TIME ATTACK 3

Target Up to five creatures you can see within medium range

You attempt to knot each target's timeline so that the creature does not exist in the present. Each target must get a success on an Intellect challenge roll with 1 bane or disappear, removed from existence for 1 minute. While removed from existence, the target is insensate, cannot use actions or triggered actions, and cannot move. When the effect ends for a target, it returns to the space from which it disappeared or the nearest open space of its choice.

EXCELLENT ADVENTURE

TIME UTILITY 4

Describe a simple activity you could have reasonably performed in the space within 10 yards of you at some point within the last hour. The activity could be hiding a key under a rock, placing poison in a cup, sticking a disguise in a nearby closet, or something similar, provided the activity does not involve directly harming a creature or an object. The result of the activity then becomes real, just as if you had in fact performed it: the key is under the stone, or the cup now contains poison.

If you are still alive when the adventure ends, you instantly travel back through time to a point up to an hour before you cast this spell and carry out the activity. When you finish, you disappear and return to your normal place in time.

If you are unable to complete the activity, either because you died or you were unable to do what you said you would do, you create a paradox, since you are not able to go back in time and perform the activity you described. As a result of your failure to close this loop in the time stream, the outcome of some event or situation that you and members of your group were involved in changes, at the GM's discretion.

STOLEN MOMENTS

TIME ATTACK 4

Target Up to two creatures you can see within medium range

You attempt to steal time from each target and bestow that time on other creatures you choose. For each target, make an Intellect attack roll against its Will. On a success, the target cannot take a turn for 1 minute and is defenseless. While defenseless, the target is also immobilized. The effect immediately ends if the target takes any damage. The target can make a Will challenge roll at the end of each round and ends the effect on itself on a success.

For each target affected by this spell, choose a creature you can see within short range. Each creature you choose can take an extra turn each round until the effect ends on the target whose turns are being stolen.

ALTER FORTUNES

TIME UTILITY 5

Triggered At the end of the round, you can use a triggered action to cast this spell. You disappear, removed from time. During the next round, whenever a creature within a number of yards from the space you left equal to half your Speed would make an attack roll or a challenge roll, you can turn the result of the roll into a success or a failure, by moving between the moments to meddle with what happens. You can use this effect up to three times during the round. At the end of the round, you reappear in an open space within a number of yards from the space you left equal to your Speed.

Aftereffect You must get a success on a Strength challenge roll with 2 banes or become fatigued for 1 hour.

TIME DISRUPTION

TIME UTILITY 5

Area A 10-yard-radius sphere centered on a point within medium range

Duration 1 minute

You entangle the timelines of creatures in the area. Each creature in the area must make a Will challenge roll with 3 banes. On a failure, the creature gains 1d3 Insanity and becomes stunned for 1 minute. At the end of each round until the effect ends for a creature, it can repeat the Will challenge roll. On a success, the creature removes the stunned affliction from itself but can take only slow turns, either moving or using an action on each of its turns for the remainder of the spell's duration.

SEVER TIMELINE

TIME ATTACK 6

Target One creature you can see within medium range

You reach across the target's timeline, searching for the best place to cut. Make an Intellect attack roll against the target's Will. If the target has a Health score of 50 or lower, you get an automatic success. If the target has a Health score of 100 or higher, you make the roll with 3 banes.

On a success, you cut the target's timeline, causing it to fade from reality for 1 minute. During this time, the target is impaired and slowed, its attacks deal half damage, and it takes half damage from all attacks. At the end of each round, the target must make a Will challenge roll with 3 banes. If the target gets three successes, the effect ends and the target's timeline is restored. Otherwise, at the end of this time, the target disappears and its dead body appears prone in a space it previously occupied.

Although the target's death does not affect what happened since it died, anyone who encountered the target since then forgets having done so, and their minds fabricate other explanations for any influence the target might have had on them during that time.

TIME DILATION

TIME UTILITY 6

Target Up to five creatures you can see within short range
Duration 1 minute

You speed up time for each target for the duration. Each target can take a fast turn and a slow turn, makes attack rolls and challenge rolls with 1 boon, and has a bonus to Speed equal to half its base Speed score.

Aftereffect Each target must make a Will challenge roll with 3 banes. On a failure, the target takes 2d6 damage and becomes fatigued for 1 minute. When fatigued in this way, the target is also slowed.

TEMPORAL BUBBLE

TIME UTILITY 7

Area A 5-yard-radius sphere centered on a point you can reach

Duration 8 hours

You dislodge the area and everything in it from the time stream. For the duration, time passes normally in the area, but outside it, time passes at one-eighth the normal rate, such that when the spell ends, only 1 hour of actual time will have passed.

The outside edge of the area ripples with temporal distortions, heavily obscuring everything behind it. Strong winds swirl around inside the area and within 5 yards of it. If a creature or object moves across the barrier, it takes 10d6 damage from the stress of entering a slower or faster timestream. A creature can make a Strength challenge roll with 2 banes and takes half the damage on a success.



ERASE FROM EXISTENCE

TIME ATTACK 8

Choose one living creature of flesh and blood that you can see within medium range. You step backward in time to kill one of the creature's ancestors. Make an Intellect challenge roll with 4 banes. If the total of your roll is 0 or lower, you are killed in the attempt, and your body lies dead somewhere in the past. On any other failure, you fail to kill the creature's ancestor and return to the space you left with 2d6 damage and 1 Insanity.

If you get a success on a roll of 19 or lower, you fail to kill the ancestor, but your attempt changed history enough that the chosen creature disappears from your location, having followed a different path in life.

Finally, if the total of your challenge roll is 20 or higher, you kill the ancestor, and the chosen creature disappears entirely, having never been born. You return to the space you left, and you and each creature within 20 yards of you must make a Will challenge roll with 4 banes. On a failure, a creature gains 1d6 Insanity. In addition, you create shock waves through time as reality struggles to account for the changes you made. The GM decides the exact effects of reality's change based on the nature of the chosen creature, its history, and its effects on the world; possibilities include certain people having never been born, changes to recent history, relocation of certain places, and so on.

Aftereffect You must make a Will challenge roll with 4 banes. On a failure, you gain Insanity equal to your Will, you forget this spell, and you cannot learn it or cast it again.

STOP TIME

TIME UTILITY 9

Duration 1d3 + 1 rounds

Time across the cosmos comes to a complete stop for everyone and everything other than you and up to five creatures you touch when you cast this spell. You and the touched creatures can act normally and can interact with your environment as you choose. You treat all other creatures as if they were unconscious.

Aftereffect You and each other affected creature must make a Strength challenge roll with 4 banes. A creature takes 9d6 damage on a failure from the trauma of time restarting, or half the damage on a success.

TIME GATE

TIME UTILITY 10

Area A cube of space, 2 yards on a side, originating from a point you can reach

Light bends and warps inside the area. Upon casting the spell, you must concentrate for 1 hour, during which time you fix your mind on a specific time in the past or the future. At the end of every 10 minutes you spend concentrating, you must make a Strength challenge roll with 1 bane, taking 1d6 damage and gaining 1 Insanity on a failure. If you concentrate for the full hour, a portal opens inside the area and remains open for 10 minutes, after which time it closes. The portal has a front and a back, but does not have sides. Peering through the portal reveals the same area affected by the spell as it appears at the past or future time you specified. You and any creatures from your time can pass through the portal in either direction for as long as it remains open. When you pass through the portal, you remain in the same location, but at the time you specified.

Aftereffect You must make a Will challenge roll with 5 banes. On a failure, you gain Insanity equal to your Will score.

Traditions and Spells

TRANSFORMATION

The magic of the Transformation tradition enables casters to change not only their outward appearance but their very nature. Transformation spells can turn the caster into a different kind of creature—perhaps a mouse or a ferocious lion, an eagle or a steed, or any number of other physical forms. The magic works by relaxing the form imposed on the caster's substance so that the caster can flow from one shape into another and back again.

ASSUMING DIFFERENT FORMS

When you want to assume the form of a different creature by casting a Transformation spell, the following rules apply to you after you assume the new form.

- Everything you are wearing or holding is subsumed into the new form.
- You cannot speak unless the new form is capable of speaking.
- You use the new form's Strength, Agility, characteristics, traits, and talents in place of your own. You retain your normal Intellect and Will.
- Any damage you had in your normal form does not apply to your new form.
- You can use a triggered action on your turn to switch between any forms you are capable of assuming, including your normal form.
- If you use an action to cast a spell that lets you assume a different form, you can also use one of the new form's attack options upon assuming the new form.
- If you would become incapacitated while in the new form, the spell ends, and any damage in excess of that form's Health then applies to the Health score of your normal form, which might cause you to become incapacitated in your normal form.

CHAMELEON

TRANSFORMATION UTILITY 0

Duration 1 hour

You alter your physical appearance to help you blend into your surroundings. For the duration, you make rolls to become hidden with 3 boons.

Triggered When you stop moving, you can use a triggered action to cast this spell. Your appearance changes to match your surroundings. You can make an Agility challenge roll with 3 boons to become hidden without needing to use an action to do so and even if you are being observed. When you stop being hidden, the spell ends.

WEAPON APPENDAGE

TRANSFORMATION ATTACK 0

Duration 1 minute

One of your limbs transforms to become a blade. The blade counts as a basic natural weapon with the finesse property that deals $1d6 + 1$ damage. You can substitute Will for the attribute you would normally use to attack with it. Finally, if the total of your attack roll is 20 or higher and beats the target number by at least 5, your attack with the appendage deals $1d6$ extra damage. As part of casting the spell, you can make an attack with the appendage.

DEVOLVE

TRANSFORMATION UTILITY 1

Duration 1 hour

You assume a brutish, savage appearance, becoming a more primitive version of your kind, and remain in that form for the duration. Your new form confers the following benefits and drawbacks.

- You make Strength and Agility attack rolls and challenge rolls with 1 boon.
- You ignore the effects of moving across difficult terrain when climbing or swimming.
- You make Intellect and Will attack rolls and challenge rolls with 2 bane.
- You cannot speak.

VENOMOUS SHAPE

TRANSFORMATION UTILITY 1

Duration 1 hour

For the duration, whenever you assume the form of an animal from the casting of a Transformation spell, you gain the poisonous trait (*Shadow*, page 263) while you are in that form.

Sacrifice You can use an action and expend a casting of this spell to cast the *flowing form* spell (*Shadow*, page 146).

PLANT FORM

TRANSFORMATION UTILITY 2

Area A cube of space, 1 yard on a side, originating from a point in your space

Duration 1 minute

You assume the form of an **animated plant** (see page 134) occupying the area and remain in that form for the duration.

SLIME FORM

TRANSFORMATION UTILITY 2

Area A cube of space, 1 yard on a side, originating from a point in your space

Duration 1 minute

You assume the form of a **slime** (see page 142) occupying the area and remain in that form for the duration.

BEAR FORM

TRANSFORMATION UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point in your space

Duration 1 minute

You assume the form of a **bear** (*Shadow*, page 219) occupying the area and remain in that form for the duration.

GREAT CAT FORM

TRANSFORMATION UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point in your space

Duration 10 minutes

You assume the form of a **great cat** (*Shadow*, page 238) occupying the area and remain in that form for the duration. Upon assuming the new form, you can use one of its attack options or special attacks.

HULK

TRANSFORMATION UTILITY 4

Requirement You must be in a space large enough to accommodate a creature of your Size + 1 (maximum 4).

Duration 1 hour

You become a hulking monstrosity for the duration. While in this form, you have the following benefits and drawbacks:

- You increase your Size by 1 (maximum of Size 4).
- You gain a +40 bonus to Health.
- You make Strength attack rolls and challenge rolls with 2 boons.
- You make Agility attack rolls and challenge rolls with 1 bane.
- Your weapon attacks deal $2d6$ extra damage.
- When you attack a creature, the creature must make a Will challenge roll. It becomes frightened for 1 minute on a failure, or it becomes immune to this effect from this casting of the spell on a success.

TRADITIONS AND SPELLS

ABUNDANT ANIMALS

TRANSFORMATION UTILITY 4

Duration 1 hour

Your body transforms into a group of six **small animals** (*Shadow*, page 217) that remains for the duration. You can assign one of the following traits to each animal: climber, flier, or swimmer. You control each animal separately and can perceive from their spaces simultaneously. The spell ends if the last of the six animals becomes incapacitated, whereupon you revert to your normal form in that animal's space.

GRIFFON FORM

TRANSFORMATION UTILITY 5

Area A cube of space, 2 yards on a side, originating from a point in your space

Duration 8 hours

You assume the form of a **griffon** (*Shadow*, page 238) occupying the area and remain in that form for the duration. While in this form, you have a +30 bonus to Health, and your attacks deal 1d6 extra damage.

MONSTROUS FORM

TRANSFORMATION UTILITY 5

Area A cube of space, 3 yards on a side, originating from a point in your space

Duration 1 hour

You assume the form of a Size 3 **huge monster** (*Shadow*, page 246) occupying the area and remain in that form for the duration. While in this form, you have the frightening trait (*Shadow*, page 214).



GIANT FORM

TRANSFORMATION UTILITY 6

Area A cube of space, 3 yards on a side, originating from a point in your space

Duration 1 hour

You assume the form of a Size 3 **giant** (*Shadow*, page 236) occupying the area and remain in that form for the duration. While in this form, you do not have the stupidity trait.

SHAPESHIFTER

TRANSFORMATION UTILITY 6

Area A cube of space, 3 yards on a side, originating from a point in your space

Duration 4 hours

You destabilize your form so that you can easily transform into other creatures. For the duration, you can use an action, or a triggered action on your turn, to assume the form of a **huge animal**, **large animal**, **medium animal**, **small animal**, or **tiny animal** (*Shadow*, page 217) occupying the area or to revert to your natural form. When you assume an animal form, you can also gain the climber, flier, or swimmer trait.

Although you can swap your animal forms freely, your damage total remains the same for all animal forms you assume when you cast this spell.

In addition, when you attack, you can expend the casting of one Transformation spell you have learned. The attack deals 1d6 extra damage per rank of the spell you expended (or 1d3 extra damage for a rank 0 spell).

WYVERN FORM

TRANSFORMATION UTILITY 7

Area A cube of space, 3 yards on a side, originating from a point in your space

Duration 1 hour

You assume the form of a **wyvern** (see page 144) occupying the area and remain in that form for the duration.

BASILISK FORM

TRANSFORMATION UTILITY 8

Area A cube of space, 3 yards on a side, originating from a point in your space

Duration 4 hours

You assume the form of a **basilisk** (*Shadow*, page 219) occupying the area and remain in that form for the duration. Upon assuming the new form, you can use one of its attack options, and you resolve the effect of your captivating appearance trait immediately.

DRAGON FORM

TRANSFORMATION UTILITY 9

Area A cube of space, 4 yards on a side, originating from a point in your space

Duration 8 hours

You assume the form of a Size 4 **dragon** (*Shadow*, page 229) occupying the area and remain in that form for the duration. While in this form, whenever you take damage, you reduce the damage by 5.

BECOMING

TRANSFORMATION UTILITY 10

Duration Until you complete a rest

You loosen the bounds of your form so that you can adopt a multitude of other forms. For the duration, you can use an action or a triggered action to assume the form of any living creature you can see and remain in that form until you return to your normal form or you assume a different form. Unlike with other Transformation spells, your damage total remains the same regardless of the form you assume.

Traditions and Spells

WATER

Spells of the Water tradition grant command and control over liquids and ice, allowing users to blast enemies with jagged shards of ice or entrap foes in giant, undulating orbs of water. Water magic also has restorative qualities for easing suffering and repairing injuries, though not to the same extent as the assistance offered by Life magic.

As with other elemental traditions, the surest path to discovering Water magic is to learn the secret name of water, usually from a genie or a similar being. A genie might reveal the word in the way sunlight dapples the water, or conceal the name in the laughter of a bubbling stream. The tradition is studied at most great institutions of magic, especially those near the coast, where plenty of material exists on which to practice the art.

ICICLE

WATER ATTACK 0

Target One creature within short range

You form a razor-sharp icicle in your hand and fling it at the target. Make a Will attack roll against the target's Agility. On a success, the icicle hits and deals 1d6 damage plus 1d3 damage from cold.

Attack Roll 20+ The target takes 1d6 extra damage from cold.

RIME

WATER UTILITY 0

Area A cube of space, 2 yards on a side, resting on a flat surface and originating from a point within short range

Duration 1 minute

Ice forms over every surface in the area and remains for the duration. Any creature that moves into or out of the area must get a success on an Agility challenge roll or fall prone. In addition, whenever a creature in the area would take damage from cold, it takes 1d6 extra damage.

CLOUDBURST

WATER UTILITY 1

Area A cylinder of water, 10 yards tall with a 20-yard radius, centered on a point within medium range

Duration 1 hour

Heavy rain (or snow, in a cold environment) falls from the top of the area for the duration. The precipitation partially obscures the area. It extinguishes ordinary flames as well as magical flames created by spells of rank 1 or lower.

In addition, you can use an action, or a triggered action on your turn, to move the area up to 5 yards in any direction. If you move the center of the area beyond medium range from you, the spell ends.

Sacrifice You can use an action and expend a casting of this spell to cast the *icicle* spell (above).

WATER BURST

WATER ATTACK 1

Target A cube of water, no more than 1 yard on a side, originating from a point within short range

The target explodes with tremendous force. Each unsecured object of Size 1/2 or smaller within 3 yards of the outrushing water moves 1d6 yards in a straight line away from it. Each creature within 3 yards of the target takes 1d6 + 3 damage. A creature can make a Strength challenge roll, taking half damage on a success, or also falling prone on a failure.

The water bursting from the area extinguishes all ordinary flames within 5 yards of the target.

SWIRLING MIST

WATER UTILITY 2

Area A 5-yard-radius sphere centered on a point you can reach

Duration 1 minute

A billowing cloud of mist spreads through the area, partially obscuring it for the duration. Wind created by a rank 2 or higher spell disperses the mist.

While you are in the area, your body is shrouded by the mist and you are invisible to any creature more than 1 yard from you. In addition, you take half damage from all sources, your movement never triggers free attacks, and you can move through spaces occupied by other creatures.

WATERY SERPENT

WATER ATTACK 2

Area A cube of space, 1 yard on a side, originating from a point within medium range

Duration 1 minute

A serpent made from water appears inside the area and remains for the duration. You can use an action, or a triggered action on your turn, to move the serpent up to 5 yards and attack one creature within 2 yards of the serpent. Make a Will attack roll with 1 boon against the creature's Agility. On a success, the creature takes 2d6 + 3 damage and cannot move away from the watery serpent for 1 round. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the creature takes 1d6 extra damage.

FLOOD

WATER ATTACK 3

Area A 40-yard-long cone originating from a point you can reach

Duration 1 round

Water rushes out from your hand and forcefully spreads through the area. The water extinguishes all ordinary flames, as well as magical flames created by spells of rank 3 or lower. Unsecured objects of Size 1 or smaller are carried 4d6 yards away from the point of origin, and unsecured doors and portals in the area are forced open. The force of the water deals 2d6 damage to everything in the area. A creature in the area can make a Strength challenge roll. A creature of Size 2 or larger makes the roll with a number of boons equal to its Size - 1. A creature falls prone and moves 4d6 yards toward the opposite end of the area on a failure, or just takes half the damage on a success.

RESTORATIVE WATERS

WATER UTILITY 3

Area A 3-yard-radius hemisphere centered on a point you can reach

Glistening water sprays up from the point you touch, then rains down on everything in the area. Each creature in the area is nourished as if it had drunk its fill of water, it removes the diseased and poisoned afflictions from itself, and it heals damage equal to its healing rate. In addition, for the next minute the creature heals 1d6 extra damage whenever it heals damage.

WALL OF ICE

WATER UTILITY 4

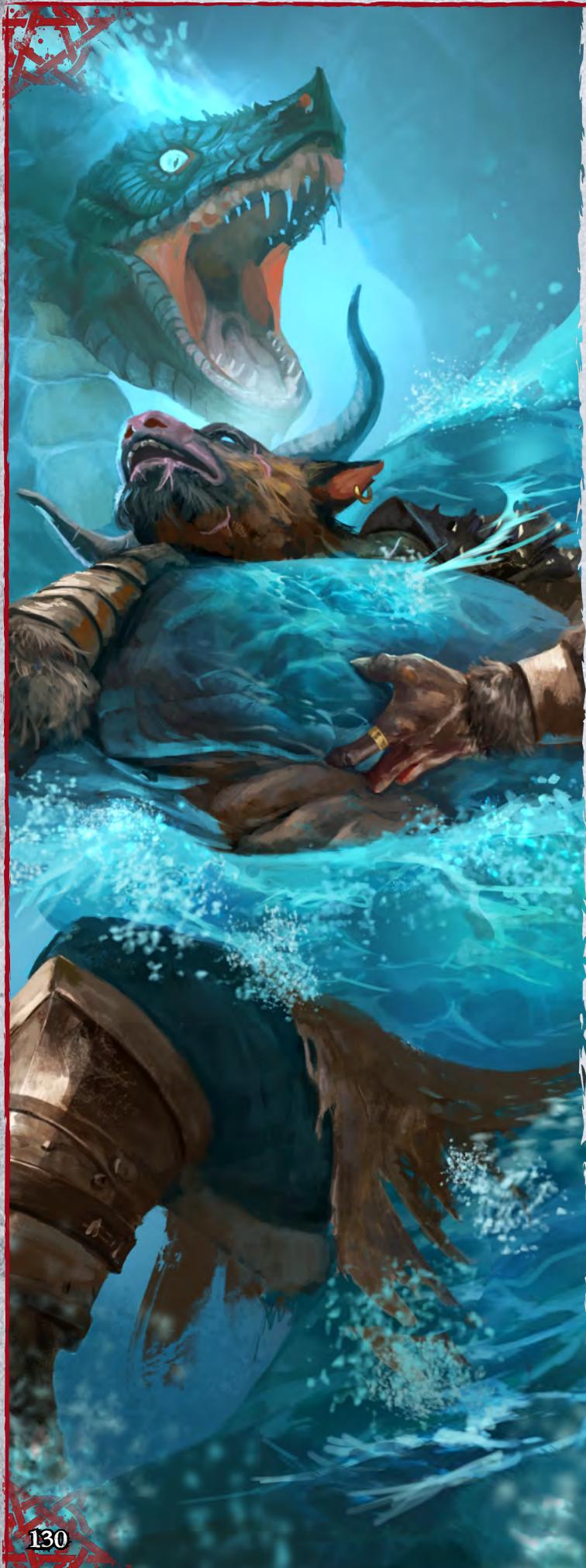
Area A shapeable line, 10 yards long, 5 yards high, and 1 yard wide, originating from a point within long range

Duration 1 hour; see the effect

Ice fills the area and remains for the duration or until it melts. Any creature in the area when the ice appears must make an Agility challenge roll. A creature moves 1 yard to either side of the wall on a success, or takes 3d6 damage and becomes immobilized on a failure. At the end of each round, a creature immobilized by the spell takes 1d6 damage from cold.

Each 2-yard-long section of the wall has Defense 5 and Health 15. If a section of the wall is destroyed, any creature immobilized in it removes the affliction from itself.

In addition, at the end of each round until the spell ends, any creature within 5 yards of the wall must get a success on a Strength challenge roll or take 1d6 damage from the bitter cold it generates.



WATERY FORM

WATER UTILITY 4

Duration 1 hour

You transform yourself, along with everything you wear and carry, into a being made of clean, pure water. You retain your Size and shape, but you are transparent. You can use items you carry even though they are made from water. Until the spell ends, you gain the following benefits and drawbacks.

- You take half damage from all sources.
- You have the swimmer trait.
- You can breathe in water as easily as you do in air.
- You are invisible when submerged in liquid.
- You make Strength and Agility attack rolls and challenge rolls with 1 boon.
- You can move through spaces occupied by other creatures, but you cannot end your movement there. You can also move through gaps wide enough to permit the flow of water.
- Your Water spells deal 1d6 extra damage.

CAUSTIC WATERS

WATER ATTACK 5

Area A 10-yard-long cone originating from a point you can reach

Highly corrosive fluid flies from your hand, splashing everything in the area. Objects in the area that are made from wood, leather, or other organic materials take damage equal to their Health. The acid deals 5d6 damage to everything else in the area. A creature can make an Agility challenge roll and takes half the damage on a success. In addition, each creature hit by the acid takes 1d6 damage at the end of each round until a creature uses an action to wash the acid away from itself or from someone or something else.

PARCH

WATER ATTACK 5

Area A 5-yard-radius sphere centered on a point within medium range

The spell draws all moisture from the area. All ordinary mist, fog, and vapor, as well as such phenomena created by rank 5 or lower spells, in the area disappears.

Each creature of flesh and blood in the area must make a Strength challenge roll. A creature takes 4d6 + 6 damage and becomes impaired until it completes a rest on a failure, or just takes half the damage on a success.

CONTROL WATER

WATER UTILITY 6

Target The water inside a cube of space, 100 yards on a side, originating from a point you can reach

Duration Concentration, up to 1 hour

You take control of all the water in the area for the duration. Choose one of the following effects.

Divide the Waters You separate the waters in the area to create a line of open space 10 yards tall, 20 yards wide, and 100 yards long. Creatures in the affected area are moved with the waters to one side or the other (GM's choice). A creature can move from the affected area into the water and back again. When the spell ends, the water slowly flows back into the area until it reaches its previous level again.

Raise the Waters You raise the surface of the water up to 20 yards. Water raised in this way might cause flooding, wash away a bridge, or capsize a vessel floating on the surface at the GM's discretion.

Lower the Waters You lower the surface of the water by as much as 20 yards. If the area is fully enclosed by a large body of water, this effect creates a whirlpool that lasts until the spell ends. Any vehicle floating on the surface of the body of water is pulled into the whirlpool and takes 1d6 damage at the end of each round. A pilot can keep a vehicle from being pulled into the whirlpool by getting a success on an Agility challenge roll with 3 banes.

Traditions and Spells

SEETHING SEA

WATER ATTACK 6

Target A cube of water, 100 yards on a side, originating from a point within short range

Duration 1 minute

You bring the targeted water to a rapid boil. The air above it becomes filled with steam that heavily obscures the area up to 10 yards above the water. The seething, frothing water deals 10d6 damage to everything in it. A creature in the targeted water when you cast the spell can make a Strength challenge roll and takes half the damage on a success.

Furthermore, at the end of each round until the spell ends, the boiling water deals 2d6 damage to everything in it. Again, a creature in the water can make a Strength challenge roll and takes half the damage on a success.

Sacrifice You can use an action and expend a casting of this spell to cast the *caustic waters* spell (above).

ELEMENTAL ICE

WATER UTILITY 7

Target A point on the surface of a volume of water that you can reach

Duration 24 hours; see the effect

You touch the water and cause the surface of the water in up to a 50-mile radius to freeze solid to a depth of 6 feet. Any creatures or objects in the area become trapped. A creature that would become trapped can make an Agility challenge roll. On a success, it is not trapped and appears on the surface of the ice. A creature trapped in the ice is defenseless. When defenseless in this way, a creature is immobilized and takes 2d6 damage from cold at the end of each round. A trapped creature can attempt to break free from the ice by using an action to make a Strength challenge roll with 3 banes. Each success deals 1d6 damage to the 2-yard cube of ice in which it is trapped.

The ice remains for the duration, though fire created by a rank 7 or higher spell can melt ice in each of its areas. Each 2-yard cube of ice has Defense 5 and Health 30.

BECOME THE SEA

WATER UTILITY 8

Duration Concentration, up to 1 hour

You assume the form of a Size 3 wall of water and remain in that form for the duration. You resume your normal form when the spell ends, appearing anywhere in the wall's space. When you are in watery form, you gain the following benefits and drawbacks.

Sightless You rely on senses other than sight to perceive your surroundings, and you can pinpoint the location of each creature and object within long range of you. Creatures within that area cannot hide from you, and you ignore banes imposed by obscurement on rolls to perceive things. You are not subject to the blinded condition.

Immune damage from acid, disease, and poison; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned, and any effect that would change your shape.

Watery Form You take half damage from weapons.

Frozen Form When you take damage from cold, you gain a +1d6 bonus to Defense and you halve your Speed. This effect lasts for 1 round or until you take damage from fire.

Fire Vulnerability You make challenge rolls to resist Fire attack spells with 1 bane, and you take double damage from Fire spells.

Amorphous You can move freely through openings wide enough to permit the passage of water, and you can move through spaces occupied by other creatures.

Empowered by Water When you would take damage from a Water spell, you instead add the damage as a bonus to your Health. The bonus lasts for 1 minute.

Tidal Forces When you use an action to concentrate on this spell, each creature within medium range must make a Strength challenge roll. A creature floating or submerged in

liquid makes the roll with 2 banes. On a failure, a creature is moved 1d6 yards away from you if it is within 10 yards of you, or 2d6 yards toward you if it is more than 10 yards from you. If a creature encounters an obstacle before moving the full distance, it takes 1 damage for each yard it was prevented from moving in this way.

Crashing Wave On your turn, you can use a triggered action to smash one creature or object within 3 yards of you. Make a Will attack roll with 1 boon against the target's Agility. If the target is in contact with a liquid, you make the roll with 3 boons instead of 1. On a success, the target takes 5d6 damage and must get a success on a Strength challenge roll or fall prone.

NAME OF WATER

WATER UTILITY 9

Duration 1 hour

You speak the secret name of water and master its power. For the duration, you can cast Water spells of rank 3 and lower that you have learned without expending castings of them. In addition, you can cast any rank 0 Water spell, whether you have learned it or not.

TSUNAMI

WATER ATTACK 10

Requirement You must be able to see a body of water large enough to accommodate the spell's area

Area A line of water, 5 miles long and 1/2 mile wide, originating from a point you can see

Duration See the effect

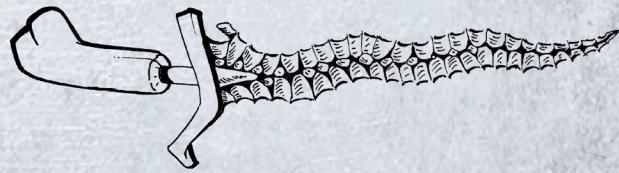
The water in the area rises up until it becomes a 2,000-foot-high wave. The wave moves in a direction you choose until it makes landfall. When moving across waters at least 4 miles in depth, the wave moves 500 miles per hour. In shallower waters, the wave moves 100 miles per hour. Anything in the wave's path becomes picked up by it and moves with it unless it has some reasonable method to escape, such as flying away or using Teleportation magic.

When the wave hits land, it crashes, dealing 20d6 damage to everything along its length within 100 yards of the shore as well as to whatever it picked up along the way. Everything beyond 100 yards out to 500 yards away from the shore takes 10d6 damage, and everything beyond 500 yards out to 1,000 yards away from the shore takes 5d6 damage. A creature in any of these affected areas can make a Strength challenge roll with 3 banes, taking half the damage on a success.

Ships and other waterborne vessels take double damage from this spell.

The exact effects of the wave are up to the GM, but one can expect widespread flooding, destruction of structures, and significant changes to the shoreline.

Aftereffect You must make a Strength challenge roll with 5 banes. You take 10d6 damage on a failure, or half the damage on a success.





creatures of magic

Many creatures found in the world of Urth could not exist without magic. Many trace their origins to bizarre accidents, side effects of great spells cast by the most powerful users in the lands. These include the menagerie of monsters rampaging in the wilderness and terrorizing the people who live on its edges.

Other creatures of magic were created intentionally, forged in the crucible of life to carry out some inscrutable purpose, such as hoods, harvesters, and other altered and changed beings. And then there are those that exist purely to serve their makers' wills.

This chapter explores and reveals creatures that can be summoned or made from magic. Each entry provides details and statistics boxes for creatures

mentioned in this book that are not described in *Shadow of the Demon Lord*. While some monsters have been previously revealed in other supplements, they have been collected here for ease of use.

Each entry provides you with a description of the creature, which tells you how it fits into the world as well as detailing its appearance, behavior, motivations, and other details to help you bring this creature to life in play. A statistics box follows the descriptive text, and it shows you how to use the creature in combat. For full details on how to read a statistics box, review the opening pages of chapter 10 in *Shadow of the Demon Lord*.

ANGEL

There's a devil for every moral failing. Angels prey on the overly pious, people who have grown proud in their certainty that their religion is the true one and in whom the seeds of intolerance and judgment have taken root. In extreme branches of the dominant religions, the Devil's agents have embedded a belief that angels are servants, messengers, and warriors of the gods or of a particular god, and that their presence in the world signals favor from on high.

An angel's appearance betrays nothing of its infernal nature. Light shines from its perfect body, which can take on the guise of whatever its summoner would consider ideal. They exalt the mortals who call them from Hell through the use of Theurgy spells, complimenting them on their piety, devotion, and constant service.

In its true form, an angel is hideous, having a pale, naked body whose skin is riddled with oozing fissures and craters. Darkness fills its eye sockets, and streams of black slime leak from its mouth. Like the forms they don for mortals, angels have feathered wings, but in their true state the feathers are aflame.

Angels can communicate with any creature that knows at least one language.

This creature first appeared in *Exquisite Agony*. If you have that book, add the following trait to the angel's statistics box.

Infernal Gift An angel can bestow infernal gifts on mortals.

ANGEL

DIFFICULTY 50

Size 1 horrifying faerie (devil)

Perception 13 (+3); truesight

Defense 11; **Health** 53; **Insanity** —; **Corruption** 7

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 13 (+3)

Speed 10; flier (swoop)

Immune damage from disease or poison; charmed, diseased, poisoned

Spell Defense An angel takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking an angel with a spell makes the attack roll with 1 bane.

Iron Vulnerability An angel is impaired while in contact with iron.

ATTACK OPTIONS

Radiant Sword (melee) +3 with 2 boons (3d6 + 2 plus Flare on attack roll 20+)

Flare A sighted creature must get a success on an Agility challenge roll or become blinded for 1 round.

SPECIAL ATTACKS

Two Attacks The angel uses an action to attack two different targets with its radiant sword. Each attack deals 2d6 + 2 damage.

Blinding Radiance While under the effects of Radiant Form, the angel can use an action to release a blast of light from its body. Each creature within short range of the angel must get a success on a Strength challenge roll with 1 bane or take 2d6 damage and become blinded for 1 minute. Once the angel makes this attack, it cannot do so again for 1 minute.

SPECIAL ACTIONS

Radiant Form An angel can use an action to assume a radiant form with feathery wings that appears pleasing to any mortal who sees it. While in this form, the angel loses the horrifying trait and casts light from its body in a 5-yard radius.

Become Invisible An angel can use an action to become invisible. It remains invisible until it uses an action to attack or it becomes incapacitated. While invisible, the angel makes no sound when it moves unless it so chooses.

MAGIC

Power 2

Enchantment presence (3), charm (2), mind bondage (1)

ANIMATED CORPSES

Necromancy magic can rouse corpses of any size and turn them into unwitting slaves, serving no purpose other than to obey the commands of their master.

ANIMATED CORPSE TEMPLATE

You can create an animated corpse by applying the following changes to the creature's standard statistics box.

ANIMATED CORPSE	SUBTRACT 1 DIFFICULTY STEP
<i>frightening (if Size 2 or smaller) or horrifying (if Size 3 or larger) undead</i>	

Perception 5 (-5); sightless

Insanity —; **Corruption** —

Agility -2, **Intellect** —, **Will** +5

Speed -4

Immune damage from cold, disease, or poison; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

Traits and Talents The creature loses all talents.

ATTACK OPTIONS

Natural Weapon Animated corpses attack with their natural weapons or unarmed strikes. These attacks deal 1d6 extra damage. The base creature loses any boons and banes it normally has on its attack rolls for using these weapons.

SPECIAL ATTACKS

The base creature loses all special attacks.

SPECIAL ACTIONS

The base creature loses all special actions.

MAGIC

The base creature's Power becomes 0, and it loses all spells it has learned.

creatures of magic

MOB OF CORPSES

When they gather into mobs, animated corpses can overwhelm the living, lurching forward as a mass of flailing limbs and rotted flesh to drag down and destroy anything that comes into their reach.

MOB OF CORPSES

DIFFICULTY 10

Size 3 frightening undead (mob)

Perception 5 (-5); sightless

Defense 8; **Health** 40; **Insanity** —; **Corruption** 1

Strength 10 (+0), **Agility** 8 (-2), **Intellect** —, **Will** 15 (+5)

Speed 6

Immune damage from cold, disease, or poison; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

Mob A mob of corpses takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. The mob makes Strength and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through an opening large enough to accommodate a Size 1 creature and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 **animated corpses** (*Shadow*, page 218) that made up the mob appear in open spaces within the space it formerly occupied. The animated corpses can act on the next available turn.

ATTACK OPTIONS

Natural Weapon +0 with 2 boons (3d6 + 1, or 1d6 + 1 if the mob is injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature in its space or within 1 yard of it that is not a swarm or a mob must get a success on an Agility challenge roll or take 2d6 damage.

ANIMATED PLANT

Certain spells and relics can grant mobility and dim sentience to plants, thus transforming an ordinary bit of foliage into a strange, mobile creature. Animated plants retain their general appearance, but their roots, branches, and vines twist into workable limbs. In addition, the semblance of a face might appear on their trunks or stalks or in the greenery of their foliage. Animated plants do not speak and obey the commands of their makers.

ANIMATED PLANT

DIFFICULTY 10

Size 1 or smaller plant

Perception 10 (+0); shadowsight

Defense 13; **Health** 40; **Insanity** —; **Corruption** —

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 5 (-5), **Will** 12 (+2)

Speed 8

Immune asleep, blinded, dazed, fatigued, frightened, stunned

Plant Camouflage An animated plant that is not moving looks like an ordinary plant of its kind.

Fire Vulnerability An animated plant takes double damage from fire.

Nature Stride An animated plant ignores the effects of moving across difficult terrain caused by plants, roots, and other forms of undergrowth.

ATTACK OPTIONS

Grasping Limbs (melee) +3 with 1 boon (2d6 + 2 plus the target becomes grabbed on attack roll 20+)

SPECIAL ATTACKS

Rending Grasp If the animated plant has a creature grabbed, it tears at the grabbed creature's body. The animated plant makes a Strength attack roll with 1 boon against the target's Strength. On a success, the target takes 2d6 + 2 damage and becomes grabbed for 1 round.

ANIMATED TREE

Powerful Nature magic can cause trees to uproot themselves and become ambulatory creatures.

These beings retain their basic appearance, but their lower trunks divide into legs, while their lower branches twist and curl to form grasping limbs. Most animated trees have visages visible on the bark of their trunks or in the greenery of their leaves. Animated trees do not speak and obey the commands of their makers.

ANIMATED TREE

DIFFICULTY 100

Size 3 or larger plant

Perception 10 (+0); shadowsight

Defense 18; **Health** 100; **Insanity** —; **Corruption** —

Strength 16 (+6), **Agility** 10 (+0), **Intellect** 5 (-5), **Will** 15 (+5)

Speed 8

Immune asleep, blinded, dazed, fatigued, frightened, stunned

Plant Camouflage An animated tree that is not moving looks like an ordinary tree of its kind.

Fire Vulnerability An animated tree takes double damage from fire.

Nature Stride An animated tree ignores the effects of moving across difficult terrain caused by plants, roots, and other forms of undergrowth.

Tree Fall When an effect would knock the animated tree prone, its body covers an area on the ground that is as tall and wide as the creature, starting at the edge of its space and extending away from the source of the effect that knocked it prone. The tree deals damage equal to 2d6 x its Size to each creature or object in the area where it falls. A creature can make an Agility challenge roll with a number of banes equal to the tree's Size. On a success, the creature takes just half the damage and moves to the nearest open space outside the area. On a failure, the creature becomes trapped under the tree.

A trapped creature is prone, blinded, immobilized, and totally covered. It can use an action to make an Agility challenge roll with a number of banes equal to the tree's Size + 1. On a success, the creature moves to the nearest open space and is no longer trapped.

ATTACK OPTIONS

Brutal Branches (melee) +6 with 1 boon (4d6)

SPECIAL ATTACKS

Sweeping Branches The animated tree chooses up to four creatures it can reach. Each target must get a success on an Agility challenge roll with 2 banes or take 4d6 damage and fall prone.

APPARITION

Sometimes, when a mortal dies suddenly and traumatically, the individual's final moments are scorched into the fabric of reality as an apparition. This spiritual vestige relives those final moments again and again forever. It looks much as the mortal did in its last moments of life, except that it is transparent.

APPARITION

DIFFICULTY I

Size 1/2 to 1 horrifying spirit

Perception —

Defense 10; **Health** —; **Insanity** —; **Corruption** —

Strength —, **Agility** —, **Intellect** —, **Will** —

Speed 10

Immune damage; afflictions

Ephemeral An apparition can move through creatures and solid objects. It ignores the effects of moving across difficult terrain.

Relive the Past An apparition performs the same set of tasks it performed in life. It cannot detect the presence of other creatures other than apparitions or acknowledge changes to its environment.

END OF THE ROUND

Night Bound If the apparition is in an area lit by sunlight, it ceases to exist until the area is no longer lit by sunlight.

ARION CHARGER

Legendary steeds famed in story and song for their strength, speed, and loyalty, arion chargers resemble normal horses but stand taller and have more powerful bodies. Most arion chargers have silver coats, black manes and tails, and eyes that burn bright blue. They avoid mortals and immortals alike, answering calls only from those who have mastered the secrets of Primal magic.

Arion chargers understand all languages.

ARION CHARGER

DIFFICULTY 100

Size 2 animal

Perception 15 (+5); truesight

Defense 18; **Health** 80; **Insanity** —; **Corruption** —

Strength 16 (+6), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 16 (+6)

Speed 16

Immune charmed, compelled, fatigued, frightened

Impossible Speed When the charger uses an action to rush, it can move up to four times its Speed.

ATTACK OPTIONS

Hooves and Teeth (melee) +6 with 1 boon (3d6)

SPECIAL ACTIONS

Speed Between Spaces The charger uses an action to teleport to an open space it can see. It carries with it anyone it bears as a rider. Once it uses this talent, it must wait at least 1 hour before it can use it again.



BROWNIE

Of all faerie folk, brownies have the greatest sympathy for mortals. They lend aid to people whose hearts are pure and who treat the land with respect.

Although they are naturally helpful, brownies try to avoid revealing their presence. A typical brownie stands under 6 inches tall, and its spindly body weighs just a few ounces. Most brownies wear acorn caps and clothes made of squirrel skin. Although brownies use Elvish when talking to other fey, they also know the Common Tongue.

BROWNIE

DIFFICULTY 10

Size 1/8 faerie

Perception 14 (+4); shadowsight

Defense 17; **Health** 5; **Insanity** 0; **Corruption** 0

Strength 7 (-3), **Agility** 17 (+7), **Intellect** 12 (+2), **Will** 9 (-1)

Speed 10

Immune damage from disease; charmed, diseased

Spell Defense A brownie takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a brownie with a spell makes the attack roll with 1 bane.

Iron Vulnerability A brownie is impaired while it is in contact with iron.

ATTACK OPTIONS

Bone Needle (melee) +7 with 1 boon (1d3, or 3d6 to a dazed target)

creatures of magic

SPECIAL ATTACKS

Befuddle The brownie makes an Intellect attack roll against the Intellect of one creature it can see within short range. On a success, the target becomes dazed for 1 round.

SPECIAL ACTIONS

Vanish When a creature gets a failure on an attack roll against a brownie's Defense or Agility, the brownie can use a triggered action to become invisible and teleport to an open space within short range. The brownie must then wait 1 minute before it can use this action again.

CONSTRUCT

Like the other constructs described in *Shadow of the Demon Lord*, tiny constructs can represent mechanical servants created from engineering or minuscule objects animated by magic. These creatures can have just about any form and are typically no larger than a dagger or large bowl. Constructs do not speak, though they understand the commands of their creators.

TINY CONSTRUCT

DIFFICULTY 1

Size 1/4 or smaller construct

Perception 5 (-5); darksight
Defense 14; **Health** 4; **Insanity** —; **Corruption** —
Strength 8 (-2), **Agility** 14 (+4), **Intellect** 5 (-5), **Will** 11 (+1)
Speed 10

Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +4 (1d3)

DEMON

The disembodied shreds of the Demon Lord, demons have no physical form while in the Void. When they slip into reality, however, they make their bodies from whatever materials they have on hand, assuming monstrous shapes of organic and inorganic materials. Some spells bring multiple demons from the Void and gather them into terrifying mobs, such as the one described here.

MOB OF SMALL DEMONS

DIFFICULTY 100

Size 3 horrifying demon

Perception 13 (+3); truesight
Defense 17; **Health** 80; **Insanity** —; **Corruption** —
Strength 16 (+6), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 15 (+5)
Speed 18

Immune damage from disease or poison; dazed, diseased, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned

Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through the mob's space, but such creatures treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.

Spell Defense A mob of small demons takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the mob of demons with a spell makes its attack roll with 1 bane.

Demonic Shadows Lit areas out to 1 yard around the mob of small demons become shadows.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 **small demons** (*Shadow*, page 229) appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Natural Weapon (melee) +6 with 2 boons (4d6, or 2d6 if injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage.

FACELESS SERVANT

Conjuration magic can be used to create constructs that serve as laborers or in any other simple capacity as their maker desires. Faceless servants have no personality, no motivation, and never complain no matter how they are treated. Although they are silent and dutiful, some have reported unusual behavior in these strange creations such as twitching, picking at its skin when not ordered, or casting about blindly.

A faceless servant has a humanoid form, but they all lack any features to distinguish one from another. They do not speak, but they understand commands given to them by their creators.

FACELESS SERVANT

DIFFICULTY 1

Size 1 construct

Perception 5 (-5); sightless
Defense 10; **Health** 5; **Insanity** —; **Corruption** —
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 5 (-5), **Will** 5 (-5)
Speed 10

Immune blinded, charmed, compelled, deafened, frightened

FIRE IMP

A caster of fire magic can bring forth small, cherubic beings formed from flames. These fire imps have small, plump bodies held aloft by fiery wings. Their fingers end in long, curling claws, which cauterize even as they cut.

Fire imps resent their binding and strain against their maker's control. They shriek and howl, making so much noise that they invariably attract attention. These creatures also take great personal risks, knowing that their destruction will end their unwanted existence.

Fire imps understand the language of their creators, but they do not speak.

FIRE IMP

DIFFICULTY 10

Size 1/2 construct

Perception 10 (+0); truesight
Defense 13; **Health** 20; **Insanity** —; **Corruption** —
Strength 8 (-2), **Agility** 13 (+3), **Intellect** 7 (-3), **Will** 11 (+1)
Speed 12; flier (swoop)

Immune damage from disease, fire, or poison; asleep, blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned

Fiery Form A fire imp takes half damage from weapons. In addition, it blazes brightly, shedding light out to 5 yards around it.

Fire Burst When a fire imp becomes injured or incapacitated, it explodes, releasing flames from its body into a 1-yard-radius sphere. The flame deals 1d6 damage to each creature and object in the area. A creature in the area that gets a success on an Agility challenge roll takes half the damage.

Water Vulnerability A fire imp cannot move across or into water or ice. It makes challenge rolls to resist Water spells with 1 bane and takes double damage from Water spells.

ATTACK OPTIONS

Fiery Claws (melee) +3 with 1 boon (1d6 plus 1d6 from fire)

GENIE

Echoes of the creative forces that spun reality out of substance stolen from the divine, most genies found in the world are gibbering, formless entities, tormented by their creations. Only when bound to matter by magic do they reclaim something of their former strength and then prove to be destructive, violent beings, eager to be released from their binding so they can resume their eternal lament for what they have become and all they have lost.

A storm genie appears as a twisting serpent made from smoke or vapor. Electricity dances across its body, and its eyes gleam with flickering light.

STORM GENIE

DIFFICULTY 100

Size 2 or larger genie

Perception 10 (+0); truesight
Defense 17; **Health** 40; **Insanity** —; **Corruption** —
Strength 14 (+4), **Agility** 16 (+6), **Intellect** 7 (-3), **Will** 10 (+0)
Speed 16; flier (swoop)

Immune damage from disease or poison; asleep, blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned, and any effect that would change the genie's shape

Resilience A storm genie takes half damage from weapons.

Amorphous A storm genie can move freely through openings wide enough to permit the passage of air, and it can move through spaces occupied by other creatures.

Empowered by Storms When a storm genie would take damage from a Storm spell, it instead adds the damage as a bonus to its Health. The bonus lasts for 1 minute. While the genie's Health is at least 60, its Size becomes 3. While its Health is 120 or higher, its Size becomes 4.

Savage Storm The area within a number of yards of the genie equal to 4 + its Size is partially obscured by rain and blowing debris. Creatures other than the storm genie treat this area as difficult terrain.

Earth and Wind Vulnerability A storm genie makes challenge rolls to resist Air and Earth spells with 1 bane and takes double damage from such spells.

ATTACK OPTIONS

Bite (melee) +6 (2d6 + 2 plus 2d6 from lightning plus Stun on attack roll 20+)

Stun A creature must get a success on a Strength challenge roll with 3 banes or become stunned for 1 round.

END OF THE ROUND

Electrical Storm Each creature that is not a genie and is within medium range of the genie must make an Agility challenge roll with 1 bane. On a failure, the creature takes 1d6 damage and becomes impaired for 1 round.

GRIM REAPER

Father Death casts a dark shadow across the Underworld, as his gleaming scythe severs old lives to make room for the new. In olden times, Thanatos would venture into the mortal realm astride his pale horse to harvest souls, but in his ever-increasing madness he has come to rely more and more on the grim reapers that serve him, sending them forth to chase down those errant scraps of essence that have somehow resisted being drawn into the Underworld or Hell.

Each grim reaper appears as a skeleton wrapped in hooded robes spun from shadow. Like its master, it wields a scythe with a gleaming blue blade. The light of the scythe is mirrored in pools of blue light that reflect from their empty eye sockets.

Grim reapers carry out their missions with singular focus. No words can sway them, and no excuse can stay the sweep of their blades. When mortals die, grim reapers come to claim their souls.

When not prowling the shadows of the mortal world, grim reapers attend Father Death, lending aid in the grisly harvest with each precise swing of their merciless weapons. They also protect their master, moving to block any attempt to harm him, even if doing so would mean their own ends. Grim reapers have no desires or ambitions other than to claim mortal souls.

When grim reapers bother to speak, they do so in High Archaic or, rarely, the Common Tongue.

GRIM REAPER

DIFFICULTY 1,000

Size 2 horrifying spirit

Perception 25 (+15); truesight
Defense 20; **Health** 100; **Insanity** —; **Corruption** 0
Strength 20 (+10), **Agility** 20 (+10), **Intellect** 20 (+10), **Will** 20 (+10)

Speed 12; flier

Immune damage from cold, disease, or poison; asleep, charmed, diseased, fatigued, poisoned

Insubstantial A grim reaper takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Spell Defense A grim reaper takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a grim reaper with a spell makes the attack roll with 1 bane.



Revealed in Death A grim reaper is invisible to all creatures other than spirits and incapacitated creatures. If the grim reaper uses an action to attack, it loses this trait for 1 round.

Eternal When a grim reaper becomes incapacitated, it collapses into streams of dissipating shadow. It returns to existence, 24 hours later, in the Underworld with no damage.

ATTACK OPTIONS

Scythe (melee) +10 with 1 boon (3d6+ 6 plus Wrack Soul)

Wrack Soul A living creature must get a success on a Will challenge roll or become impaired for 1 minute. If a creature is already impaired this way, it instead becomes defenseless for as long as it is impaired.

SPECIAL ACTIONS

Mark for Death The grim reaper can use an action, or a triggered action on its turn, to choose one creature it can see within medium range. Until the grim reaper uses Mark for Death again, becomes incapacitated, or the target becomes incapacitated, the grim reaper makes attack rolls against the target with 2 boons and the target automatically begins dying when it becomes incapacitated.

Swift Casting The grim reaper can use a triggered action at any time during the round to cast a spell it knows.

Messenger of Death The grim reaper can use an action to move from the Underworld to an open space of its choice within short range of any living creature in the world, or to move from the world to any open space in the Underworld.

MAGIC

Power 5

Death *killing touch* (6), *injure* (3), *life drain* (2), *decay* (2), *feast of souls* (2), *death fog* (1), *stop heart* (1)

END OF THE ROUND

Shed Affliction A grim reaper removes all afflictions from itself.

Death Knell Each living creature within short range must get a success on a Strength challenge roll or take 2d6 + 2 damage. A creature that takes this damage heals half damage for 1 round.

Harvest Soul The grim reaper kills one dying creature within short range. During the next round, the grim reaper can take one additional action and one additional triggered action.

INCARNATION OF NATURE

In the view of many druids, the world is a living organism, a being on which all other life depends. They can feel the restless spirit of the world beneath their feet, hear its sigh in the wind passing through the canopy overhead, and sense its presence in the grumbles and quakes heaving in the depths. One of the most powerful spells known to the druids enables them to call forth an incarnation of nature itself, a towering man-shaped thing created from earth and plant material. Such is the world's wrath that it takes a supreme act of will for its summoner to control it. Otherwise, the incarnation wades across the landscape, destroying the parasites that have so sorely abused Urth.

An incarnation of nature stands 21 feet tall and weighs several thousand pounds. It has a humanoid shape, though its form obeys no laws of anatomy, able to be bent and reshaped into whatever form or unlikely position it needs to accomplish its goals. Flowering vines cover its body, and as those flowers open, they spray the land with pollen that inspires sickness and madness in any who sample the world's nectar.

INCARNATION OF NATURE

DIFFICULTY 1,000

Size 5 frightening plant

Perception 13 (+3); sightless

Defense 15; **Health** 190; **Insanity** —; **Corruption** —

Strength 19 (+9), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 14 (+4)

Speed 10

Immune asleep, blinded, dazed, fatigued, frightened, stunned

Nature Stride An incarnation ignores the effects of moving across difficult terrain caused by plants, roots, and other forms of undergrowth.

Fallen Giant When an effect would knock the incarnation prone, its body covers an area on the ground that is as tall and wide as the creature, starting at the edge of its space and extending away from the source of the effect that knocked it prone. The incarnation deals 10d6 damage to each creature and object in the area where it falls. A creature can make an Agility challenge roll with 5 bances. On a success, the creature takes just half the damage and moves to the nearest open space outside the area. On a failure, the creature becomes trapped under the incarnation.

A trapped creature is prone, blinded, immobilized, and totally covered. It can use an action to make an Agility challenge roll with 6 banes. On a success, the creature moves to the nearest open space and is no longer trapped.

Cold and Fire Vulnerability An incarnation takes double damage from cold and fire.

ATTACK OPTIONS

Appendage (melee) +9 with 2 boons (9d6 plus Grasping Vines)

Grasping Vines A creature must get a success on a Strength challenge roll with 1 bane or become immobilized. A creature can use an action to repeat the roll and removes the affliction on a success.

SPECIAL ATTACKS

Hail of Thorns The incarnation launches a barrage of thorns from its body into a 20-yard-long cone. Each creature in the area must make an Agility challenge roll with 1 bane. A creature takes 6d6 damage on a failure, or half the damage on a success. If a creature gets a 0 or lower, it also becomes impaired until it or another creature uses an action to remove the thorns.

Sweeping Appendages The incarnation sweeps its appendages around its body to attack any creatures it chooses that it can reach. Each target must get a success on an Agility challenge roll with 3 banes or take 6d6 damage.

END OF THE ROUND

Regeneration If the incarnation is not incapacitated, it heals 3d6 damage.

Tightening Vines Each creature immobilized by the incarnation's Grasping Vines takes 3d6 damage.

World Pollen Clouds of sweet pollen spill from the incarnation's body to partially obscure the area within 5 yards of it for 1 round. Any living and breathing creature in the area when the world pollen appears or that enters it must make a Strength challenge roll with 3 banes. On a success, the creature becomes immune to World Pollen for 1 minute. On a failure, the creature gains 1d6 Insanity and becomes fatigued for 1 hour. While fatigued, the creature is also impaired.

IRON GUARDIAN

Hulking humanoids forged from solid iron and animated by magic, iron guardians serve their makers by fighting in their defense and destroying anyone who opposes them.

IRON GUARDIAN

DIFFICULTY 750

Size 4 construct

Perception 10 (+0); truesight

Defense 22; **Health** 100; **Insanity** —; **Corruption** —

Strength 19 (+9), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 8 (-2)

Speed 8

Immune damage from cold, disease, or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

Shielding Presence The iron guardian imposes 1 bane on attack rolls made against the creature that created it.

ATTACK OPTIONS

Fist (melee) +9 with 1 boon (5d6)

SPECIAL ATTACKS

Double Attack The iron guardian attacks twice with its fists.

SPECIAL ACTIONS

Retributive Blow When a creature the guardian can reach deals damage or imposes an affliction on the creature that created the guardian, the guardian can use a triggered action to attack the triggering creature with its fist.

END OF THE ROUND

Follow If the iron guardian is more than 5 yards from the creature that created it, it moves up to its Speed toward that creature.

MANES

The spirits of the Underworld, manes form from those souls claimed by Father Death and forced to pass time in the gloom of that place until they forget their former lives. Manes are fully described in *Shadow of the Demon Lord* (*Shadow*, page 246). Sometimes, they gather into mobs, as presented below.

MOB OF MANES

DIFFICULTY 25

Size 3 frightening spirit

Perception 10 (+0); darksight

Defense 13; **Health** 80; **Insanity** —; **Corruption** 0

Strength 10 (+0), **Agility** 13 (+3), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 6

Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through the mob's space, but such creatures treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 **manes** (*Shadow*, page 246) appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Claws and Teeth (melee) +3 with 3 boons (3d6 + 2, or 1d6 + 2 if injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage.





MONSTER

Like the other monsters described in *Shadow of the Demon Lord*, titanic monsters can be found in the world and might also be brought forth by powerful Conjuration magic. Monsters have a wildly variable appearance, typically incorporating the traits of ordinary beasts with unusual characteristics.

TITANIC MONSTER

DIFFICULTY 500

Size 6 or larger monster

Perception 13 (+3); **darksight**

Defense 11; **Health** 300; **Insanity** —; **Corruption** 1d3 - 1

Strength 20 (+10), **Agility** 9 (-1), **Intellect** 8 (-2), **Will** 15 (+5)
Speed 12

ATTACK OPTIONS

Natural Weapon (melee) +10 with 2 boons (6d6)

SPECIAL ATTACKS

Frenzied Attack The monster attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Massive Attack The monster lashes out at all creatures within a cube, 6 yards on each side, extending from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 4d6 damage on a failure or half the damage on a success.

MOB OF MONSTERS

One of the most powerful Conjuration spells can cause a horde of monsters to appear in a single moment. This

mob of medium monsters continues to be a threat even after many of its members have been destroyed.

MOB OF MEDIUM MONSTERS DIFFICULTY 25

Size 3 monster

Perception 12 (+2); **darksight**

Defense 13; **Health** 80; **Insanity** —; **Corruption** 1d3 - 1

Strength 13 (+3), **Agility** 9 (-1), **Intellect** 7 (-3), **Will** 13 (+3)
Speed 10

Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through the mob's space, but such creatures treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 **medium monsters** (*Shadow*, page 246) appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Natural Weapon (melee) +3 with 3 boons (3d6 + 2, or 1d6 + 2 if injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage.

creatures of magic

ORE THRALL

Expert manipulators of Metal magic can dredge up crude humanoid figures made from iron ore and other metals. Utterly obedient to their creator's commands, ore thralls have no desire, goal, or objective beyond total subservience. When the magic that called them ends, ore thralls collapse into piles of rubble.

ORE THRALL

DIFFICULTY 25

Size 1/2 construct

Perception 5 (-5); darksight

Defense 15; **Health** 50; **Insanity** —; **Corruption** —

Strength 14 (+4), **Agility** 8 (-2), **Intellect** 5 (-5), **Will** —
Speed 8

Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

Metal Resonance Whenever a creature within short range casts a Metal spell, the ore thrall heals 1d6 damage.

Stoke the Flames When the ore thrall takes damage from fire, it becomes superheated, and its weapon attacks deal 1d6 extra damage from the searing heat.

Stride Through Earth An ore thrall can move at half its Speed through solid objects made of earth, stone, or metal.

ATTACK OPTIONS

Appendage (melee) +4 (1d6 + 2)

SPECIAL ATTACKS

Double Attack The ore thrall attacks twice with its appendage.

PHANTOM

The untethered souls of mortals struck down in the prime of their lives sometimes linger in the mortal world. A task left unfinished, a quest unfulfilled, or an oath not yet upheld often prevents them from finding their fate in the Underworld or Hell. Phantoms are fully described in *Shadow of the Demon Lord* (page 250). When they gather into mobs, use the following statistics.

MOB OF PHANTOMS

DIFFICULTY 100

Size 3 horrifying spirit

Perception 11 (+1); darksight

Defense 16; **Health** 80; **Insanity** —; **Corruption** 1

Strength —, **Agility** 13 (+3), **Intellect** 9 (-1), **Will** 11 (+1)

Speed 10

Immune damage from cold, disease, fire, or poison; asleep, blinded, diseased, fatigued, immobilized, poisoned, slowed

Insubstantial A mob of phantoms takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect an area. The mob acts as a single creature, but it counts as ten creatures for the purpose of choosing targets. A mob makes Intellect and Will challenge rolls with 1 boon.

Creatures can move through the mob's space, but such creatures treat the area as difficult terrain. The mob can squeeze through openings large enough to permit the passage of an individual member and can move through spaces occupied by other creatures.

Naturally Invisible A phantom is invisible to all creatures other than spirits, animals, and children. While invisible, the phantom lacks the horrifying trait and cannot use its attack options.

Spawn When the mob becomes incapacitated, it dissipates, and 1d6 **phantoms** (*Shadow*, page 250) appear in open spaces within the space it formerly occupied. They can take the next available turn.

ATTACK OPTIONS

Phantom Weapon (melee) +3 with 4 boons (4d6 + 2, or 2d6 + 2 if injured)

SPECIAL ACTIONS

Manifestation The mob of phantoms uses an action, or a triggered action on its turn, to become visible. It remains visible until it uses an action, or a triggered action at any time, to become visible once more.

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must make an Agility challenge roll. On a failure, the creature takes 2d6 damage.

PRIMAL CHAMPION

When Primal magic taps into the essential forces at work in the wild places, nature responds by sending forth animals to aid the caster. Among the greatest of these servants are the so-called primal champions. They take on any appearance that fits the environment from which they are summoned, appearing as gigantic bears, lions, elks, or other majestic creatures of great size. They do not speak, but understand the commands of their summoners.

PRIMAL CHAMPION

DIFFICULTY 250

Size 3 animal

Perception 15 (+5); darksight

Defense 15; **Health** 150; **Insanity** —; **Corruption** 0

Strength 18 (+8), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 15 (+5)

Speed 12

Immune charmed, fatigued, frightened

ATTACK OPTIONS

Natural Weapons (melee) +8 with 2 boons (5d6, or 5d6 + 17 on attack roll 20+)

SPECIAL ATTACKS

Pin The primal champion makes an attack against a Size 2 or smaller creature it can reach with its natural weapons. On a success, the target also falls prone and becomes grabbed for 1 round.

Maul The primal champion mauls a creature it has grabbed. The creature takes 5d6 + 17 damage.

Roar The primal champion uses an action, or a triggered action when it takes damage, to roar. Each creature it chooses within short range of itself must get a success on a Will challenge roll with 1 bane or become frightened for 1 minute. Once the primal champion uses its Roar, it must wait 1 minute before it can use it again.

SLIME

Slimes slither and flow through dark and damp places, caves, sewers, and other noisome places where they fester and grow, their formless bodies feeding upon the flesh of the living. Slimes come in many different colors, often associated with the regions in which they live, but they all exude corrosive goo from their glistening bodies.

Many casters of Transformation magic learn how to take the form of a slime, which serves them well as a way of briefly concealing their true nature.

Slimes do not speak and do not understand languages.

SLIME

DIFFICULTY 10

Size I ooze

Perception 14 (+4); sightless

Defense 7; **Health** 50; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 7 (-3), **Intellect** 5 (-5), **Will** 15 (+5)

Speed 4

Immune damage from acid; blinded, charmed, dazed, frightened, immobilized, prone, stunned, or any effect that would change the slime's shape against its will

Amorphous The slime can move freely through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.

ATTACK OPTIONS

Pseudopod (melee) +3 with 1 boon, or 3 boons against a slowed or immobilized target (3d6, no damage to wood or metal)

SPECIAL ACTIONS

Elude When a creature makes an attack against the slime, the slime can use a triggered action to retreat.



SPECTER

A specter is a soul that was unable to find the Underworld and has become trapped in the mortal world. Its entrapment fosters an unholy hatred for all living things, and it turns its considerable power toward creating more dead wherever it can. A specter turns the places it inhabits into bleak, forlorn wastelands, its mere presence sufficient to wither plants and sicken animals. People cannot bear to remain in such places, leaving the land to crumble into ruin. A specter looks as the creature did in the moment of its body's death, but transparent and ghostly.

Experienced users of Spiritualism magic can cast a spell to bring forth a specter—but, as is often the case with such acts, the specter resists any effort to keep it under control.

Specters understand the Common Tongue, and some also know High Archaic, though they rarely speak.

SPECTER

DIFFICULTY 250

Size I horrifying spirit

Perception 16 (+6); darksight

Defense 20; **Health** 100; **Insanity** —; **Corruption** 8
Strength —, **Agility** 16 (+6), **Intellect** 12 (+2), **Will** 15 (+5)

Speed 18; flier

Immune damage from cold, disease, fire, or poison; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed

Insubstantial A specter takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Sunlight Weakness A specter is impaired while in an area lit by sunlight.

Naturally Invisible A specter is invisible to creatures other than spirits, animals, and children. While invisible, the specter lacks the horrifying trait and cannot use its attack options.

ATTACK OPTIONS

Touch (melee) +6 with 2 boons against the target's Agility (5d6 and Flay the Mind)

Flay the Mind The target gains 1 Insanity. If the target is frightened, it instead gains 1d6 Insanity and falls prone.

SPECIAL ACTIONS

Ethereal Flight The specter uses an action, or a triggered action on its turn, to move up to its Speed. This movement does not trigger free attacks.

Manifestation The specter uses an action, or a triggered action on its turn, to become visible. It remains visible until it uses an action, or a triggered action on its turn, to become invisible once more.

END OF THE ROUND

Lethal Presence Each living creature within short range of the specter must get a success on a Strength challenge roll or take 1d6 damage.



sprite

Sprites dwell in the forests of the hidden kingdoms and the mortal world, their laughter sounding like the ring of tiny bells. A joyful and wild people, sprites delight in playing games, chasing each other and small animals, or tricking and frustrating bears, deer, and other larger creatures. Although they intend no harm, they can become quite dangerous if angered. One prick from a sprite's magical arrow is enough to send a creature into a deep and lasting sleep.

Most sprites stand about 6 inches tall and weigh a few ounces. All sprites have large and colorful butterfly wings. Some look like tiny people with large, pointed ears and jewel-bright eyes. Others have dandelion fluff for hair or have bodies that appear to be made from wood.

Sprites speak Elvish.

sprite

DIFFICULTY 5

Size 1/8 faerie

Perception 13 (+3); shadowsight

Defense 15; **Health** 7; **Insanity** 2; **Corruption** 0

Strength 7 (-3), **Agility** 15 (+5), **Intellect** 11 (+1), **Will** 8 (-2)

Speed 12; flier

Immune damage from disease; charmed, diseased

Insubstantial A sprite takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Spell Defense A sprite takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a sprite with a spell makes the attack roll with 1 bane.

Iron Vulnerability A sprite is impaired while it is in contact with iron. In addition, the sprite loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

ATTACK OPTIONS

Tiny Sword (melee) +5 with 1 boon (1d3)

Tiny Bow (medium range) +5 with 1 boon (1 plus Sleep)

Sleep If the target is a creature, it must get a success on a Will challenge roll or fall asleep. If the target takes damage or another creature uses an action to awaken it, the target removes the affliction. Otherwise, the creature remains asleep until deprivation kills it. When the target removes this affliction, it gains 1 Insanity.

END OF THE ROUND

Blink Roll a d6. On an even number, the sprite teleports to an unoccupied space it can see within short range.



stalwart defender

One of the most potent forms of Protection magic enables the caster to create a construct that exists only to keep its master safe. The stalwart defender appears in a flash of light that coalesces around its giant humanoid form as a form of armor. Wielding a blade of hot steel, it lurches around after being summoned, swinging its helmeted head this way and that, searching for the enemies it was called to fight.

A stalwart defender does not speak, though it understands the spoken commands of its summoner.

stalwart defender

DIFFICULTY 100

Size 2 construct

Perception 15 (+5); truesight

Defense 18; **Health** 100; **Insanity** —; **Corruption** —

Strength 14 (+4), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 14 (+4)

Speed see Move with Master

Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

Move with Master Rather than move on its turn, the stalwart defender moves whenever its creator moves so that the defender remains within reach of its creator. The defender can move any distance and in any direction.

Warding Presence The stalwart defender imposes 2 banes on attack rolls made against its creator, provided the defender is within reach of its creator.

ATTACK OPTIONS

Burning Blade (melee) +4 with 1 boon (4d6 + 2 plus 1d6 from fire)

SPECIAL ATTACKS

Intercepting Strike When a creature moves into the defender's reach, the defender can use a triggered action to attack the triggering creature with its burning blade.

UNICORN

Unicorns live in the forests of the hidden kingdoms, far from other fey. These fantastic creatures resemble horses with silvery-white coats that sparkle in the moonlight. A single twisting horn extends out from the center of a unicorn's forehead.

The faeries believe that unicorns embody all that is good and noble about their kind, and that when the last unicorn fades from the world, the rest of the fey shall surely die. Although most unicorns are peaceful, gentle creatures, they too can be corrupted and turned to darkness, as demonstrated by the vicious, flesh-eating beasts found in Niflheim.

Unicorns are so reclusive that few people ever encounter one in the wild, but skilled practitioners of Fey magic can cast a spell that temporarily plucks a unicorn from its home—with possibly perilous consequences if the caster is not pure of heart.

Unicorns understand Elvish, though they never speak.

UNICORN

DIFFICULTY 100

Size 2 faerie

Perception 16 (+6); shadowsight
Defense 18; **Health** 45; **Insanity** 0; **Corruption** 0
Strength 14 (+4), **Agility** 16 (+6), **Intellect** 10 (+0), **Will** 18 (+8)
Speed 18

Immune damage from disease or poison; charmed, diseased; poisoned, spells from the Curse, Death, and Forbidden traditions

Heightened Awareness Creatures within medium range of a unicorn cannot become hidden from it.

Spell Defense A unicorn takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a unicorn with a spell makes the attack roll with 1 bane.

Iron Vulnerability A unicorn is impaired while in contact with iron.

ATTACK OPTIONS

Horn (melee) +6 with 1 boon (2d6, or 6d6 if the attack is made as part of a charge)

Hooves (melee) +6 (3d6)

SPECIAL ATTACKS

Kick and Gore The unicorn attacks with its horn and its hooves.

SPECIAL ACTIONS

Vanishing Escape When a creature attacks the unicorn or when the unicorn moves, it can use a triggered action to teleport itself and anything it carries to an open space within short range.

END OF THE ROUND

Vanishing Step The unicorn and anything it wears or carries can teleport to an open space it can see within short range.

WYVERN

Smaller, dimmer cousins to dragons, wyverns have reptilian bodies covered with brown and gray scales, sometimes patterned but often not. A wyvern has two hind legs with clawed feet and great leathery wings in place of forelimbs. Its large, horned head extends from its body on a long, serpentine neck. Its most distinctive feature is the stinger at the end of its tail, which injects poisonous venom into its prey.

One of the most spectacular uses of Transformation magic enables the caster to assume the form of a wyvern for a short time.

WYVERN

DIFFICULTY 250

Size 3 frightening monster

Perception 11 (+1); shadowsight
Defense 17; **Health** 125; **Insanity** —; **Corruption** 0
Strength 17 (+7), **Agility** 10 (+0), **Intellect** 7 (-3), **Will** 10 (+0)
Speed 12; flier
Immune asleep, charmed

ATTACK OPTIONS

Teeth (melee) +7 with 1 boon (3d6)

Claws (melee) +7 with 1 boon (2d6)

Stinger (melee) +7 with 1 boon (2d6 plus Wyvern Venom)

Wyvern Venom A target must get a success on a Strength challenge roll with 2 boons or take 6d6 damage and become poisoned for 1 minute. A target already poisoned instead takes 3d6 extra damage.

SPECIAL ATTACKS

Bite and Claw The wyvern attacks with its teeth and its claws.

Instinctive Sting When a creature the wyvern can reach uses an action, the wyvern can use a triggered action to attack with its stinger.



paths of magic

As you complete adventures and your group level increases, you have opportunities to choose paths. At level 1, you choose a novice path, which defines your most basic capabilities, your most essential techniques for overcoming adversity and lending aid to your companions. When your group advances to level 3, you choose an expert path, which describes how your character fits into the wider world. Your expert path might build on the talents and spells you gained from your novice path, or it could take you in an entirely different direction. Finally, when your group reaches level 7, you choose a master path to define the area in which you hope to attain mastery.

Each time you choose a path, you might make your choice based on what has transpired in the campaign so far, to reflect an ultimate goal, or for some other reason. Generally, paths have no requirements, so you are free to mix and match whatever paths you like. If you began as a warrior, you might pick up a grimoire

and become a wizard. Or, if you began as a magician, you could take the cloth and fight for your god as a cleric.

Shadow of the Demon Lord includes a wide selection of novice, expert, and master paths to help you build the character you envision in your mind. Other supplements expand on these choices, offering new directions for character development, especially in response to the expansion of game concepts and story. This chapter goes even further by presenting a selection of new expert paths, master paths, and a brief discussion of continuing the campaign beyond level 10.

Because this book concerns itself with magic, so too do the paths included here. Most paths explore different avenues to magical expertise and mastery, often associated with one or more traditions. Although magicians, priests, and magic-using rogues might benefit most from the options included here, there's no reason why warriors could not diversify their capabilities by choosing one of these paths as well.

EXPERT PATHS

The selection of your expert path grounds your character in the world, showing you how your character uses the talents gained from your novice path to further your agenda. The following expert paths expand on the options in *Shadow* and other sources, offering routes of character development that result from further study of magic.

ASCENDANT

A mysterious order of monastic philosophers claimed one of the rocky islands not far from the Kingdom of Sails and there built for themselves an impregnable fortress in which they train, meditate, and reflect on the nature of existence. Called ascendants, their methods resemble those of other sequestered mystic warriors, in that the fruits of their labor allow them to transcend the normal limits imposed by their fragile forms. Where they differ, however, is how they tap into the power of their souls and minds and draw mystical energy from both, which enables them to perform astonishing feats, move objects and creatures with thought alone, and find ways to overcome any threat they might encounter.

ASCENDANT STORY DEVELOPMENT

d6	Story Development
1	You joined the monastery of the ascendants to overcome some previous trauma. You not only found peace, but a new way to live.
2	Your mastery of your psychic gifts has helped you access the secrets of your soul.
3	As a result of your efforts to harness the magic of your soul, you found your mind opening to new possibilities.
4	A horrible monster attacked your mind and shattered your psyche. As you recovered, you learned how to make use of the new pathways to your thoughts.
5	You suddenly recalled one or more of your previous lives or memories that had been lost to you. In doing so, you discovered that you could draw upon the magic of your soul.
6	You died but somehow came back to life. The experience forever altered you and bestowed upon you unnatural gifts.

LEVEL 3 ASCENDANT

Attributes Choose two attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Soul or Telekinesis tradition or learn one Soul or Telekinesis spell.

Ascendant Defense When you're not wearing armor, your Defense equals 2 + your Will score.

Unwavering Resolve When your mind is focused from your use of the Focus Mind talent (see page 114), you make challenge rolls to resist gaining Insanity with 2 boons.

LEVEL 6 ASCENDANT

Characteristics Health +4

Magic You learn one spell.

Ascendant Strike You can use an action to fly up to your Speed. At any point during your movement, you can make an attack with a melee weapon. When your mind is focused from your use of the Focus Mind talent, your attack deals 1d6 extra damage. If you get a success on the attack roll, you can also use a triggered action to expend the casting of a Soul or Telekinesis spell.

If you expend the casting of a Soul spell, the attack deals 1d6 extra damage plus 1d6 extra damage per rank of the casting you expended. If you expend the casting of a Telekinesis spell, you can fly up to your Speed once more, and your movement does not trigger free attacks. In addition, until the end of the next round, you impose a number of banes on all attack rolls made against you equal to 1 + the rank of the Telekinesis spell you expended.

Once you use this talent, you must wait at least 1 minute before you can use it again.

LEVEL 9 MASTER ASCENDANT

Characteristics Health +4, Power +1

Magic You learn one spell.

Mind and Soul When your mind is focused from your use of the Focus Mind talent and you cast a Soul or Telekinesis attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell.

Soul Energy You can use an action and expend the casting of a Soul spell to heal damage equal to 1d6 + 1d6 per rank of the spell whose casting you expended.

Telekinetic Might You can use an action and expend the casting of a Telekinesis spell to gain a bonus to Defense equal to 1 + the rank of the spell whose casting you expended. The bonus lasts for 1 minute.

BREWMASTER

One of the essential techniques learned by most alchemists is the art of brewing potions. Although most alchemists treat this skill as a stepping stone toward mastering more potent forms of alchemical magic, the study of potions, elixirs, and tinctures holds a certain appeal to those who delight in the creation of different substances and who always prefer to have something on hand to deal with a raft of situations. Brewmasters have elevated the science of potion brewing into an art form all its own, and in their cauldrons they can whip up beverages to astonish and amaze.

In Lij, the City of Magic, members of the Brewmasters' Guild gather to advance the knowledge of their trade. Petitioners who show a steady hand and a tolerance for intoxication might join their esteemed ranks and learn their secrets—on the promise of never sharing them with outsiders. The period of apprenticeship lasts a year or two. After completing the training, the new brewmaster is presented with a fine journal to hold all the notes and recipes learned from the Guild—in code, of course.

BREWMEISTER STORY DEVELOPMENT

d6 Story Development

- 1 After drinking a strange potion, you were forced to seek out the Brewmasters' Guild in Lij for a cure.
- 2 You had a knack for brewing potions, and becoming a brewmaster was a natural extension of your training.
- 3 You favor the use of poisons and believed that by becoming a brewmaster you might make more potent toxins.
- 4 You found and deciphered the book of a dead brewmaster.
- 5 One of your relatives was the official brewmaster of a local noble. When your relative died, you inherited everything, including an interest in brewing.
- 6 You discovered a cache of potions in an old laboratory. Your efforts to identify them resulted in your learning how to make such brews yourself.

LEVEL 3 BREWMASTER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Alchemy tradition or learn one Alchemy spell.

Brewmaster's Book You have a tome filled with recipes and alchemical lore. Choose any three potions in *Shadow of the Demon Lord*, *Demon Lord's Companion*, or the brewmaster potions described below. You know these recipes, and you can use them to create those potions by crafting them or by casting the *brew potion* spell (*Demon Lord's Companion*, page 34) from the Alchemy tradition. These recipes are in addition to any other recipes you might have learned from your castings of the *identify substance* Alchemy spell (*Demon Lord's Companion*, page 34), and you can record such recipes into your book. If you lose your book, you can recreate it by spending 48 hours using exotic materials worth 5 gc.

Recipe Reference If you can reference your brewmaster's book while crafting a potion or casting the *brew potion* spell, you can brew the potion in half the listed time. In addition, you need spend only a third of the potion's cost in raw materials.

LEVEL 6 BREWMASTER

Characteristics Health +3

Magic You learn one Alchemy spell.

Brewmaster's Admixture Once after each time you complete a rest, you can use an alchemist's kit to brew a number of admixtures equal to half your group's level. The admixtures retain their potency until they are used or until you complete a rest. You can use an action, or a triggered action on your turn, to add one admixture to a potion you can reach. You can add only one admixture to a single potion at a time. When you do so, choose from one of the following effects.

- If the potion has a duration, the admixture doubles it.
- If the potion heals damage or deals damage, the admixture causes the potion to heal or deal 1d6 extra damage.
- You can swap the potion's normal effect for the effect of any other potion for which you have a recipe and that has the same or a lower price.
- The admixture makes the potion poisonous. Any creature that consumes the altered potion takes 2d6 damage and must make a Strength challenge roll with 1 bane. On a failure, the creature takes 2d6 extra damage and becomes poisoned until it completes a rest.
- The admixture causes the potion to take effect immediately rather than at the end of the round.

LEVEL 9 MASTER BREWMASTER

Characteristics Health +3, Power +1

Magic You learn one Alchemy spell.

Free Samples When you use your Brewmaster's Admixture talent, you can choose to create a potion whose recipe you have learned and whose price is 1 gc or lower in place of a dose of admixture. The potion retains its potency until you complete a rest.

Keen Nose You make all Perception rolls that involve the sense of smell with 1 boon. In addition, you can identify any potion by smelling it.

Strengthen Potion If you do not know the *identify substance* Alchemy spell, you learn it. You can use an action to expend the casting of this spell to create another dose of Brewmaster's Admixture.

BREWMMASTER POTIONS

Brewmasters have invented several potions. They rigorously guard the secrets of their manufacture from outsiders and never, under any circumstances, sell these potions to other alchemists who do not belong to their cabal.

The following potions represent the most common ones known to brewmasters, but the GM might make others available. Brewmaster potions count as exotic items, typically sell for 1 gc per dose, and use the normal rules for potions (*Shadow*, page 108).

AMAZING TONIC

Reeking of spoiled fish, *amazing tonic* has a thin, oily consistency. When it is consumed, the drinker must get a success on a Strength challenge roll or vomit the potion up with no additional effect. If the creature can hold down the dose, the potion immediately removes the diseased and poisoned afflictions from the creature and renders the creature immune to damage from disease or poison, as well as to the diseased and poisoned afflictions, until the creature completes a rest.

BRACING TODDY

This strong black concoction smelling of cloves causes the drinker, when the potion takes effect, to turn bright red and emanate heat from its body in a 1-yard radius for 1d6 hours. Until the effect ends, the creature is immune to damage from cold and is in no way discomfited by cold temperatures. In addition, at the end of each round, any other creature within 1 yard of the affected creature must succeed on a Strength challenge roll or take 1d6 damage from the strong heat.

BREWMASTER'S BUBBLY

A straw-yellow effervescent fluid, *brewmaster's bubbly* has a strong, yeasty smell. When the potion takes effect, bubbles of lighter-than-air gas fill the affected creature's body, causing it to rise 1d3 yards straight up into the air immediately and ascend an additional 1d3 yards at the end of each round for 1d6 minutes. The creature can end the effect by releasing the gas in a profound belch, which counts as a minor activity.

paths of magic

Once the gas is released, the creature falls. An affected creature that can reach a surface can pull itself along that surface as if crawling. In addition, wind might move a floating creature. Otherwise, unless the creature can fly, it cannot move itself horizontally while affected by this potion.

CAECRAS COCKTAIL

Anyone who consumes this cocktail, made primarily from pure grain alcohol, becomes impaired for $1d6 + 1$ hours. If the drinker is already impaired, it instead falls prone and becomes unconscious for the duration.

The fluid is extremely flammable and is often used as an explosive. As a minor action, a creature can stuff a rag into a container that holds the potion and light it, assuming the creature has ready access to fire. The creature can then use an action to throw the flaming bottle to a point on a solid surface within medium range. When the bottle hits that point or encounters a solid surface before then, it explodes, covering everything within 5 yards with flaming liquid. All flammable objects take $2d6$ damage and catch fire. Each creature in the area must make an Agility challenge roll with 1 bane. A creature takes $2d6$ damage and catches fire on a failure, or just takes half the damage on a success. A creature that catches fire takes $id6$ damage at the end of each round until it or another creature uses an action to douse the flames.

The fire burns in the area for $1d6 + 1$ rounds, and smoke fills and heavily obscures a 5-yard-radius, 20-yard-tall cylinder centered on the point of impact until the flames are extinguished.

RUMBLEBELLY JUICE

This concoction is bright green and stinks of licorice. When the potion takes effect, the creature's belly bloats, filling with foul gas that lasts for $1d6$ minutes. An affected creature can use an action, or a triggered action on its turn, though no more than once per round, to belch a stream of noxious gas into a 5-yard cone originating from a point in the creature's space. Each living creature in the area of gas must succeed on a Strength challenge roll with 1 bane or take $1d6$ damage from the poisonous fumes and become poisoned for 1 round. A creature already poisoned instead takes $1d6$ extra damage.

TONGUE LOOSENER

This bluish potion has a strong alcohol taste. When the potion takes effect, the creature becomes impaired for $1d6 + 1$ hours. While impaired in this way, the creature makes attack rolls in social situations with 3 boons and ignores the bane from being impaired.

XXX LIQUID COURAGE

A thick, black malted brew, *XXX Liquid Courage* removes misgivings and doubts for $1d6 + 1$ hours from anyone who consumes it. Until the effect ends, the affected creature is impaired, but it cannot be charmed, compelled, or frightened. In addition, the affected creature does not become frightened as a result of gaining Insanity.

BLIZZARD MAGE

The secrets of elemental magic come from the genies, those crazed and unpredictable entities found haunting the most desolate lands in the world. That knowledge has been passed down through the generations, subtly altered to suit the needs of the magic-users who learn the art. Sometimes, this haphazard learning produces entirely new strains of magic, often resulting from combining elements from two or more traditions. Blizzard mages, for example, have discovered how to merge the magic of Air and Water into an entirely new discipline, giving them power over cold and ice.

Many blizzard mages come from the ranks of other elemental casters, their specialty reflecting a new branch of study. Others might be devotees of Old Man Winter who have striven to master the forces their patron deity represents in order to better serve his interests in the world. And there are those who stumble onto the art, perhaps having uncovered the techniques from a relic they have found or a fortunate mishap resulting from a miscast spell. Whatever the source of their power, they prove to be deadly combatants, with the full might of winter in their arsenals.

BLIZZARD MAGE STORY DEVELOPMENT

d6 Story Development

- | | |
|---|--|
| 1 | A crazed genie whispered to you the secret words that you need to wield the power of ice. |
| 2 | While traveling through the Blasted Lands, you spied Old Man Winter drifting through the snows. Taking this as a sign, you devoted yourself to that dark and sinister god. |
| 3 | Becoming a blizzard mage simply reflects your growing mastery of Air and Water magic. The talents you learn provide you with even greater versatility. |
| 4 | You were wronged by salamanders at some point in your past. Your thirst for vengeance led you to mastering the secrets of ice and cold. |
| 5 | You encountered a sylph on the slopes of a mountain and became friends or lovers. From this elemental, you learned how to combine Air and Water magic. |
| 6 | You traveled to Blötland to learn magic from the jötnar. You returned, changed, with the force of winter flowing through your veins. |

LEVEL 3 BLIZZARD MAGE

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another

language or add a profession to your list of professions.

Magic You discover the Air or Water tradition or learn one Air or Water spell.

Ice Magic Whenever a creature takes damage from an Air or Water spell you cast, you can use a triggered action to cause ice to form around one creature affected by the spell, causing it to become slowed for 1 round. If the creature is already slowed, it becomes immobilized for 1 round instead.

LEVEL 6 BLIZZARD MAGE

Characteristics Health +2

Magic You learn one spell.

Breath of Winter You can use an action, or a triggered action on your turn, to cause an icy fog to surround you and partially obscure you for 1 round. You can see through the fog as if it wasn't there. Until this effect ends, your Air and Water spells deal 1d6 extra damage from the cold you generate, and you take half damage from fire.

LEVEL 9 MASTER BLIZZARD MAGE

Characteristics Health +2, Power +1

Magic You learn one spell.

Master of Ice and Cold You master the secrets of ice magic.

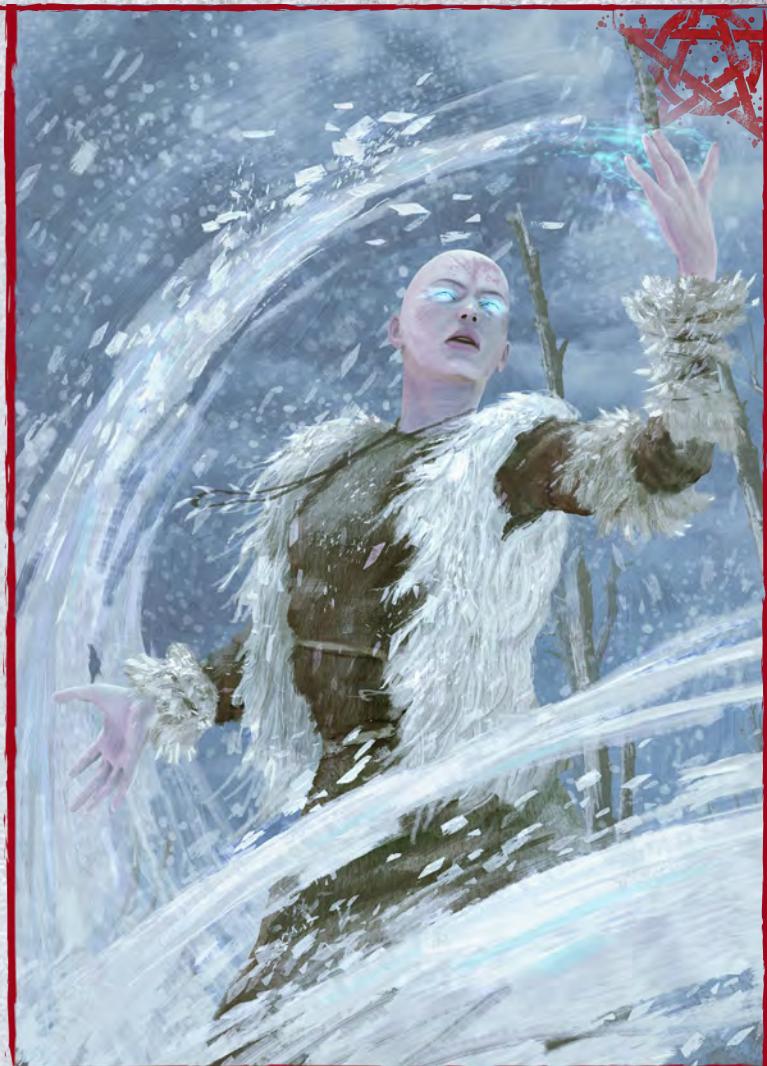
When you cast an Air or Water attack spell, you make the attack roll with 1 boon and you impose 1 bane on rolls made to resist your spells. In addition, whenever you cast an Air spell or a Water spell, you can choose one of the following effects.

- For 1 hour, you ignore the effects of moving across difficult terrain caused by ice or snow.
- For 1 hour, you take no damage from cold.
- You create a patch of slippery ice with a radius of up to 2 yards on a flat surface you can see within medium range. The ice remains until it melts. Any creature moving across that surface must get a success on an Agility challenge roll or fall prone and stop moving.
- For 1 minute or until you would take damage from fire or heat, you gain a +1d6 bonus to Defense from the ice that covers your body. But you take 1d3 damage at the end of each round from the bitter cold.

DEMONBINDER

Beyond the edge of reality stretches the infinite Void, littered with the debris of countless destroyed realities. Amid the tumbling wreckage, the fragments of planets, the balls of burning gas, and the frozen bodies, eyes still swiveling in rigid flesh, are countless disembodied demons. These vile things, the spawn of the Demon Lord, hunger for entry into the mortal world, where they fashion for themselves bodies that they use to wreak havoc and destruction for as long as they can. Demons seek access to reality by any means, whether that be a crack in reality or the workings of foul magic.

The wicked cruelty of demonbinders cannot be overstated. Cohorts of the most destructive forces in the cosmos, these unhinged people use their magic to release demons into the world and bind them to their



enemies. Their works of magic can draw demonic attention, poison one's soul, and allow demons to find purchase in mortal or immortal hosts.

Demonbinders learn their methods by perusing forbidden works of demonologists and their ilk. They crave nothing but annihilation and see themselves as prophets of the coming doom.

DEMONBINDER STORY DEVELOPMENT

d6	Story Development
1	A demon possessed you and filled your head with all kinds of strange ideas.
2	After successfully mastering and controlling a demon, you devoted yourself to mastering more of them.
3	After suffering appalling losses, you have given yourself over to darkness.
4	Your hatred has nudged you closer and closer to ultimate damnation. Becoming a demonbinder is yet another step on your road to self-destruction.
5	A religious institution destroyed your life. You have become a demonbinder to bring that organization to its knees.
6	You have been led to believe there is a place for you after the world dies, and thus you have become a willing agent of the Demon Lord.

paths of magic

LEVEL 3 DEMONBINDER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1, Corruption +1

Languages and Professions You can speak Dark Speech if you do not already speak this language. If you do, you can either read and write it or add a profession to your list of professions.

Magic You discover the Curse or Demonology tradition or learn one Curse or Demonology spell.

Demonic Attention You can cause the attention of demons to fall upon other creatures. You can use an action and expend the casting of a rank 1 or higher Curse spell to make an Intellect attack roll against the Will of one creature you can see within medium range. You make the attack roll with a number of boons equal to the rank of the spell whose casting you expended. On a success, the target gains demonic attention for 1 minute. Until this effect ends, inky black shadows partially obscure the target's space, and whenever you would take damage from your casting of a Demonology spell, the target instead takes the damage.

LEVEL 6 DEMONBINDER

Characteristics Health +2, Corruption +1

Magic You learn one spell.

Corrupting Curse When you cast a Curse spell that requires an attack roll and the total of your roll is 20 or higher, you can use a triggered action and expend the casting of a Demonology spell of the same rank as the triggering Curse spell or higher. If you do so, the target of the Curse spell gains 1 Corruption.

Demonic Authority When you cast a Demonology spell that causes a demon to appear, you can use a triggered action and expend the casting of a Curse spell. If you do so, make an Intellect attack roll against the demon's Will with a number of boons equal to the rank of the Curse spell whose casting you expended. On a success, the demon becomes compelled for 1 minute. If the demon was already compelled, it instead becomes friendly to you, takes its turn when you choose, and acts in whatever way you direct it (not an action), even if that action would bring about its own destruction, provided you are within long range of it.

LEVEL 9 MASTER DEMONBINDER

Characteristics Health +2, Power +1, Corruption +1

Magic You learn one spell.

Demonic Binding When you cast a Curse spell that requires an attack roll and you get a success on that roll, you can use a triggered action and expend the casting of a rank 1 or higher Demonology spell to force the target of your Curse spell to make a Will challenge roll. On a failure, the target gains Insanity equal to the rank of the spell whose casting you expended. If the target would suffer the effects of madness as a result of gaining Insanity in this way, the target does not go mad and instead becomes possessed by a demon.

A target possessed by a demon removes the frightened affliction from itself. It must take a fast turn each round and uses an action to attack the creature nearest to it, using its action to charge if necessary. If presented with multiple targets to attack, an affected creature chooses its target randomly.

At the end of each round, an affected creature can make a Will challenge roll with 1 bane. On a failure, the creature gains 1 Corruption. On a success, the creature is no longer possessed by a demon. When this effect ends, roll a d6. On a 6, a **large demon** (*Shadow*, page 227) appears in an open space of the GM's choice within short range of the target. The demon is hostile to all creatures and takes the next available turn.

EDGEWALKER

All magic bends the rules, but certain traditions bend them to the point of breaking. Time magic, for example, allows a caster to alter the flow of time and travel through it, while Teleportation spells remove the distance between points to allow speedy and sudden transit. Students of either tradition gain great versatility, but those who seek to master both disciplines find themselves poised at the precipice where reality ends, able to go anywhere and to any time they choose. Such casters gain the moniker edgewalker, since they tread the impossibly narrow path at the edge of all places and all times.

Anyone with a background in magic might become an edgewalker, though the path holds strong appeal to magic-using rogues, since the spells from the associated traditions help them with their schemes. More traditional users of magic follow this path simply because they appreciate the utter importance of being in the right place at the right time.

EDGEWALKER STORY DEVELOPMENT

d6 Story Development

1 You nearly lost your life when you were subjected to a Teleportation spell. You threw yourself into mastering the magic of the tradition and ultimately learned how to move in space and through time.

2 A traveler from the distant future was injured upon reaching your time. You learned the methods of Time magic by studying the traveler's notes.

3 You stumbled into a borderland and became lost. You eventually found a way out by learning the magic you needed to create an escape route.

4 You ran afoul of a chronomancer who sent you hurtling through time. You managed to make your way back to the present through your studies of Time magic.

5 You witnessed a tear in reality that gave you a glimpse of a terrible future you now hope to change.

6 After tragedy struck, you threw yourself into your studies so you could maybe one day change the past.

LEVEL 3 EDGEWALKER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1, Speed +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Teleportation or Time tradition or learn one Teleportation or Time spell.

Instinctive Teleport When you take damage, you can use a triggered action to expend the casting of a Teleportation spell. You teleport to an open space within a number of yards equal to $2 + \text{the rank of the spell whose casting you expended}$.

Time Leap When you take a turn, you can use a triggered action to expend the casting of a rank 1 or higher Time spell. You step forward in time, seeming to disappear from reality until you reappear at the end of the round.

LEVEL 6 EDGEWALKER

Characteristics Health +2, Speed +1

Magic You learn one spell.

Temporal Disturbance When you cast a Time spell or a Teleportation spell, you can choose to flicker in and out of existence, moving swiftly from one second to the next and back again until the end of the round. You impose 1 bane on all attack rolls made against you, and you make challenge rolls to resist effects with 1 boon. In addition, until this effect ends, you can move through solid objects that are no more than 2 inches thick.

LEVEL 9 MASTER EDGEWALKER

Characteristics Health +2, Power +1, Speed +2

Magic You learn one spell.

Edgewalk If you use an action during a fast turn, you can move up to your Speed. Whenever you move, you can choose to edgewalk instead. When you edgewalk, time suddenly stops for everything except you, which enables you to move up to your speed in any direction you normally can move, ignoring the effects of moving across difficult or even hazardous terrain. Your movement does not trigger free attacks, but you cannot open doors or interact with any creatures or objects while moving in this way. When you reach your destination, time begins to flow again, and you appear to all other creatures as if you had teleported to your destination.

EXEMPLAR

Exemplars commit themselves to the highest ideals and see themselves as champions of virtue and order. Like paladins, they travel the world, bringing light into the darkness and crushing those who would disrupt or destroy the world as it is. Unlike paladins, though, exemplars rely on magic to deal with their enemies. From bolts of scintillating light to ringing pronouncements that quash discord and upheaval, they are the very paragons of law in the cosmos.

Nearly all exemplars come from the ranks of religions that embody the virtues of justice, discipline, and order. One can find exemplars dedicated to the New God, but also those who fight in the name of the Devil, whose hated light reaches across all of Hell and torments the damned souls condemned to that awful place. Some exemplars serve the Summer Queen, while others come from Nessus and the members of the diminished Order of Light that still practice their nearly forgotten faith.

EXEMPLAR STORY DEVELOPMENT

d6 Story Development

- 1 An angel visited you in your dreams and chose you to serve your god.
- 2 You have seen the evil in the world and the results of its work. You have made it your personal crusade to rid the world of those who dwell in darkness.
- 3 An incarnation briefly took possession of your body. You recalled the experience and sought to continue his or her work.
- 4 You sought the place where a star landed after falling from the heavens. You have no idea what happened, but you awoke with strange abilities.

5 You are an agent of the Devil, and you work to protect the status quo from the machinations of those who serve the Demon Lord.

6 You have been fighting evil long enough that you know it takes commitment and discipline to prevail. Your abilities stem from your effort to live an exalted life.

LEVEL 3 EXEMPLAR

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Celestial or Order tradition or learn one Celestial or Order spell.

Inner Radiance When you cast a Celestial spell or an Order spell, you can use a triggered action to release your inner radiance, causing light to shine from your body for 1 minute out to a number of yards equal to 1 + your Power score. While you emit light in this way, when you cast a Celestial or Order attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist your spell with 1 bane.

LEVEL 6 EXEMPLAR

Characteristics Health +2

Magic You learn one spell.

Imperious Light While you are emitting light from the effect of your Inner Radiance talent, you can use an action to force one creature within the area of light to make a Will challenge roll. On a failure, the creature becomes immobilized for 1 minute or until it is no longer in the radius of your light. When the creature is immobilized in this way, it is also blinded. At the end of each round, an affected creature can repeat the roll and remove the immobilized affliction from itself on a success. Once you use this talent, you must wait at least 1 minute before you can use it again.

LEVEL 9 MASTER EXEMPLAR

Characteristics Health +2, Power +1

Magic You learn one spell.

Exemplar's Authority When you use Imperious Light, you can choose a number of creatures equal to your Power score.

Order's Wings While you are under the effect of your Inner Radiance talent, a pair of wings made from solidified light grow out from your back and grant you the flier trait.

FARSEER

In the most remote reaches of time and space, impossible beings exist, alien gods of such size and power that to apprehend them fully is to go mad forever. Some have sought to consult with these beings, to gain insights from them and thus transcend the limits of their own bodies and minds, but most who do find themselves drawn into psychosis. Farseers, however, have trained their minds to withstand the rigors of such communion, to gird their personalities against mental assault so that they can understand their dread patrons more fully.

Most farseers come from the ranks of those seekers of forbidden knowledge—individuals who, for one reason or another, believe no secret should be secure,



no knowledge should be denied to them. For every farseer who masters the essential talents of the art, a dozen more succumb to madness, their minds buckling under the strain of their investigations. Yet those who survive the training with their faculties more or less intact find their vistas broadened, the possibilities for what they can achieve becoming almost endless.

FASEER STORY DEVELOPMENT

d6 Story Development

- 1 You sailed across the Nyxian Ocean and beheld evidence of an ancient, unknowable god. The experience shattered your mind, but you were able to salvage much of your psyche to benefit from what you have learned.
- 2 A student of the occult, you became aware of alien powers beyond Urth and devoted yourself to their study.
- 3 You fell in with the apostles of the Cabal of the Black Sun and learned from them certain truths you can never unlearn.
- 4 You found a weird statue, medallion, or some other trinket. Proximity to the device stirs your dreams, transporting you to a nightmarish realm where great powers thrash in their sleep.
- 5 You took up with a minor cult that sought wisdom from the stars. You were the only survivor of their foolish efforts.
- 6 Memories of a past life haunt you. In that existence, you knew things you should never have learned.

LEVEL 3 FARSEER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Divination or Madness tradition or learn one Divination or Madness spell.

Unspeakable Revelation Whenever you cast a Divination spell or a Madness spell, you can choose to gain 1 Insanity and roll on the following table. You do not become frightened from gaining Insanity in this way.

d6 Effect

- 1 You gain Insanity equal to your Will score.
- 2 You sweat, twitch, or giggle, but nothing otherwise happens.
- 3 For 1 minute, you make all Intellect, Will, and Perception rolls with 1 boon.
- 4 For 1 minute, you ignore the effects of the frightening and horrifying traits and you cannot become charmed, compelled, or frightened.
- 5 For 1 minute, you take half damage from all sources, as your mind becomes partly detached from your body.
- 6 You regain the casting of the triggering spell.

LEVEL 6 FARSEER

Characteristics Health +2

Magic You learn one spell.

Twisted Memories Whenever you become charmed, compelled, or frightened, you can use a triggered action to withdraw your mind to relive a past trauma. If you do so, you gain 1 Insanity. You do not become frightened from gaining Insanity in this way. Instead, you remove the affliction from yourself and, for 1 round, whenever you cast an attack spell, you make the attack roll with 2 boons and you impose 2 banes on challenge rolls made to resist the spell.

LEVEL 9 MASTER FARSEER

Characteristics Health +2, Power +1

Magic You learn one spell.

Frayed Ends of Sanity For the purpose of determining the maximum amount of Insanity you can gain before going mad, add your Power score to your Will score. In addition, whenever you would go mad, you can roll a d20 on the Madness table (*Shadow*, page 35) one additional time and use whichever result you choose.

LOREKEEPER

Lorekeepers gather and preserve esoteric knowledge. They scour the world for lost lore, travel widely to witness the greatest events to capture them in the records they meticulously keep, and keep safe the secrets of old lest they fall into the wrong hands. Considered the most learned of people in the Empire's lands, lorekeepers can be found in the courts of kings and queens, watching over great libraries and accompanying some of the greatest heroes.

Lorekeepers know much already, but their insatiable appetite for knowledge drives them ever onward. They like nothing more than to dig into old records or leaf through ancient texts to discover facts about lost peoples and lands. For them, no secret is too dangerous, no subject forbidden. Knowledge is all that matters, and lorekeepers stop at nothing to discover all they can in the time they have been given.

LOREKEEPER STORY DEVELOPMENT

d6 Story Development

- 1 You spent years working in a library. Once you absorbed all it had to offer, you set out to learn more.
- 2 You travel in search of a cure to a mysterious ailment, a way to lift a curse, or the solution to some other calamity that afflicts your people.
- 3 You have become obsessed with the Men of Gog, and you have made it your life's work to learn all you can of them.
- 4 In an ancient tome, you discovered new clues to the resting place of a fabled artifact. You search for other clues so you can find it before it falls into the wrong hands.
- 5 You covet the secret name of a great and terrible power. You will not stop searching until you find it.
- 6 Your enemies stole a priceless book from you or someone you serve. You now work to track down the thief and recover your property.

LEVEL 3 LOREKEEPER

Attributes Choose two attributes and increase each by 1.

Characteristics Power +1

Languages and Professions Add two languages to the list of languages you can speak, read, and write, and add two academic professions to your list of professions.

Magic You discover two traditions and learn one spell.

Learned You make Intellect challenge rolls with 1 boon. If you make the roll for a task related to one of your areas of scholarship, you make it with 3 boons instead.

Esoteric Discovery You make one esoteric discovery. Choose one you have not already chosen from the ones listed below.

LEVEL 6 LOREKEEPER

Magic You learn one spell.

Esoteric Discovery You make one esoteric discovery.

Choose from the ones listed below.

LEVEL 9 MASTER LOREKEEPER

Characteristics Power +1

Magic You learn one spell.

Epiphany When you would make an attack roll or a challenge roll, you can forgo making the roll to instead use a number equal to your Intellect score as the result. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

Esoteric Discovery You make one esoteric discovery. Choose one you have not already chosen from the ones listed below.

ESOTERIC DISCOVERIES

As you explore the mysteries of reality, you have the opportunity to make certain discoveries that reflect your deeper understanding of reality. Upon making such a discovery, you can do something others cannot.

Lore of Tongues Whenever you hear a language spoken that you do not know how to speak, you can add that language to the list of languages you can speak.

Lore of Secret Knowledge Add two areas of scholarship to your list of professions.

Lore of Casting Choose one spell you have learned and increase the number of castings for that spell by 1. The spell's rank cannot exceed half your Power score.

Lore of Vitality Increase your Health by 5.

Lore of Displacement When a creature you can see makes an attack roll against you, you can use a triggered action to impose 1 bane on the roll.

Lore of Magical Knowledge Choose one spell from any tradition whose rank is no more than half your Power score. You learn this spell.

Lore of True Magic When you cast a spell, you do not need to speak or wield an implement.

Lore of Salvation When you make a challenge roll to resist an attack, you make the roll with 1 boon.

MAGISTER

One of the greatest threats to the Empire comes in the form of magical misuse, exemplified by the proliferation of dark magic and its unhinged users. Each time a necromancer animates a corpse or an apocalyptic casts a Forbidden spell, the world grows a little darker. Now, the need to contain this danger has never been greater. While the Inquisition works to root out such evil and consign the villains to the purifying

paths of magic

flames of their pyres, others have also seen the peril and have stepped forward to contain the darkness in the best way they can.

The Order of Magisters came into prominence a century ago in Lij. Although the city shows great tolerance for magic in all its forms, many magicians feared the spread of dark magic in their city and the horrors that its use could unleash. Committing themselves to tracking down and destroying these renegade users, the members devised special techniques to pierce magical defenses, while also protecting themselves from reprisals. The magisters have since spread out from Lij, but their numbers remain few and the task they set for themselves exceedingly dangerous. These men and women roam the lands, watchful for signs of dark magic, and work with local authorities to track the perpetrators down and destroy them wherever they find them.

MAGISTER STORY DEVELOPMENT

d6 Story Development

- 1 You witnessed firsthand the fall of someone you respected after they dabbled in the dark arts.
- 2 A staunch believer in the tenets of the New God, you set out to destroy the corruptive influences in the world.
- 3 After you or someone you loved was harmed by a dark magic spell, you devoted your life to fighting against those who would misuse magic.
- 4 You joined the Order of Magisters in Lij and learned your techniques from the masters.
- 5 You study the methods of the magisters not to fight directly against dark magic, but rather to gird yourself against their attacks.
- 6 A magister spared your life and showed you the error of your ways. You now seek redemption by fighting against the monsters that represent what you might have become.

LEVEL 3 MAGISTER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a new tradition other than a dark magic tradition or you learn one spell other than a dark magic spell.

Magister's Mantle While you are conscious, not wearing armor, and not under the effect of the *arcane armor* spell from the Arcana tradition (*Shadow*, page 117), a faint field of magic surrounds and protects you, granting you a +2 bonus to Defense. The field also blocks the effects of light breezes and normal precipitation, and keeps you comfortable in all but the most extreme temperatures.

If you know the *arcane armor* spell from the Arcana tradition, you can use a triggered action on your turn to expend a casting of that spell and increase the bonus to Defense from Magister's Mantle to +5 for 1 minute.

Dark Magic Defense When a creature attacks you with a spell from a dark magic tradition, you impose 1 bane on the attack roll and you make the challenge roll to resist the spell with 1 boon.

LEVEL 6 MAGISTER

Characteristics Health +2

Magic You learn one spell.

Improved Dark Magic Defense You take half damage from dark magic spells.

Pierce Defenses When you cast an attack spell, your spell ignores the Spell Defense trait.

LEVEL 9 MASTER MAGISTER

Characteristics Health +2, Power +1

Magic You learn one spell.

Potent Casting Your attack spells of rank 1 or lower deal

1d6 extra damage. When you cast an attack spell of rank 2 or higher, you can expend the casting of a rank 1 or lower spell to deal 1d6 extra damage with that spell.

MANIPULATOR

Faeries wield magic as old as the world and have generally used their knowledge to deceive and manipulate others. Their methods all prove of great use when they would avoid detection and the angry reprisals that result from their malicious treachery. These techniques might be common to the faeries, but they can be learned by other creatures, and many who have discovered the Enchantment or Fey tradition find that there is much to gain by emulating the immortals.

Manipulators exert incredible influence over the minds of their victims. A manipulator can reach into someone's thoughts and use magic to twist that person's emotions to suit whatever need the manipulator might have. Manipulators use their magic to get what they want from the world, to force others to work on their behalf, and to profit from those victims' misfortune. As a result, manipulators tend to make enemies wherever they go.

MANIPULATOR STORY DEVELOPMENT

d3 Story Development

- 1 You suffered at the hands of an Enchantment spell. Your experience taught you the value of that tradition, and you have pursued a course of training to make sure you are never fooled again.
- 2 You studied magic under the guidance of the faeries, who taught you how to make mortal puppets dance on your strings.
- 3 You are a charlatan and a confidence artist and decided magic would help you in your chosen profession.

LEVEL 3 MANIPULATOR

Attributes Choose two attributes and increase each by 1.

Characteristics Health +1, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Enchantment or Fey tradition or learn one Enchantment or Fey spell.

Emotion Control For a number of times equal to 1 + your Power score, you can use an action to choose one creature within medium range that is charmed by you and cause the target to experience one of the following emotions.

- The target experiences intense feelings of love and friendship for one creature you choose within short range of it. The target must do everything in its power to protect the target of its affection and cannot move more than 5 yards from that creature.
- The target feels incredible joy. It gains a +5 bonus to its Health and makes attack rolls and challenge rolls with 1 boon.
- The target feels terrible grief. It takes a -5 penalty to its Health and makes attack rolls and challenge rolls with 1 bane.
- The target experiences intense feelings of hatred for one creature you choose within short range of it. The target must do everything it can to destroy that creature for as long as it is within 5 yards of it.

The effect lasts until the target removes the charmed affliction or you use Emotion Control again. You regain expended uses of this talent when you complete a rest.

Glamorous Casting Whenever you cast an Enchantment spell or a Fey spell, you can choose to have brilliant lights dapple your body until the end of the round. The lights impose 1 bane on attack rolls made against you by sighted creatures. You can use Glamorous Casting a number of times equal to 1 + your Power score. You regain expended uses when you complete a rest.

LEVEL 6 MANIPULATOR

Characteristics Health +1

Magic You learn one spell.

Beguiling Lights The effect of your Glamorous Casting talent now lasts for 1 minute. In addition, on your turn while under the effect of your Glamorous Casting talent, you can use a triggered action to end the effect early and choose one of the following effects.

- One creature charmed by you becomes compelled for 1 round.
- You become invisible for 1 round.

LEVEL 9 MASTER MANIPULATOR

Characteristics Health +1, Power +1

Magic You learn one spell.

Faerie Magic Mastery When you cast an Enchantment or Fey attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell. If you cast such a spell against a creature charmed by you, the number of boons and banes increases by 1.

NATURALIST

Anyone trained in the ways of the Old Faith knows of the magic that flows through the natural world. Most who come to study Nature magic worship the old gods or have some other connection to the physical world. Yet there are some academic students of magic who would tap into this vital source of energy and use it to augment their capabilities. Such individuals are called naturalists.

Many naturalists, sometimes referred to as green wizards or forest mages, consider Nature magic as yet another source of magic to be studied and mastered, and they bring to bear their considerable knowledge to apprehending its power. Yet, for every naturalist who wields the magic of the trees and grasses for personal ends, there is one who began his or her understanding of magic by discovering the Nature tradition and who then went on to studying other disciplines. In both cases, naturalists can use their environment to their

advantage, calling up the very land itself to come to their defense while they hurl deadly spells at their foes.

NATURALIST STORY DEVELOPMENT

d3 Story Development

- | | |
|---|---|
| 1 | After studying magic at one of the great institutions, you became lost in the wilderness and were forced to master your surroundings in order to survive. |
| 2 | The person from whom you learned magic lived in the wilderness, and part of your training was to understand the currents of magic that flowed there. |
| 3 | You were a devotee of the Old Faith and learned much about magic during your training. But ultimately you felt constricted by your order and set out to grow your understanding of the arcane arts. |

LEVEL 3 NATURALIST

Attributes Choose two attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a wilderness profession to your list of professions.

Magic You discover the Arcana or Nature tradition or learn one Arcana or Nature spell.

Green Magic You can use an action to magnify and augment magic flowing through your area, creating a sphere centered on a point in your space with a radius a number of yards equal to your Power score that remains for 1 minute. Grasses grow, roots writhe, and vines tangle on the ground throughout the area, causing it to become difficult terrain. In addition, whenever you cast an attack spell in the area, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell. You can use Green Magic a number of times equal to your Power score. You regain expended uses when you complete a rest.

LEVEL 6 NATURALIST

Characteristics Health +4

Magic You learn one spell.

Natural Defenses While you are in the area affected by your Green Magic talent, you have a bonus to Defense equal to your Power score. In addition, when creatures attack you with attack spells, you impose 1 boon on their attack rolls and you make challenge rolls to resist those spells with 1 boon. Finally, you heal 1d3 damage at the end of each round.

LEVEL 9 MASTER NATURALIST

Characteristics Health +4, Power +1

Magic You learn one spell.

Greater Green Magic Whenever you cast an Arcana spell or a Nature spell, you can use a triggered action to use your Green Magic talent. In addition, while in the area, you can expend the casting of an Arcana spell to cast a Nature spell of the same or a lower rank.

NIGHTMARE

Among those who succumb to the temptation of dark magic, individuals in possession of latent psychic abilities sometimes realize that they can use the secrets of evil magic to augment their mental faculties—often leading to deleterious ends for individuals who cross them. The magic-users known as nightmares are just



one example of how such figures might meld the forms of magic they have discovered and use their gifts for sinister ends.

Able to reach into the minds of others, nightmares call forth their victims' deepest fears and amplify them to the point that the affected creatures cannot do anything but grapple with the terror building inside them. As nightmares grow more powerful, they can transport their victims' minds into a waking dream in which the fears that plague them become all too real.

NIGHTMARE STORY DEVELOPMENT

d3 Story Development

- 1 You had psychic abilities before you embraced the dark arts, or you gained them after you began your descent into evil. The combination of your studies and your abilities enables you to torment others, savaging their minds even as you ruin their bodies.
- 2 A demon once possessed you, or possesses you still. You were or are compatible entities, stronger together than when apart. Your talents reflect your experiences dealing with that horror.
- 3 You discovered doors in your mind. In doing so, you were able to lock away the darkness of your intent behind secure psychic barriers.

LEVEL 3 NIGHTMARE

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak, read, and write Dark Speech or add a profession to your list of professions.

Magic You discover the Forbidden or Telepathy tradition or you learn one Forbidden or Telepathy spell.

Psychic Corruption The Forbidden tradition counts as a psychic tradition for you. When your mind is focused from your use of the Focus Mind talent (see page 114), other creatures with Corruption scores lower than yours cannot detect your marks of darkness or ascertain your Corruption total by any means.

Vile Whispers You can use an action to attack the mind of one creature you can see within short range, filling its thoughts with horrifying visions. Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 minute or until it takes damage from a source other than your Vile Whispers. At the end of each round, the target must get a success on a Will challenge roll or take damage equal to $1d6 +$ your Corruption score. Once you use Vile Whispers, you must wait 1 minute before you can use it again. You can use this talent a number of times equal to $1 +$ your Power score. You regain expended uses when you complete a rest.

LEVEL 6 NIGHTMARE

Characteristics Health +3

Magic You learn one spell.

Waking Nightmare A creature that becomes frightened by your use of Vile Whispers must immediately make an Intellect challenge roll with a number of banes equal to your Power score. On a failure, the creature becomes blinded and deafened until the effect ends. Furthermore, when the creature takes damage from your Vile Whispers, it increases its Insanity total by 1. Gaining Insanity in this way does not cause the creature to become frightened.

LEVEL 9 MASTER NIGHTMARE

Characteristics Health +3, Power +1

Magic You learn one spell.

Horrid Possession You can use an action and expend the casting of a Forbidden or Telepathy spell of rank 2 or higher. If you do so, choose one frightened creature you can see and make an Intellect attack roll against the target's Will. For each rank of the spell you expended higher than 2, you make the roll with 1 boon. On a success, your body dissolves into a cloud of black smoke that immediately streams toward the target and enters its body, where it remains for as long as you concentrate, up to 1 hour. While you are inside the target's body, the target is compelled. If the target was frightened, you remove that affliction from it. Any effect used against the target that would end possession automatically drives you from the target's body and ends the effect.

When the effect ends, you flow out from the target's body toward an unoccupied space of your choice within short range of the target, where you immediately return to your normal form. If you remained inside the target's body for a full hour, the target gains 1 Corruption when the effect ends.

PRESERVER

The cycle of life and death ensures that a supply of souls will always be available to house the bodies of the newly born. Anything that interrupts this cycle threatens to disrupt this delicate balance and throw all into upheaval. Members of many religions pledge themselves to safeguard this balance, with the chief champions being the Cult of the New God and those devotees of Father Death. But there are some who recognize the importance of this work without having to be convinced by scripture or divine decree. These individuals belong to an old secret society called the Preservers, established to safeguard the cycle of life and death and to destroy anything or anyone that would interfere with it.

Preservers keep secret their affiliation, for they have many enemies—even among members of religions that share their ultimate aims. Part of their trouble stems from a general misunderstanding of their objectives. Many people believe the preservers seek to hasten death, to speed the cycle by ending lives early. While it's true that preservers do sometimes kill individuals, they choose only those sullied by corruption, and the death they bring delivers these souls to Hell before the souls become too darkened to escape the devils' clutches. Mistakes have been made, certainly, but the preservers take steps to ensure that their victims have

earned their fates before executing them. With respect to spirits and undead, no such steps are needed—preservers move with speed and accuracy to rid such abominations from the world.

Although most preservers belong to the organization of the same name, many individuals might have talents in common with them even though they claim no such association. One might find such individuals among the ranks of Father Death's priesthood, the Cult of the New God, or members of the House of Healing who have become disgusted by the darkness spreading across the world.

PRESERVER STORY DEVELOPMENT

d6 Story Development

- | | |
|---|--|
| 1 | After you destroyed several undead, the Preservers approached you to join their ranks. |
| 2 | As a healer, you see it as your duty not only to fight sickness and mend injuries, but to prevent sickness from enveloping the world. You learn magic to make sure the dead stay dead and the living live until their appointed times. |
| 3 | You belong to a special branch of the Cult of the New God's military arm, focused on purging the world of the dead. |
| 4 | You take it upon yourself to rid the world of corrupt souls, whether those souls reside in living bodies or the dead. |
| 5 | You need no god to convince you that the cycle of life and death is critical to the survival of the world. You have armed yourself with the weapons you need to safeguard the world. |
| 6 | You have horrible nightmares about being in Hell, and you believe you might have spent time there in a past life. Your work in this life reflects your efforts to escape that place forever. |

LEVEL 3 PRESERVER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Death or Life tradition or learn one Death or Life spell. In addition, you gain one of the following benefits.

- **Sense Corruption** If you don't already know it, you learn the *life* sense spell (*Shadow*, page 133) from the Life tradition. When you cast that spell, you can expend an extra casting of it to also determine the Corruption totals for each living creature you detect.
- **Fear No Death** If you don't already know it, you learn the *protection from death* spell (*Demon Lord's Companion*, page 36) from the Death tradition. Targets under the effect of your casting of this spell also make challenge rolls to resist being frightened or possessed with 1 boon.

Invert Healing When you cast a Life spell that would allow a creature to heal damage, you can use a triggered action to invert the spell. When you do so, make a Will attack roll against the target's Strength. On a success, the target takes the damage from the spell instead of being healed. For example, if you invert *minor healing* and you get a success on the attack roll, the target would take damage equal to half its healing rate rather than heal damage equal to half its healing rate.

LEVEL 6 PRESERVER**Characteristics** Health +2**Magic** You learn one spell.**See Spirits** You can see invisible spirits.**Preserver's Art** Death spells you cast that deal damage deal 1d6 extra damage. Life spells you cast that heal damage heal 1d6 extra damage.**LEVEL 9 MASTER PRESERVER****Characteristics** Health +2, Power +1**Magic** You learn one spell.**Death Warded** You take half damage from attacks by spirits, undead, and Death spells.**Preserve Life** When a creature within short range of you becomes incapacitated, you can use a triggered action to expend the casting of a Death or Life spell. The target heals damage equal to its healing rate plus 1d6 per rank of the spell whose casting you expended. Once you use this talent, you must wait 1 minute before you can use it again.**PSALMIST**

In many religions across Rûl, choirs lift up their voices to honor their gods, their music filling the air and reaching the realms of the divine. In temples, these songs contribute to the otherworldly nature of the ceremonies the priests perform, helping to transport the congregants from the misery of their world to a place that stimulates the senses. Many such singers are fellow congregants, people who use their talents for worship. But for those of constant faith who have the blessing of their gods, the music can be more than simple hymns—it can give voice to the gods themselves.

Psalmists can belong to any religion. Nearly all begin their careers in the clergy, indoctrinated in the secrets of their faith. These individuals stand apart from other priests by the strength of their voices and channel the power of their gods through song. Although they are most common among the Cult of the New God, one can find psalmists among the followers of the Old Faith, the Dark Gods, and other deities.

PSALMIST STORY DEVELOPMENT**d3 Story Development**

1 A gifted singer, you believe your talent came from your god and thus have devoted yourself to lifting your voice to praise the divine.

2 The sweetness of your voice attracted attention from a powerful being, who bestowed magical ability on you.

3 You raise your voice in song to inspire others in the battle against darkness and evil.

LEVEL 3 PSALMIST**Attributes** Choose two attributes and increase each by 1.**Characteristics** Health +4, Power +1**Languages and Professions** You can speak another language or add a religious profession to your list of professions.**Magic** You discover the Song or Theurgy tradition or learn one Song or Theurgy spell.

Holy Chant You can use an action to begin chanting. For 1 minute, or until you are unable to speak, or until you cast a spell, the sound of your chant spreads out from you in a 5-yard radius. When a creature that can hear your chant gets a success on an attack roll, you can use a triggered action to cause the attack to deal 1d6 extra damage. You can use Holy Chant a number of times equal to your Power score. You regain expended uses when you complete a rest.

LEVEL 6 PSALMIST**Characteristics** Health +4**Magic** You learn one spell.**Holy Fury** You can use an action to raise your voice in song that spreads from a point in your space out to a 5-yard radius for as long as you concentrate, up to 1 minute. If you cannot speak, this effect ends immediately. Each demon, faerie, spirit, and undead in the area becomes impaired for as long as it remains there.**Thunder of Heaven** You can use an action and expend the casting of a Song or Theurgy spell to give voice to the Thunder of Heaven, which causes a booming noise to emanate from a point in your space in a 5-yard-cone. Each creature in the area takes 1d6 damage plus 1d6 damage per rank of the spell whose casting you expended. A creature in the area that has a Corruption score of 1 or higher takes 2d6 extra damage. A creature that takes this damage can make a Strength challenge roll and takes half the damage on a success. Once you use Thunder of Heaven, you must wait 1 minute before you can use it again.**LEVEL 9 MASTER PSALMIST****Characteristics** Health +4, Power +1**Magic** You learn one spell.**Chant of the Faithful** When you use your Holy Chant talent, each creature with 5 yards of you that you choose and that can hear you must succeed on a Will challenge roll or become frightened until the effect ends.**Heavenly Song** When you cast a Song spell, you can expend the casting of a Theurgy spell of the same or higher rank to cause angelic voices to take up your magical music, allowing you to stop singing and freely cast other spells without ending the effect of the Song spell.**PYROCAST**

Beneath the surface of the world flows the hot blood of Urth. Pyrocasts can feel the boiling magma as if it were their own blood and burn with the desire to call it forth. Students of both Earth and Fire magic, they learn to harness these elements, combining them in their bodies to achieve greater command over both. When they tap into these fundamental forces, they transform into beings of superheated rock, eyes blazing and heat radiating from their bodies in punishing waves.

Pyrocasts first appeared in the world in ancient times, when the gnomes and salamanders joined forces to fight the trolls and their hateful armies. Since then, pyrocasts have reemerged at various times, usually as a byproduct of discovering either the Earth or Fire traditions. Most pyrocasts find that their magic changes them, making them angry and more temperamental, prone to lashing out with little or no provocation.

PYROCLAST STORY DEVELOPMENT

d3 Story Development

- 1 After exploring an ancient gnome enclave, you found writings that revealed the path of the pyroclast to you.
- 2 You discovered on your own how to combine elemental forces and use them to alter your physical form.
- 3 A genie revealed to you the techniques to become a pyroclast and urged you to use your knowledge to destroy trolls, giants, and their despicable kin.

LEVEL 3 PYROCLAST

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Earth or Fire tradition or learn one Earth or Fire spell.

Pyroclastic Transformation When you cast an Earth spell or a Fire spell, you can choose to undergo a physical transformation that lasts for a number of rounds equal to 1 + the spell's rank. Until the effect ends, your body blackens, riddled with burning red fissures, while your eyes become as burning coals. You are slowed, you shed light in a 3-yard radius, you are immune to damage from fire, and when a creature within 1 yard of you touches you or deals damage to you with a melee weapon, the creature takes 1d6 damage from the heat radiating from your body. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

LEVEL 6 PYROCLAST

Characteristics Health +3

Magic You learn one spell.

Pyroclastic Might While you are under the effect of your Pyroclastic Transformation talent, your Earth and Fire attack spells deal 1d6 extra damage. In addition, when you cast an Earth or Fire attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell.

LEVEL 9 MASTER PYROCLAST

Characteristics Health +3, Power +1

Magic You learn one spell.

Pyroclastic Eruption While you are under the effect of your Pyroclastic Transformation talent, you can use an action to end the effect early. When you do so, flaming rock and lava burst from a point in your space out to a number of yards equal to 1 + your Power score, dealing 1d6 damage per point of your Power score to everything in the area. A creature that would take this damage can make an Agility challenge roll. The creature takes half the damage on a success, or also falls prone on a failure.

RUNEWRIGHT

The practice of painting runes on technological devices originated in Lij and has since slowly spread to the rest of the Nine Cities as the various autarchs seek new ways to protect their holdings from potential aggression. In addition, the few remaining dwarfen holdfasts have experimented with this technique to better fight against the enemies that beset them at all sides. And, there are always those independents who have stumbled across the techniques and have made the study of this magic their life's work.

Runewrights discovered that they could enhance the objects created by their Technomancy spells by painting eldritch runes on their surfaces. Although such innovation is hardly new, runewrights have found ways to coax more power out of the runes they create. As a result, the flames they cast burn brighter, the bombs they build explode with greater force, and the blades they fling land with startling accuracy.

RUNEWRIGHT STORY DEVELOPMENT

d6 Story Development

- 1 You learned the runewright's techniques from a master in Lij.
- 2 You had an epiphany after you painted a rune on a device you created and instantly saw ways you could combine your favored traditions.
- 3 You found a manual containing diagrams and instructions for building wondrous devices.
- 4 You pitched in to aid dwarfs in defending one of their ancient citadels from a troglodyte attack. For your assistance, the dwarfs taught you the secrets of drawing runes.
- 5 You came upon the corpse of an engineer, and on his body you found tools and brushes, along with several incantations that showed you a new way to cast your spells.
- 6 Having faced danger, you turned to Rune magic as a way to shield yourself from harm. The runes you etch and paint provide you with protections that virtually ensure you will never suffer again.

LEVEL 3 RUNEWRIGHT

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Rune or Technomancy tradition or learn one Rune or Technomancy spell.

Upgrade Weapon You can use an action and expend the casting of a Technomancy spell to touch one weapon you can reach. You make a mechanical upgrade to the weapon so that, for 1 minute, attacks made with it deal 1d6 extra damage.

Warding Rune You can use an action and expend the casting of a Rune spell to touch one suit of armor you can reach. You paint a shimmering rune on the armor so that, once per round for 1 minute, the first creature to attack the wearer of the armor makes the attack roll with 1 bane.

LEVEL 6 RUNEWRIGHT

Characteristics Health +3

Magic You learn one spell.

Runescribed Technomancy Whenever you cast a Technomancy spell that creates a device, such as *sparkling shield* or *flamethrower*, you can expend the casting of a rank 1 or higher Rune spell to upgrade the device. Choose one of the following effects.

- You grant the device an additional use per rank of the spell whose casting you expended.
- If the spell creates multiple devices—such as *grenades* and *flying blades*—you create one additional device per rank of the spell whose casting you expended.
- If the device deals damage and has but a single use, it deals 1d6 extra damage per rank of the spell whose casting you expended. If the device has multiple uses, the device deals 1d6 extra damage for a rank 1 or 2 spell, 2d6 extra damage for a rank 3 or 4 spell, or 3d6 extra damage for a rank 5 or higher spell.

paths of magic

- If the device has a duration of 1 minute, you can increase the duration to 10 minutes for a rank 1 spell, 1 hour for a rank 2 or 3 spell, or 8 hours for a rank 4 or higher spell.

LEVEL 9 MASTER RUNEWRIGHT

Characteristics Health +3, Power +1

Magic You learn one spell.

Rune-Scribed Powered Suit If your Power score is 4 or higher, you learn the *powered suit* Technomancy spell. If you know the spell already, you learn a different rank 4 Rune or Technomancy spell. The powered suit also counts as a weapon and armor for the purpose of targeting it with your Rune spells.

SHADOWMANCER

Illusion magic works by tricking the senses. Its spells fool other creatures and confound their efforts to discern reality from fantasy, but there are some students of the tradition who seek to create illusions with more substantive effects. While some focus on their art, others search for solutions within other traditions, such as Shadow.

Shadowmancers learn to weave threads of shadowstuff into their illusions and to enhance the darkness they wield with false images and sounds. The combination of these traditions allows shadowmancers to alter reality around themselves to terrorize their enemies. Whether they spawn hideous monsters of living darkness or loose darkness filled with terrifying noises, they command magic that plunges others into waking nightmares.

SHADOWMANCER STORY DEVELOPMENT

d3 Story Development

- You have been tormented by nightmares your entire life. You use your magic to help overcome your trauma.
- Blending Shadow and Illusion magic helps you create more powerful illusions.
- You once peered into the Void and nearly lost your mind. The experience revealed the Shadow tradition to you, and you have used it to enhance your other magic.

LEVEL 3 SHADOWMANCER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Illusion or Shadow tradition or learn one Illusion or Shadow spell.

Enchanted Shadows If you have learned at least one Illusion spell, whenever you cast a Shadow spell that has a duration of 1 minute or that affects an area, you can either increase the duration to 10 minutes or double the size of the area.

Shadowstuff If you have learned at least one Shadow spell, you impose 1 bane on rolls made to discern illusions you create for what they are.

LEVEL 6 SHADOWMANCER

Characteristics Health +4

Magic You learn one spell.

Interchangeable Magic You can use an action and expend the casting of one rank 0 Illusion spell to cast a rank 0 Shadow spell that you have learned. Likewise, you can also use an action and expend the casting of one rank 0 Shadow spell to cast a rank 0 Illusion spell you have learned.

Shadow Creatures When you cast an Illusion spell to create an illusory creature, you can expend the casting of a Shadow spell. The illusory creature gains a bonus to its Health equal to 1d6 plus 1d6 per rank of the spell whose casting you expended. In addition, if you expend the casting of a rank 3 or higher Shadow spell, the illusory creature's attacks deal 2d6 extra damage.

When you cast a Shadow spell that creates a creature, such as *shadow monster*, you can expend the casting of an Illusion spell. The creature gains a bonus to its Health equal to 1d6 plus 1d6 per rank of the spell whose casting you expended. In addition, if you expend the casting of a rank 3 or higher Illusion spell, the creature's attacks deal 2d6 extra damage.

LEVEL 9 MASTER SHADOWMANCER

Characteristics Health +4, Power +1

Magic You learn one spell.

Mantle of Darkness Whenever you cast an Illusion spell or a Shadow spell, you can choose for your space to become heavily obscured by darkness for 1 minute. The darkness moves with you, and you can see through the darkness.

Maddening Darkness When a creature takes damage from an Illusion spell or a Shadow spell you cast, the creature must get a success on a Will challenge roll or become frightened for 1 minute. A frightened creature can repeat the roll at the end of each round and removes the affliction from itself on a success.

SKINDANCER

Skindancers are spellcasters who place special focus on Alteration and Transformation magic. Their studies provide them with ways to cast their spells more quickly and with more versatile effects. Skindancers can become almost anyone they choose by rearranging their features to suit their needs. In time, they can even alter their bodies to repair injuries and rid themselves of toxins.

Although anyone with an interest in learning spells from the traditions associated with this path might profit from taking up this path, skindancers often come from the ranks of killers, spies, and saboteurs, since they have the means to go places where others cannot by dint of the flexibility of their forms. Such individuals are widely feared, since the usual methods for uncovering changelings don't work on them.

SKINDANCER STORY DEVELOPMENT

d3 Story Development

- You were abducted by faeries in your youth, and something of their magic stayed with you into adulthood.
- Finding yourself pursued by your enemies, you became a skindancer to better evade them.
- You turned your attention to learning the skindancer's methods to help you become a better infiltrator.

LEVEL 3 SKINDANCER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Alteration or Transformation tradition or learn one Alteration or Transformation spell.

Magic Mask You learn the *mask* spell (*Shadow*, page 146) from the Transformation tradition even if you have not yet discovered the Transformation tradition. If you have already learned this spell, you can learn another rank 0 spell from either the Alteration or the Transformation tradition.

On your turn, you can use a triggered action to cast the *mask* spell.

In addition, whenever you cast *mask*, you can now increase your height by up to 24 inches and your weight by up to 100 percent, which allows you to either halve your Size (minimum Size 1/4) or add 1 to your Size. Changing Size in this way does not alter your statistics except for your reach.

LEVEL 6 SKINDANCER

Characteristics Health +4

Magic You learn one spell.

Alter Self While you are in a different form from your casting of a Transformation spell, you can cast Alteration spells that target creatures without your having to speak or wield an implement. When you cast such a spell, you must choose yourself as the target.

Shift Form When you unwillingly assume another form from a spell or another magical effect, you can immediately make a Will challenge roll. On a success, the effect ends, and you revert to your normal form.

LEVEL 9 MASTER SKINDANCER

Characteristics Health +4, Power +1

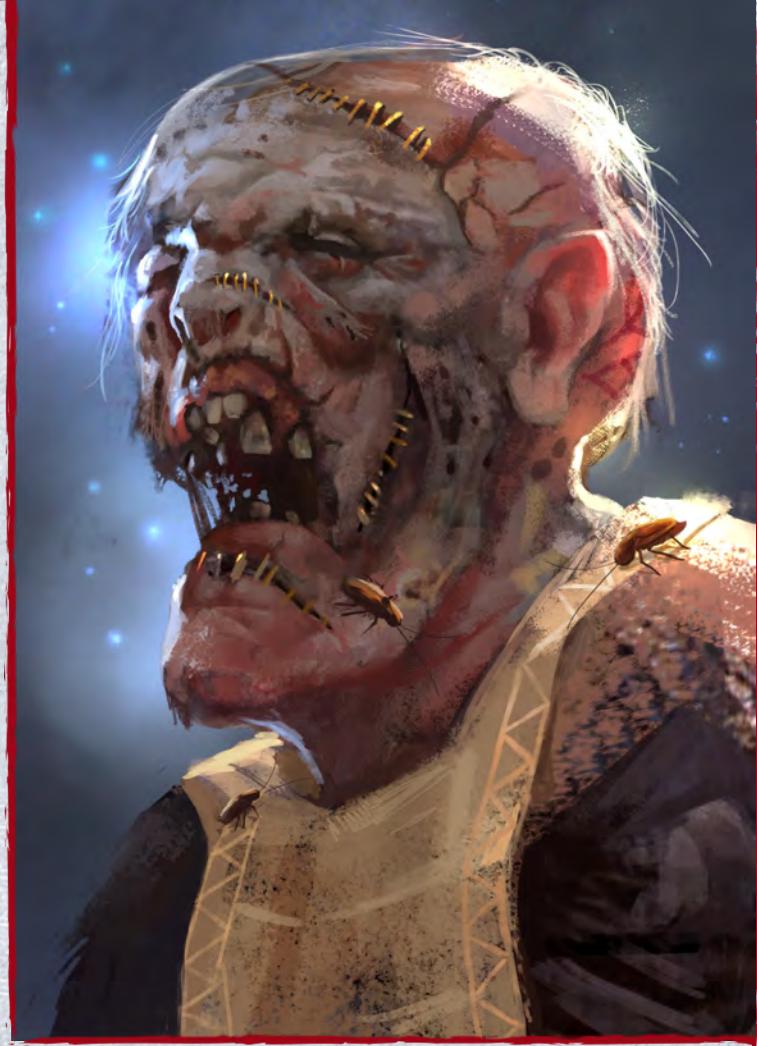
Magic You learn one spell.

Restorative Transformation When a rank 1 or higher Alteration or Transformation spell that you have cast on yourself ends, you heal 1d6 damage per rank of the spell.

SOULCATCHER

Invocation spells put a significant strain on the minds of those who cast them, since the magic draws forth the essence of another creature and binds it to the caster's body. Many have sought ways to mitigate the difficulties of these spells, to keep their sanity intact, but few have found much success. Many of those few individuals are soulcatchers, who use necromantic magic to construct vessels to hold the daemons they summon. The undead vessels they create suffer no consequences from harboring these entities, which makes them an indispensable asset for those seeking mastery over the powers.

As with others who study the dark arts, soulcatchers tend to stand outside what others deem acceptable and count inquisitors and witch hunters among their enemies. Soulcatchers who come from religious backgrounds often believe that the daemons they invoke are messengers from the gods, while those of a secular origin might invoke the same entities for the sake of gaining power, knowledge, or something else.



SOULCATCHER STORY DEVELOPMENT

d3 Story Development

- 1 You found a talisman and deduced how to use it to call forth a daemon.
- 2 Your mind was strained to the point of breaking from all your trafficking with daemons. You devised a solution that would allow you to control these entities more easily.
- 3 The body from which you made your daemonic vessel was once a mighty invoker.

LEVEL 3 SOULCATCHER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Invocation or Necromancy tradition or learn one Invocation or Necromancy spell.

Daemonic Vessel You create a daemonic vessel from body parts harvested from dead bodies and tattoo it with mystic symbols associated with the daemons you have identified from learning Invocation spells. The daemonic vessel's statistics are given below. You control the vessel, deciding when it takes its turn and what it does on each of its turns. If the vessel is destroyed, you can create a new one. Doing so takes 8 hours of work, 3 gc of special materials, and body parts sufficient for creating a Size 1 creature.

Evoke Daemon When you cast an Invocation spell, you can choose your daemonic vessel to be the target, provided it is within short range. You are still subject to the spell's aftereffect, but you make the roll with 3 boons.

DAEMONIC VESSEL

Size 1 undead

Perception 5 (-5)
Defense 9; **Health** 100; **Insanity** —; **Corruption** —
Strength 12 (+2), **Agility** 9 (-1), **Intellect** 5 (-5), **Will** 15 (+5)
Speed 8
Immune damage from cold, disease, or poison; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, poisoned, stunned

ATTACK OPTIONS

Fist (melee) +2 with 1 boon (2d6)

LEVEL 6 SOULCATCHER

Characteristics Health +2

Magic You learn one spell.

Restorative Invocation When you choose your daemonic vessel to be the target of an Invocation spell you cast, the vessel heals damage equal to 1d6 plus 1d6 per rank of the spell.

LEVEL 9 MASTER SOULCATCHER

Characteristics Health +2, Power +1

Magic You learn one spell.

Dual Binding Your daemonic vessel can be affected by two Invocation spells at the same time.

SPELSSLINGER

Although many users of magic choose to focus their training in a particular way, some simply want to improve their ability to cast the spells they have already learned and pick up a few new ones along the way. Spellslingers figure out ways to tap into greater reservoirs of magical energy and use that energy to amplify their spells. As their mastery over these techniques grows, their spells can pierce their enemies' defenses and, eventually, they can sling spells with shocking speed.

Most spellslingers come from the ranks of magicians, since followers of that path already have a wide range of spells at their disposal. Magic-using rogues might also embark on this path to build on what they have learned. Some priests, too, especially those in service to gods and religions that encompass war in their portfolio, might take up this path.

SPELSSLINGER STORY DEVELOPMENT

d3 Story Development

- 1 Constant practice with your spells helped you develop new techniques to improve their casting.
- 2 You stumbled into magic, and your new abilities reflect your innate talent for magic-use.
- 3 You found a strange object that enhances your spellcasting. You can't be rid of this object; it always finds its way back to you.

LEVEL 3 SPELSSLINGER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover one tradition or you learn one spell.

Arcane Power You call upon a new reservoir of arcane power, which is measured in points. You use these points to enhance your spells. You have a number of points in your reservoir equal to 1 + your Power score. You regain expended points when you complete a rest.

Destructive Surge When you cast an attack spell, you can expend 1 or more points of your arcane power to increase the amount of damage dealt by the spell by 1d6 per point of Arcane Power you spend.

Sling Spell You can spend 1 point of your arcane power to use a triggered action on your turn to cast a utility spell.

LEVEL 6 SPELSSLINGER

Characteristics Health +3

Magic You learn one spell.

Spell Penetration When you cast an attack spell, you make the attack roll with 1 boon and you impose 1 bane on rolls made to resist your spell.

LEVEL 9 MASTER SPELSSLINGER

Characteristics Health +3, Power +1

Magic You learn one spell.

Spell Amplification When you cast an attack spell, you can use a triggered action and expend the casting of a rank 0 spell. The spell deals 2d6 extra damage, and you increase the number of boons and banes from the use of your Spell Penetration talent by 1.

SPIRITCALLER

Among the Woad and other peoples living in the wild, there are certain individuals who can peer beyond reality's veil and see into the spirit world, which is believed to encompass all of creation. These people, called spiritcallers, sometimes bond with the spirits of nature they find in this realm and can call upon them for aid. These magic-users occupy important places in their tribes and serve their people as protectors.

Spiritcallers depend on the connections they establish with the spirits they have encountered. Most of them keep small totems of friendly spirits and might even use one of these items as an implement. When in need, they can call forth these spirits to fight at their sides. When the spirits manifest in the real world, they appear as animals of their kind, but seeming almost feral, with gleaming eyes and wisps of mist curling from their bodies. The spirits can remain for only a short time before the magic that brought them forth unravels. Further, if they die in the real world, it takes time for them to re-form in the spirit world, so most spiritcallers dismiss their allies when they are in serious jeopardy.

SPIRITCALLER STORY DEVELOPMENT

d6 Story Development

- 1 A spirit animal rescued you when you were young. This experience led you to become a spiritcaller, so that you can find this friendly spirit once again.
- 2 You have always been able to see the spirits of the dead, but you have only recently been able to contact them.
- 3 You were raised in a community that believed in the spirit world and it was ever your destiny to reach across the boundaries and commune with the entities that live outside reality.
- 4 You became lost in the spirit world until a spirit animal guided you free.
- 5 You died, and your spirit entered the spirit world on the way to the Underworld. Before you could move on, you were restored to life and brought something of that place back with you.
- 6 You sought the spirit world to find a lost loved one. You continue searching with aid from the animal spirits you have met along the way.

LEVEL 3 SPIRITCALLER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +1, Power +1

Languages and Professions You can speak another language or add a wilderness profession to your list of professions.

Magic You discover the Primal or Spiritualism tradition or learn one Primal or Spiritualism spell.

Spirit Guide You forge a bond with an animal spirit. You can choose either a raven spirit or a wolf spirit. The spirit can speak to you and you alone in a language you understand. The statistics boxes for each are given below.

You can use an action and expend the casting of a rank 2 or higher Primal or Spiritualism spell to call forth your spirit guide. It appears in an open space of your choice within medium range. The spirit remains until you use an action to dismiss it, until you complete a rest, or the spirit becomes incapacitated, in which case it disappears. The spirit is under your control, and you decide when it takes its turn and what it does on its turn. If the spirit disappears as a result of becoming incapacitated, you must wait until you complete a rest to use this talent again.

RAVEN SPIRIT

Size 1/2 spirit

Perception 14 (+4)

Defense 13; **Health** 16; **Insanity** —; **Corruption** 0

Strength 8 (-2), **Agility** 13 (+3), **Intellect** 8 (-2), **Will** 11 (+1)

Speed 10; flier (swoop)

Immune damage from disease or poison; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Talons (melee) +3 with 1 boon (1d6 + 1)

Beak (melee) +3 with 1 boon (1d6)

SPECIAL ATTACKS

Double Attack The raven spirit makes two attacks, one with its talons and one with its beak.

WOLF SPIRIT

Size 1 spirit

Perception 14 (+4); shadowsight

Defense 11; **Health** 16; **Insanity** —; **Corruption** 0

Strength 12 (+2), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 13 (+3)

Speed 12

Immune damage from disease or poison; asleep, diseased, fatigued, poisoned

Teamwork Tactics When the wolf spirit attacks a target that one of its allies can reach and that ally is not incapacitated, the wolf spirit makes the attack roll with 1 boon.

ATTACK OPTIONS

Teeth (melee) +2 with 1 boon (1d6 + 1 plus Knock Down on 20+)

Knock Down If the target is a creature, it falls prone.

SPECIAL ATTACKS

Go for the Throat When a wolf spirit attacks a prone creature, it makes the attack roll with 1 boon and the attack deals 1d6 extra damage.

LEVEL 6 SPIRITCALLER

Characteristics Health +1

Magic You learn one spell.

Greater Spirit Guide You forge a bond with another animal spirit. You can choose either a boar spirit or a lizard spirit. When you use your Spirit Guide talent and expend the casting of a rank 3 or higher Primal or Spiritualism spell, you can call a greater spirit instead of your normal spirit.

BOAR SPIRIT

Size 1 spirit

Perception 14 (+4); shadowsight

Defense 11; **Health** 30; **Insanity** —; **Corruption** 0

Strength 14 (+4), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 14 (+4)

Speed 10

Immune damage from disease or poison; asleep, diseased, fatigued, poisoned

Relentless If the boar's damage total equals its Health, the boar does not become incapacitated until the end of the next round. If the boar takes any more damage before then, it becomes incapacitated.

ATTACK OPTIONS

Tusks (melee) +4 with 1 boon (2d6)

LIZARD SPIRIT

Size 1 spirit

Perception 14 (+4)

Defense 15; **Health** 20; **Insanity** —; **Corruption** 0

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 13 (+3)

Speed 12

Immune damage from disease or poison; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Teeth (melee) +3 with 1 boon (3d6)

LEVEL 9 MASTER SPIRITCALLER

Characteristics Health +1, Power +1

Magic You learn one spell.

Elder Spirit Guide You forge a bond with another animal spirit. You can choose either a bear spirit or a lion spirit. When you use your Spirit Guide talent and expend the casting of a rank 4 or higher Primal or Spiritualism spell, you can call a greater spirit instead of your normal spirit.



BEAR SPIRIT

Size 2 spirit

Perception 14 (+4); shadowsight

Defense 13; **Health** 60; **Insanity** —; **Corruption** 0

Strength 14 (+4), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 14 (+4)

Speed 10

Immune damage from disease or poison; asleep, diseased, fatigued, poisoned

Devoted Protector While the bear spirit is within 1 yard of a creature friendly to it, the bear spirit imposes 1 bane on attack rolls made against that creature.

ATTACK OPTIONS

Claws (melee) +4 with 1 boon (1d6 + 2)

Teeth (melee) +4 with 1 boon (2d6 + 1)

SPECIAL ATTACKS

Maul The bear spirit makes a claws attack and a teeth attack. If it deals damage to the same target with both attacks, the target takes 1d6 extra damage.

LION SPIRIT

Size 2 spirit

Perception 14 (+4); shadowsight

Defense 13; **Health** 50; **Insanity** —; **Corruption** 0

Strength 14 (+4), **Agility** 13 (+3), **Intellect** 9 (-1), **Will** 14 (+4)

Speed 12

Immune damage from disease or poison; asleep, diseased, fatigued, poisoned

ATTACK OPTIONS

Teeth (melee) +4 with 1 boon (3d6)

Claws (melee) +4 with 1 boon (1d6 + 2)

SPECIAL ATTACKS

Pouncing Charge The lion spirit moves up to half its Speed, and this movement does not trigger free attacks. At the end of this movement, it makes two claw attacks against a creature it can reach. If it deals damage with both attacks, the target falls prone.

TEMPEST

In the last year, a new sort of spellcaster has appeared in the lands of Rûl, one whose skin turned to steel and on whose body lightning danced. This pioneering magic-user spawned more of his kind as he taught the secrets of the power contained in both Metal and Storm magic to his apprentices. Since then, these dangerous individuals, called tempests, have brought to bear a new force in the fight against the growing darkness, one that displays steely resolve and the fury of the most dangerous storms.

Tempests learn to enhance their castings of Storm spells by transforming themselves into beings of living steel. In this form, they can harness even more energy than before and direct it out from themselves with

tremendous force. Many tempests are as wild as the storms they control and are given to sudden outbursts of violence.

TEMPEST STORY DEVELOPMENT

d3 Story Development

- 1 You were struck by lightning while you were wearing metal armor. The experience changed you.
- 2 You recently discovered the Metal tradition and imagined a way that you could use its magic to focus your Storm spells.
- 3 You were a student of the mysterious magic-user who introduced the art of the tempest to the Empire.

LEVEL 3 TEMPEST

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Magic You discover the Metal or Storm tradition or learn one Metal or Storm spell.

Steel Skin You learn the *steel skin* spell from the Metal tradition even if you have not yet discovered the Metal tradition. If you have already learned this spell, you can learn a different rank 0 spell from the Metal tradition. On your turn, you can use a triggered action to cast the *steel skin* spell, but you must be the target of the spell.

Cloaked in Electricity While you are under the effect of the *steel skin* spell, electricity crackles all over your body and causes your eyes to glow with actinic light. Whenever a creature within 1 yard of you touches you or gets a success on an attack roll made to attack you with a metal weapon, you can use a triggered action to expend the casting of a Storm spell. The triggering creature takes 1d6 damage plus 1d6 damage per rank of the spell whose casting you expended.

LEVEL 6 TEMPEST

Characteristics Health +3

Magic You learn one spell.

Channeled Lightning If you are under the effect of the *steel skin* spell when you cast a Storm spell, you can choose to release a burst of lightning from your body. The lightning deals 2d6 damage to each creature within 1 yard of you. A creature that would take this damage can make an Agility challenge roll and takes half the damage on a success.

Persistent Steel When you cast the *steel skin* spell on yourself, the duration becomes 10 minutes.

LEVEL 9 MASTER TEMPEST

Characteristics Health +3, Power +1

Magic You learn one spell.

Conductivity When you cast a Storm spell while under the effect of the *steel skin* spell (page 74), you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell. In addition, your Storm spells deal 1d6 extra damage.

Weight of Iron Creatures within 5 yards of you that have the Iron Vulnerability trait are impaired for as long as they remain within this distance.

THRALLBINDER

Conjuration magic creates physical creatures and objects by weaving together threads of magical energy. Normally, the magic responsible for these creations unravels in time, the spell weakening until

the conjured items dissipate in a cloud of sparkling energy. Efforts to make these creations persist longer have had mixed results, though Conjuration spells of higher ranks are evidence of successful attempts. Among those who have made a study of the art, the thrallbinders have had the greatest success. Using advanced techniques uncovered through research and experimentation, they can bring forth powerful thralls to do their bidding.

The thralls that thrallbinders create vary as wildly as do their creators and can take almost any form their creators desire. Some thralls look almost human, while others resemble beasts, and others still appear to be masses of writhing tentacles, creations of gear and cog, or just about anything else. Regardless of their forms, thralls have the same basic characteristics as given below.

THRALLBINDER STORY DEVELOPMENT

d6 Story Development

- 1 You stumbled onto the secrets of thrallbinding, having created a small monster with a spell and finding that your creation stayed around far longer than its normal duration would allow.
- 2 You traveled to a great institution of magical learning and there learned how to make longer-lasting creations.
- 3 You have been haunted for much of your life. Rather than your thrall reflecting some new breakthrough in magic, you have learned to trap and control the haunting presence in a creation of your magic.
- 4 You pursued your art in a vain attempt to restore someone you lost to life.
- 5 After several brushes with death, you shifted your work toward making creatures to protect you from harm.
- 6 The process of thrallbinding is yet one more step on the road to your mastery of Conjuration magic.

LEVEL 3 THRALLBINDER

Attributes Choose two attributes and increase each by 1.

Characteristics Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Conjuration tradition or you learn one Conjuration spell.

Conjured Thrall You can use an action to conjure a thrall. Choose a cube of space originating from a point within short range, and the thrall appears in that space. The thrall counts as a creature you have created by a Conjuration spell you have cast. It remains until you complete a rest or until the thrall is destroyed, at which point it disappears. The thrall is friendly to you and members of your group. It takes one turn per round, acting when you do, and performs as you direct it (not an action) provided it remains within medium range. You can use this talent a number of times equal to your Power, but you cannot have more than one thrall at a time. You regain expended uses of this talent when you complete a rest.

Directed Strike When a thrall you have created using a talent gained from this path would attack, you can use a triggered action and expend the casting of a Conjuration spell to grant 1 or more boons on the attack roll. The number of boons granted equals the rank of the spell whose casting you expended (minimum 1 boon).

paths of magic

Infusion of Magic If a thrall you have created using a talent gained from this path is within short range of you, you can use an action and expend the casting of a rank 1 or higher Conjuration spell to heal the thrall. The thrall heals 1d6 damage per rank of the spell whose casting you expended.

CONJURED THRALL

Size 1/2 construct

Perception 6 (-4); darksight
Defense 11; **Health** 14; **Insanity** —; **Corruption** —
Strength 12 (+2), **Agility** 9 (-1), **Intellect** 6 (-4), **Will** 12 (+2)
Speed 8
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +2 (1d6)

LEVEL 6 THRALLBINDER

Magic You learn one spell.

Improved Conjured Thrall When you use your Conjured Thrall talent, you can create an improved conjured thrall instead of a conjured thrall. Whenever you use Infusion of Magic to heal this thrall, you instead heal damage equal to 2d6 per rank of the spell whose casting you expended.

IMPROVED CONJURED THRALL

Size 1 construct

Perception 6 (-4); darksight
Defense 11; **Health** 42; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 9 (-1), **Intellect** 7 (-3), **Will** 13 (+3)
Speed 10
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +3 plus 1 boon (2d6)

LEVEL 9 MASTER THRALLBINDER

Characteristics Power +1

Magic You learn one spell.

Greater Conjured Thrall When you use your Conjured Thrall talent, you can create a greater conjured thrall instead of a conjured thrall. Whenever you use Infusion of Magic to heal this thrall, you instead heal damage equal to 3d6 per rank of the spell whose casting you expended.

GREATER CONJURED THRALL

Size 2 construct

Perception 6 (-4); darksight
Defense 11; **Health** 84; **Insanity** —; **Corruption** —
Strength 15 (+5), **Agility** 9 (-1), **Intellect** 8 (-2), **Will** 14 (+4)
Speed 10; flier
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +5 plus 1 boon (3d6)

SPECIAL ACTIONS

Double Attack The thrall makes two appendage attacks.

VANGUARD

Although the mages of the Tower Arcane are fully capable of protecting themselves from their enemies, they rely on an elite force to guard them so they can direct their attention more fully to their studies and duties. These guards, known as vanguards, are warriors trained in the arts of magic, specifically the Battle and Protection traditions. These combatants use spells to enhance their fighting techniques and safeguard themselves and their charges from counterattacks.

Many vanguards in the world today learned their methods from those guarding the Tower Arcane, but devotees of the techniques can be found almost anywhere in the Empire. Vanguards might serve as bodyguards for the great magicians of Lij, might sell their services to the petty warlords of the Patchwork Lands, or seek their fortunes in the faeries scattered across the Northern Reach. For many who pursue this path, the techniques come as a natural progression of their magical training.

A vanguard typically has some sort of military or magical background. Warriors might become vanguards to enhance their combat prowess, while magicians and magic-using rogues, especially those with a martial bent, can enhance their fighting prowess by channeling simple spells into their attacks and defenses. Priests of the Honored Dead who become vanguards usually protect the sacred vaults that hold the lore of their ancestors, while priests of Father Death safeguard the cemeteries entrusted to their order against tampering by cultists and necromancers. Priests of Old Man Winter and the Dark Gods use the vanguards' talents to bolster their combat ability and become ferocious killers on the battlefield.

VANGUARD STORY DEVELOPMENT

d6 Story Development

- | | |
|---|--|
| 1 | You trained at the Tower Arcane and belong to the august order charged with defending the mages there. |
| 2 | A vanguard took you on as his or her apprentice and taught you the techniques to help you survive. |
| 3 | You became a vanguard to better serve your deity and religion by protecting its most sacred relics and championing those people who share your beliefs. |
| 4 | You have made many enemies, so you became a vanguard to protect yourself from reprisals. |
| 5 | You failed to protect someone close to you, and they suffered for it. You threw yourself into magical study to become a better defender of the people most important to you. |
| 6 | You turned to magical training to enhance your fighting abilities. |

LEVEL 3 VANGUARD

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Battle or Protection tradition or learn one Battle or Protection spell.

Eldritch Defense When a creature you can see attacks you, you can use a triggered action and expend the casting of a Protection spell to impose 1 or more banes on the triggering creature's attack roll. The number of banes imposed equals the spell's rank (minimum 1 bane).

Eldritch Strike When you get a success on an attack roll for a weapon attack, you can use a triggered action and expend the casting of a Battle spell, causing the attack to deal extra damage. The amount of extra damage equals 1d6 per rank of the spell whose casting you expended (minimum 1d6 damage).

Eldritch Surge Whenever you cast a spell, the magic bolsters your fighting prowess, granting you 1 boon on attack rolls for 1 round.

LEVEL 6 VANGUARD

Characteristics Health +3

Magic You learn one spell.

Vanguard Expertise Increase the number of triggered actions you can use each round by one. You can use the extra triggered action only to use your Eldritch Defense or Eldritch Strike talent.

LEVEL 9 MASTER VANGUARD

Characteristics Health +3, Power +1

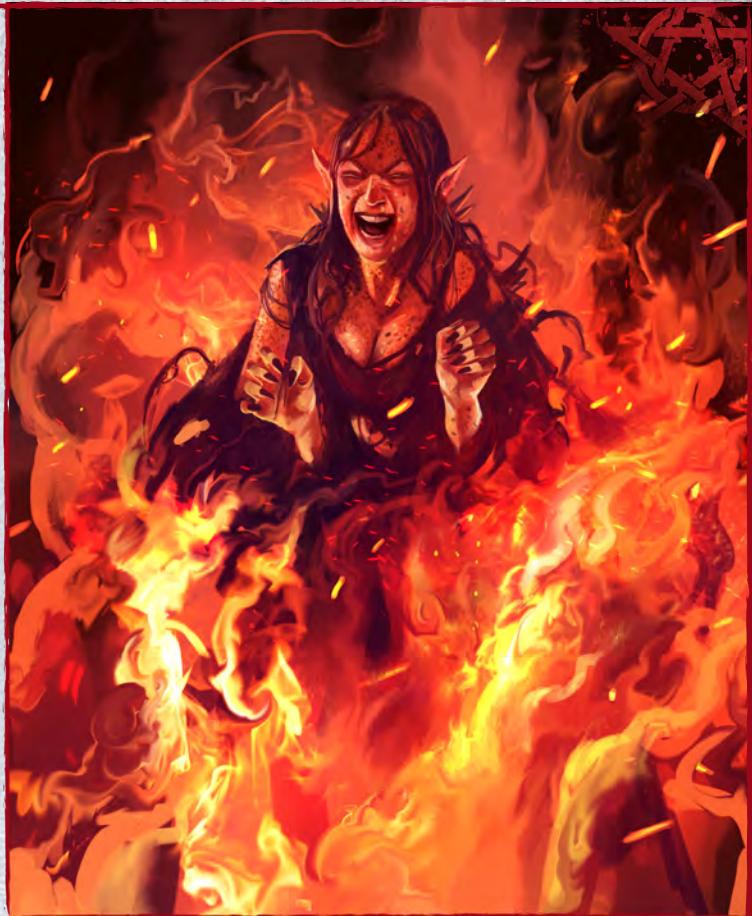
Magic You learn one spell.

Vanguard Mastery When you use your Eldritch Defense talent, the number of banes imposed on the triggering attack roll increases to 3. When you use your Eldritch Strike talent, the extra damage increases to 2d6.

WORLD-BREAKER

Wherever world-breakers go, ruin follows. For most spellcasters, becoming a world-breaker is evidence of some sickness of the mind, some fracture in one's sanity, for no one should willingly become such a force for devastation. Mad they all are, for they dabble in ruinous energies that afflict the minds of these spellcasters even as they can reduce everything around them to rubble. For this reason, mages from the Tower Arcane watch for signs of the presence of a world-breaker, and their agents follow up rumors of such activities so that when the mages of the Tower find their source, they can move swiftly to put the renegade down.

Most people who become world-breakers show signs of mental deficiency, usually a result of some trauma related to their craft, but a rare few find themselves on this path after discovering some unexpected talent for imagery. Generally, world-breakers have plenty of quirks—twitching, giggling, and talking to people who aren't there. Whether these delusions are truly madness or result from some special awareness, none can truly say.



WORLD-BREAKER STORY DEVELOPMENT

d6 Story Development

- After a botched attempt at performing an incantation, something inside you broke and released unknown magical capabilities. You have a difficult time controlling your magic.
- You were disgusted with the rules and customs that hamper so many who practice the arcane arts. You severed all ties with them and set out to harness magic in its purest form.
- You led or belonged to a small, strange cult. You believe your magical "gifts" come from the being you worship.
- Someone powerful in the art of magic wronged you. Swearing vengeance, you learned your art haphazardly and, as a result, dangerous things sometimes happen when you cast spells.
- Your mind buckles, and you find that the restraint you once were capable of now eludes you. You struggle to control your magic.
- Your research has led you to conclude that Chaos magic holds the secret of mastering all magic. You have devoted yourself to mastering this tradition.

LEVEL 3 WORLD-BREAKER

Attributes Choose two attributes and increase each by 1.

Characteristics Health +3, Power +1, Insanity +1

Magic You discover the Chaos or Destruction tradition or learn one Chaos or Destruction spell.

Chaotic Destruction Whenever you cast a Chaos spell, roll a d6. On a 6, you gain 1 Insanity. You do not become frightened from gaining Insanity in this way; instead, chaotic energy spills out from your body for a number of rounds equal to your Insanity score. Until this effect ends, any creature that starts its turn within 1 yard of you or moves to such a location must get a success on an Agility challenge roll or take 1d6 damage plus 1d6 damage per point of your Power score. In addition, Destruction spells you cast deal 1d6 extra damage.

LEVEL 6 WORLD-BREAKER

Characteristics Health +3**Magic** You learn one spell.

Great Chaos When your Chaotic Destruction talent is triggered, the area it affects expands into an area with a radius of $1d6 + 1$ yards centered on a point in your space. In addition, in the round in which it takes effect, each creature in the area is subject to the effect of *wild magic* (*Shadow*, page 121) as if you had cast that spell. Finally, the extra damage that Chaotic Destruction applies to Destruction spells you cast increases to 2d6.

LEVEL 9 MASTER WORLD-BREAKER

Characteristics Health +3, Power +1**Magic** You learn one spell.

Chaos from Destruction You can use an action and expend the casting of a Destruction spell to cast any Chaos spell, even one you have not yet learned, of the same or a lower rank.

Controlled Chaos Whenever you cast a Chaos spell, you can choose to add the spell's rank to your roll of a d6 to determine if your Chaotic Destruction talent is triggered.

MASTER PATHS

Master paths offer areas of specialization that allow player characters to excel in one primary pursuit that defines their essential techniques. Often, characters move into master paths to focus on the thing they do best, but sometimes characters opt for master paths that take them in a different direction, using the path to complement the talents they acquired from other paths.

ALIENIST

Alienists have shattered their minds through reckless investigation into magic that no one was meant to learn. Burdened with unusual tics and tendencies toward inappropriate behavior, they tend to make others uncomfortable in their presence. In exchange for the wreckage done to their mental stability, alienists benefit from their connection to powers and forces that exist beyond the barriers of the worlds.

LEVEL 7 ALIENIST

Attributes Choose three attributes and increase each by 1.**Characteristics** Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Madness tradition or you learn one Madness spell.

Shards of Sanity Your maximum Insanity score now equals your Intellect score + your Power score. Whenever you would make a challenge roll to resist gaining Insanity from learning a Madness spell, you can substitute Intellect for Will.

LEVEL 10 ALIENIST

Characteristics Health +2**Magic** You learn one spell.

Blessing of the Alien Gods Your association with forces beyond your reality has resulted in the development of a random mutation. Roll on the Mutations table (*Shadow*, page 198) or, if you have *The Hunger in the Void*, roll on the Useful Mutations table on page 19.

Frayed Ends of Sanity Whenever you go mad, tendrils of darkness spread out from you a number of yards equal to your Power score. The tendrils heavily obscure the area for all creatures other than you and they remain until your madness ends. The tendrils move with you. When the darkness appears and at the end of each round until this effect ends, each creature in the area must get a success on a Will challenge roll or gain 1 Insanity. Creatures do not become frightened from gaining Insanity in this way.

ANNIHILATOR

Embracing the sheer destructiveness of magic, annihilators cast their spells with a near-suicidal recklessness. These casters favor Destruction spells, since they achieve the most direct results. But, not content with what these spells offer, annihilators learn to tap into their life reserves to cast their spells to even greater effect.

LEVEL 7 ANNIHILATOR

Attributes Choose three attributes and increase each by 1.**Characteristics** Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Destruction tradition or you learn one Destruction spell.

Reckless Casting When you cast a Destruction spell, you can choose to take double the damage from the spell. If you do so, the spell deals $1d6$ extra damage if it is rank 2 or lower, $2d6$ extra damage if it is rank 4 or lower, or $3d6$ extra damage if it is rank 5 or higher. You can use this talent a number of times equal to $1 +$ your Power score. You regain expended uses when you complete a rest.

LEVEL 10 ANNIHILATOR

Characteristics Health +3**Magic** You learn one spell.

Destructive Resonance When you use your Reckless Casting talent, you emit a field of destructive resonance that spreads out from a point in your space into a 5-yard radius. The resonance remains for 1 round. When a creature enters this area or starts its turn there, you can deal $1d6$ damage to that creature.

ANOINTED

Chosen by their gods, the anointed act almost as living avatars of their deities. By means of their unwavering faith, they channel divine power directly from their deity, or so they believe, and use it to advance their god's causes in the world. The first of the anointed belonged to the Order of Light, but other followers of the path have since appeared among the Cult of the New God and various sects and cults affiliated with it.

LEVEL 7 ANOINTED

Attributes Choose three attributes and increase each by 1.**Characteristics** Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Theurgy tradition or you learn one Theurgy spell.

Divine Protection You impose 1 bane on attack rolls made against you by demons, devils, faeries, spirits, and undead.

Channeled Faith When you cast a Theurgy attack spell, you can expend the casting of a rank 0 Theurgy spell to make the attack roll with 1 boon and to impose 1 bane on challenge rolls made to resist your spell.

LEVEL 10 ANOINTED

Characteristics Health +4

Magic You learn one spell.

Divine Blessings When you cast a Theurgy spell, you can choose to reveal your blessings. If you do so, for a number of rounds equal to the rank of the spell + 1, a tongue of fire burns above your head, casting light in a 5-yard radius, and a pair of feathered wings sprout from your back to grant you the flier trait.

ARDENT

Telekinesis magic grants those who discover its power the means to affect the world around themselves with mere thoughts. They can move objects, hurl telekinetic force at their foes, and move themselves through the air. Ardents master Telekinesis magic as a way to supplement their fighting prowess. By focusing their thoughts, they can smash through any resistance they might face and deflect incoming attacks.

LEVEL 7 ARDENT

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Telekinesis tradition or you learn one Telekinesis spell.

Ardent Strike When your mind is focused from your use of the Focus Mind talent (see page 116), your attacks with melee weapons and thrown weapons deal 1d6 extra damage. In addition, if the total of your attack roll from making an attack with these weapons is 20 or higher and beats the target number by at least 5, the target takes 1d6 extra damage.

LEVEL 10 ARDENT

Characteristics Health +3

Magic You learn one spell.

Reactive Shield When your mind is focused from the use of your Focus Mind talent (see page 116) and you would take damage, you can use a triggered action to end your focus early and reduce the damage you would take. For each point of your Power score, you reduce the damage by 1d6.

Ready Focus On your turn, you can use a triggered action to use your Focus Mind talent.

BEAST

On rare occasions, students of the Primal tradition succumb to the force of their own magic, becoming wild, feral, and dangerous. Repeated castings of these spells break down their self-control and cause them to forget whatever lessons of civility they had learned until they become like the beasts they would control.

LEVEL 7 BEAST

Attributes Choose three attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Primal tradition or you learn one Primal spell.

Unleash the Beast If you don't already know the *beast within* spell (Shadow, page 136), you learn it. If you already know this spell, you learn another rank 0 Primal

spell. You are always under the effect of the *beast within* spell. When you would make an unarmed strike attack, you can expend a casting of the *beast within* spell to make the attack roll with 1 boon and deal 1d6 extra damage on a success.

LEVEL 10 BEAST

Characteristics Health +4

Magic You learn one spell.

Master of the Wild You undergo the final transformation to become a true creature of the wilderness. When you use an action to rush, you can drop to all fours and move up to three times your Speed instead of twice. In addition, your unarmed attacks deal 1d6 extra damage.

BLOOD MAGUS

Blood magic, an offshoot of the Necromancy tradition, originated with vampires who sought to use spells to supplement their normal methods of feeding. Their methods have since spread, as other magic-users have found ways to draw potency from the blood in their veins to empower their spells. Masters of these techniques are called blood magi. Most have bodies crisscrossed in scars, evidence of the wounds they open on themselves to enhance their magic.

LEVEL 7 BLOOD MAGUS

Attributes Increase three by 1

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Necromancy tradition or you learn one Necromancy spell.

Blood Magic When you cast an attack spell from the Necromancy tradition (including the Blood tradition), you make the attack roll with 1 boon and you impose 1 bane on the challenge roll made to resist the spell.

Tap a Vein When you cast a Necromancy spell, you can choose to take damage equal to 2 + the rank of the spell by cutting into your flesh. If you do so, the spell deals 1d6 + 1 extra damage.

LEVEL 10 BLOOD MAGUS

Characteristics Health +3

Magic You learn one spell.

Blood Feast When damage from a Necromancy spell you cast causes a living creature to become incapacitated, you can choose to kill the target. If you do so, blood streams from the target's body to your mouth, causing you to heal damage equal to your healing rate and to make all attack rolls and challenge rolls with 1 boon for 1 round.

BONE COLLECTOR

Most students of the Necromancy tradition use their magic to create undead, near-mindless minions that obey their every command. Bone collectors focus their work and research on the bones of the dead, imbuing them with a form of magical life and using these servants to protect themselves from those who would interfere with their work. Bone collectors keep the bones of at least one dead creature always within reach, woven into their clothing, tied to their equipment, or carried in bags.



LEVEL 7 BONE COLLECTOR

Attributes Choose three attributes and increase each by 1.

Characteristics Health +1, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Necromancy tradition or you learn one Necromancy spell.

Animate Skeleton You can use an action to animate the bones of one dead creature you can reach. The target stands up as an **animated corpse** (*Shadow*, page 218). You control this creature fully. You decide when it takes its turn and what it does on its turn. You can have a number of animated corpses from this talent equal to your Power score, and these undead do not count against your normal limits. If you use this talent to create animated corpses in excess of your Power score, the animated corpse in your service the longest collapses into a pile of bones.

LEVEL 10 BONE COLLECTOR

Characteristics Health +1

Magic You learn one spell.

Exploding Servant You can use an action to detonate an animated corpse you have created from a spell you cast or from your use of the Animate Skeleton talent. The creature takes damage equal to its Health and explodes in a 3-yard radius centered on a point in its space. The flying bones deal 1d6 damage plus 1d6 damage if your Power is

2 or lower or 2d6 damage if your Power is 3 or higher. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

BUILDER

Conjuration magic is most often used to create magical servants to do the spellcaster's bidding or to manufacture items the caster might need. Builders, in contrast, use their magic to reshape their environments, to transform the world to suit their needs. By using the energy embedded in their Conjuration spells, a builder can construct walls, seal off passages, or fortify a position.

LEVEL 7 BUILDER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Conjuration tradition or you learn one Conjuration spell.

Magic Construction You can use an action and expend a casting of one of your Conjuration spells to create structures in your environment. The rank of the spell whose casting you expend determines the amount of material you have to work with, as shown on the following table. The material is in the form of a number of blocks, each a cube 1 yard on a side.

BUILDING BLOCKS

Spell Rank	Blocks
0	1
1	8
2	16
3	32
4	64
5+	128

Each block is an object with Defense 10 and Health 20. You can arrange the blocks in any way you choose within medium range, but they must be placed in open spaces. You can stack them, set them in a row, or scatter them. You can choose to make the blocks transparent or opaque. Blocks created by this talent last for a number of minutes equal to your Power score x 10.

LEVEL 10 BUILDER

Characteristics Health +2

Magic You learn one spell.

Swift Construction On your turn, you can use a triggered action to use your Magic Construction talent.

CHRONONAUT

All forms of magic can wreak havoc on the world. Spells themselves bend and twist reality to suit their casters' purposes, after all. But Time magic presents a special danger, in that its reckless use can create paradoxes—logical contradictions that cause reality to reorder itself, often with disastrous consequences. For this reason, certain masters of Time magic dedicate themselves to preserving time as it is and heading off efforts to change the past and thereby alter the present. Called chrononauts, these keepers of time travel stand watchful for any sign of the misuse of their tradition. And when they find evidence of such, they move quickly to resolve the paradox before its effects can be felt.

LEVEL 7 CHRONONAUT

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Time tradition or you learn one Time spell.

Freeze Time You can use a triggered action on your turn to briefly freeze time around you. The effect extends out from you for a number of yards equal to your speed. You can immediately use another action. You make attack rolls or challenge rolls with 1 boon until the end of your turn. You can use this talent a number of times equal to 1 + your Power score. You regain expended uses when you complete a rest.

LEVEL 10 CHRONONAUT

Characteristics Health +3

Magic You learn one spell.

Undo Action When a creature you can see finishes its turn, you can cause time to roll backward, undoing everything the creature had done on its turn and forcing the creature to take its turn again. You can use this talent a number of times equal to 1 + your Power score. You regain expended uses when you complete a rest.

DAEMONHOST

Invocation magic places a strain on the minds and bodies of those who call upon its power, since each casting transforms the caster so that he or she assumes a daemon's likeness and gains a measure of its abilities. Daemonhosts have become so accustomed to the binding of daemons that they find their bodies open and accepting of these essences, adapting easily to the spell's demands and thus able to make use of the daemon's powers more easily.

LEVEL 7 DAEMONHOST

Attributes Choose three attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Invocation tradition or you learn one Invocation spell.

Seasoned Binder When you cast an Invocation spell, you can choose one of the following benefits. The benefit is cumulative with the spell's effect, and it lasts until the spell ends.

- You gain a +2 bonus to Defense.
- You gain a +5 bonus to Health.
- You make attack rolls with 1 boon.
- You make all challenge rolls with 2 boons.

LEVEL 10 DAEMONHOST

Characteristics Health +4

Magic You learn one spell.

Daemonic Release You can use an action, or a triggered action on your turn, to end the effect of an Invocation spell you cast and, in doing so, release the daemon in a terrifying burst. Each creature within a number of yards of you equal to 1 + the rank of the spell you ended must get a success on a Will challenge roll or become frightened for a number of rounds equal to 1 + the rank of the spell you ended.

Master Binder While you are under the effect of an Invocation spell you cast, you gain your choice of two benefits from your Seasoned Binder talent.

DAWNSTRIDER

All who study Celestial magic look to the heavens for answers to the mysteries of reality, but it is the dawnstriders who peer at the sun, blinding themselves with its purifying radiance. By burning out their eyes, dawnstriders gain the ability to see using another form of light and perceive the world through their own inner radiance. Dawnstriders often identify themselves by covering their eyes with a white blindfold that has a red sunburst symbol at the center.

LEVEL 7 DAWNSTRIDER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Celestial tradition or you learn one Celestial spell.

Blind You have lost the ability to see by normal means. You are immune to the blinded affliction. You have truesight out to a range of 60 yards, but you cannot perceive anything beyond this distance.

paths of magic

Dazzling Light Whenever you cast a Celestial spell, you can choose to cause your body to shine with bright light. Each sighted creature of your choice within 3 yards of you must get a success on a Strength challenge roll or become impaired for 1 round.

LEVEL 10 DAWNSTRIDER

Characteristics Health +2

Magic You learn one spell.

Burning Light Your Celestial attack spells deal 1d6 extra damage.

Sunstride On your turn, you can use a triggered action to teleport from your current position to an unoccupied space within medium range that is lit. Once you use Sunstride, you must wait 1 minute before you can use it again.

DEGENERATE

Dark magic appeals to a scant few, and is almost never taken up by those who would fight the darkness creeping across the world. Yet, some believe that the best weapon to use against evil is evil itself. These people are practitioners of the Forbidden tradition, debased and degenerate souls that have been tempted by the promise of power, who now bring to bear the fullness of their dread knowledge to turn back the forces that would end all things. The methods they use are not for the faint of heart, for they are grim, disgusting, and despicable.

LEVEL 7 DEGENERATE

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Forbidden tradition or you learn one Forbidden spell.

Appalling Abasement Rather than sacrifice a creature to dark powers to regain the castings of your Forbidden spells, you can perform an act of utter and foul depravity that might include just yourself or others as you see fit. The act should take at least 1 hour to perform. In addition, if you gain 1 Corruption or more, you neither need to sacrifice a creature or perform an appalling act to regain expended castings of your Forbidden spells. You simply regain them for a number of rests equal to your Corruption score.

Self-Sacrifice When you cast a Forbidden spell, you can choose to take 1d6 damage per rank of the spell to make the attack roll with 3 boons or impose 3 banes on the challenge roll made to resist the spell.

LEVEL 10 DEGENERATE

Characteristics Health +2

Magic You learn one spell.

Icon of Darkness Each time you cast a Forbidden spell, darkness swirls around and heavily obscures you for a number of rounds equal to the spell's rank + 1. You can see normally through this darkness. If you are already benefiting from this effect when you cast a Forbidden spell, add the spell's rank + 1 to the duration of this effect.

Spells of Suffering When you cast a Forbidden attack spell and get a success on the attack roll, the target of your attack is also fatigued for 1 round.

DEVASTATOR

Able to emulate the power of the most dangerous storms, those who are called devastators bring rain, lightning, and thunder down on their enemies. Most devastators see themselves as the vengeful arm of the Old Faith and use their magic to punish those who have wronged them or intruded too far into the wilderness. Most people who have crossed paths with these wild spellcasters speak their names as curses.

LEVEL 7 DEVASTATOR

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Storm tradition or you learn one Storm spell.

Hurl Lightning You can use an action and expend the casting of a Storm spell to throw a bolt of lightning at one creature within medium range. Make a Will attack roll against the target's Agility. If you expended the casting of a rank 3 or higher spell, you make the attack roll with 1 boon for each rank higher than 2. On a success, the lightning strikes the target and deals 1d6 damage plus 1d6 damage per rank of the spell whose casting you expended. If the total of your roll is 20 or higher and beats the target number by at least 5, the target must also get a success on a Strength challenge roll or become stunned for 1 round.

LEVEL 10 DEVASTATOR

Characteristics Health +3

Magic You learn one spell.

Thunderous Strike When you use your Hurl Lightning talent, thunder booms all around you. Each creature within a number of yards of you equal to your Power score must get a success on a Strength challenge roll or take 2d6 damage from the thunder and become deafened for 1 minute.

DUALIST

Alchemy magic can produce wonders beyond imagining, including vile toxins, remedies for nearly any ailment, and can even bestow immortality. Much of this tradition deals with physical matters, but dualists, a rare breed among alchemists, use the art to attend to affairs of the soul. Dualists use chemicals augmented by magic to alter the nature of their souls, thereby awakening a new identity within themselves. This new identity is the opposite of the dualist's normal nature—and whenever it takes control, the dualist's body transforms to become larger, stronger, and more monstrous.

LEVEL 7 DUALIST

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Alchemy tradition or you learn one Alchemy spell.

Alter Ego You gain an alter ego, a second identity that lurks inside you. Your alter ego is a separate character that shares your body. Whenever you become injured or when the effects of your gaining Insanity end, your alter ego

LEVEL 10 ETERNAL**Characteristics** Health +3**Magic** You learn one spell.**Eternal Soul** When you would make an attack roll or a challenge roll using an attribute other than Will, you can use Will in place of that attribute.**Triumph over Death** You no longer need to eat, drink, sleep, or breathe, though you can do so if you choose.

If you die, you can choose to return to life 1d3 rounds later. At the end of this time, you become alive again, heal damage equal to your healing rate, and take a -5 penalty to your Health. If the penalty would drop your Health to 0, you cannot return to life. If you die while you have this penalty and then return to life, the penalty worsens by -5. Each time you complete a rest, you lessen the penalty by 1 until it reaches 0.

FIREBRAND

Masters of elemental fire can produce flame and shape it into a variety of forms, bind genies to it, or burn to ash anything that gets in their way. Where pyromancers take a measured approach toward mastering Fire magic, the casters known as firebrands revel in flame's destructive properties, and as a result can be far more dangerous.

LEVEL 7 FIREBRAND**Attributes** Choose three attributes and increase each by 1.**Characteristics** Health +2, Power +1**Languages and Professions** You can speak another language or add a profession to your list of professions.**Magic** You discover the Fire tradition or you learn one Fire spell.

Flaming Body When you cast a Fire spell, you can choose to cause flames to envelop your body for a number of rounds equal to your Power score. The flames emit light in a 5-yard radius and turn darkness within 10 yards of the light into shadows. In addition, when a creature within 1 yard of you makes a melee attack against you and gets a success on the attack roll, the creature takes 1d6 damage from the flames.

While you are under the effect of Flaming Body, you can use a triggered action when you cast a Fire attack spell to end the effect early. If you do so, the Fire spell you cast deals 1d6 extra damage.

LEVEL 10 FIREBRAND**Characteristics** Health +2**Magic** You learn one spell.**Master of Flames** The damage dealt by your Flaming Body talent increases to 2d6.

In addition, when you cast a Fire attack spell, you make the attack roll with 1 boon, and creatures make challenge rolls to resist the spell with 1 bane. If you are under the effect of Flaming Body when you cast the spell, increase the number of boons and banes by 1.

FORGEBORN

The magic of the Metal tradition has a lasting effect on those who access its power. Many students of Metal magic find their bodies changing, assuming a metallic sheen that eventually hardens to protect them. Others, such as the forgeborn, take greater advantage of this change and learn to shape their appendages into useful forms so that they never need fear of being disarmed.

takes over your body or recedes to enable you to regain control. Each creature within short range of you that sees this transformation must get a success on a Will challenge roll or become frightened for 1 round.

When you gain this talent, create an alter ego character using the following guidelines:

- **Attributes** Your alter ego's Strength score equals your normal Intellect score, and its Intellect score equals your normal Strength score.
- **Characteristics** Your alter ego uses your scores for all of your characteristics, regardless of changes to your attributes.
- **Professions and Languages** Your alter ego speaks, reads, and writes all languages you know how to speak, read, and write. Randomly determine the alter ego's professions.
- **Ancestry Traits** Your alter ego retains all of your traits gained from your ancestry.
- **Appearance, Build, Personality** Randomly determine each of these for your alter ego.
- **Path Features** Your alter ego retains all of your features gained from your paths.
- **Mighty** Your alter ego makes attack rolls using melee weapons with 1 boon, and its melee attacks deal 1d6 extra damage.

LEVEL 10 DUALIST**Characteristics** Health +3**Magic** You learn one spell.**Buried Aggression** The amount of extra damage dealt by your alter ego's melee attack increases to 2d6.**Regain Control** You can use an action, or a triggered action, to switch from your normal identity to your alter ego and vice versa.**ETERNAL**

Within many living beings resides a soul, the essence that transcends life and death, and thus allows mortals to experience many lives and immortals to live indefinitely. Some who seek to understand the magic of the Soul tradition find themselves transcending their earlier limitations and becoming able to do things that were previously unthinkable.

Others use the magic to secure their souls against anything that would harm them and to anchor them to the world so that they never need fear death again. These latter few are dubbed the eternals, named such because so strong is their control over their own souls that not even Father Death can lay claim to them.

LEVEL 7 ETERNAL**Attributes** Choose three attributes and increase each by 1.**Characteristics** Health +3, Power +1**Languages and Professions** You can speak another language or add a profession to your list of professions.**Magic** You discover the Soul tradition or you learn one Soul spell.**Immortal** You stop aging, and you remain at your present age indefinitely. You become immune to any effect that would change your age. In addition, you make Strength challenge rolls to resist attacks with 1 boon.**Unsullied Soul** You impose 2 banes on all attack rolls made against your Intellect or Will, and you make Intellect and Will challenge rolls to resist attacks with 2 boons. In addition, if you are charmed, compelled, dazed, or frightened at the end of any round, you can make a Will challenge roll and remove the affliction on a success.



LEVEL 7 FORGEBORN

Attributes Choose three attributes and increase each by 1.
Characteristics Defense +1, Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Metal tradition or you learn one Metal spell.

Forge Weapon You can use an action to transform one of your limbs into a metal weapon such as a sword, a battleaxe, or a mace. Regardless of the form the weapon takes, your attacks with the weapon deal 2d6 damage, and you make attack rolls with it with 1 boon. The weapon remains until you use an action to return your limb to its normal form or until you become incapacitated.

LEVEL 10 FORGEBORN

Characteristics Health +4

Magic You learn one spell.

Wrecking Ball Your strikes with weapons made from your Forge Weapon talent hit with astonishing force. Your attacks with these weapons deal 1d6 extra damage. In addition, when the total of your attack roll is 15 or higher and beats the target number by at least 5, you force the target to make a Strength challenge roll with a number of banes equal to your Power score. On a failure, the target moves a number of yards away from you equal to your Power score and then falls prone.

GHOSTSTRIDER

Ghoststriders walk the gaps between the mortal world and the spirit world, as comfortable in one realm as they are in the other. Their long association with spirits enables ghoststriders to bind them more easily and to greater effect. Most ghoststriders have extensive tattoos on their bodies as a show of reverence for the spirits they have learned to bind.

LEVEL 7 GHOSTSTRIDER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Spiritualism tradition or you learn one Spiritualism spell.

Haunted Form When you are under the effect of a Spiritualism spell and you make an attack with a weapon or cast a Spiritualism attack spell, you can choose one creature that can see you and is within short range of you. The target must make a Will challenge roll with 1 bane. On a failure, the target becomes frightened for 1 round. On a success, the target becomes immune to this talent until it completes a rest.

Swift Spirit Bind You can use a triggered action to cast a Spiritualism spell you have learned, provided you make yourself the target of the spell.

LEVEL 10 GHOSTSTRIDER

Characteristics Health +4

Magic You learn one spell.

Mighty Spirits While you are under the effect of a Spiritualism spell, you have a +1 bonus to Defense, a +5 bonus to Health, and you make challenge rolls to resist attacks with 1 boon.

GRAVEN

Among those who have discovered the Rune tradition are spellcasters who call themselves the graven, for they illustrate their bodies with the characters of their magical alphabet. Gaining this adornment is a painstaking and painful process, and few have the endurance to undergo the experience. Those who do, though, find that they can bring forth the magic of their tradition and other spells as well more quickly. Each time a graven casts a spell, the symbols on his or her skin flash with faint light.

LEVEL 7 GRAVEN

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Rune tradition or you learn one Rune spell.

Runic Protection While you are not wearing armor, you can add your Intellect modifier (minimum +0) to your Defense.

Tattooed Runes Runic tattoos cover your body. On your turn, you can use a triggered action to cast any spell you have learned that targets one creature, provided the spell's target is you. Once you use this talent, you must wait 1 minute before you can use it again.

LEVEL 10 GRAVEN

Characteristics Health +3

Magic You learn one spell.

Armor of Runes While you are under the effect of at least one Rune spell, you have a +5 bonus to Health for each Rune spell affecting you.

INDISTINCT

Indistincts focus their efforts on mastering Alteration magic so they can adjust their bodies to respond to any threat they might face. Like most students of the Alteration tradition, indistincts shed their distinguishing features, becoming utterly inconspicuous so that the eye seems to pass over them.

LEVEL 7 INDISTINCT

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Alteration tradition or you learn one Alteration spell.

Swift Alteration You can cast Alteration spells that target one creature using a triggered action on your turn, but the target of your spell must be you.

LEVEL 10 INDISTINCT

Characteristics Health +3

Magic You learn one spell.

Distortion You learn the *distort appearance* Alteration spell (*Shadow*, page 116) if you haven't learned it already. When you target yourself with this spell, you increase the number of boons on your rolls made to hide to 2 and the number of banes on attack rolls made against your Defense or Agility to 2.

Faceless Your facial features utterly disappear, though you remain able to see, hear, breathe, speak, eat, and drink as normal. You make attack rolls in social situations with 2 banes due to the strangeness of your appearance.

INEVITABLE

Order magic opposes the chaos in the world, and its users find themselves drawn to conflicts against creatures and situations that would create uncertainty. Such is their determination that they commit their entire lives to promoting stability and stamping out agents of anarchy and change. These champions of law take the fight to anyone who would threaten the world order, whether those individuals are agitators fighting against tyranny or wild faeries tormenting innocents on the frontier.

LEVEL 7 INEVITABLE

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Order tradition or you learn one Order spell.

Ordered Magic After you make an attack roll as a result of casting a spell, you can choose to replace the number you rolled on the d20 with a 10.

LEVEL 10 INEVITABLE

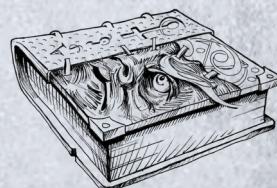
Characteristics Health +3

Magic You learn one spell.

Mantle of Assured Outcomes You can use an action, or a triggered action on your turn, to emit an aura that imposes order on your surroundings. The aura extends from a point in your space out to a 5-yard radius. Whenever a creature in the aura would make an attack roll or challenge roll with at least 1 boon or 1 bane, the aura increases the number of boons or banes by 2.

LIBRARIAN

Those who take up the path of the librarian surround themselves with books, scrolls, and other writings, delving into these works to gain a greater understanding of the world and its nature. Their research inevitably reveals to them knowledge of magic and spells, and librarians keep the spells they learn in their books for easy recall when needed. No librarian goes anywhere without at least a few books in his or her backpack.



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LEVEL 7 LIBRARIAN

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a tradition or you learn one spell.

Personal Library You have three tomes filled with secret lore.

For each tome, choose one area of scholarship. When you would make a challenge roll to recall information related to an area of scholarship associated with one of these tomes, you make the roll with 2 boons. If you lose a tome, you can replace it for free after you finish your current adventure.

In addition, each tome contains one spell of your choice. You can select these spells from any tradition, even traditions you have not yet discovered, but each spell must be of a rank you can cast. If you choose a spell from a dark magic tradition, you gain Corruption as if you had learned the spell. Finally, if at some later time you learn a spell contained in one of your tomes, you can replace the duplicate spell in your tome with a different one, subject to the normal rules for filling your tomes with spells.

Tome Casting If you are holding one of your tomes, you can cast a spell it contains by expending the casting of a spell of the same or a higher rank.

LEVEL 10 LIBRARIAN

Characteristics Health +2

Magic You learn one spell.

Expanded Library The number of tomes granted by your Personal Library talent increases to six.

Peerless Research You can use an action to cast the *augur* spell (*Shadow*, page 124) from the Divination tradition without expending the casting or needing to have learned the spell. The question you ask must be related to an area of scholarship discussed in one of your tomes.

MACHINIST

Machinists use their knowledge of engineering and their mastery of Technomancy magic to create servants made from cogs and springs. These automatons prove more reliable and capable than other constructs, enhanced as they are by the magic flowing through their bodies.

LEVEL 7 MACHINIST

Attributes Choose three attributes and increase each by 1.

Characteristics Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Technomancy tradition or you learn one Technomancy spell.

Automatons You create three **small constructs** (*Shadow*, page 226). You control these creatures, deciding when they take their turns and what they do on each of their turns. While these automatons are within short range of you, you grant them 1 boon on attack rolls they make. If an automaton becomes incapacitated, it is destroyed. You can replace lost automatons when you complete a rest.

Hasty Upgrade When one of your automatons within short range of you gets a success on an attack roll to attack with its appendage, you can use a triggered action and expend the casting of a Technomancy spell to cause the attack to deal extra damage equal to 1d6 plus 1d6 per rank of the spell.

LEVEL 10 MACHINIST

Magic You learn one spell.

Greater Automatons Your three automatons become **medium constructs** (*Shadow*, page 226), each with a +2 bonus to Defense and a +10 bonus to its Health. In addition, each makes attack rolls with 1 boon.

MAGEBLADE

Many forms of magic enhance their users' combat capabilities, but the Battle tradition was developed especially to transform spellcasters into competent warriors. Most who discover the tradition rely on its spells for their entire careers, and their combat prowess can eventually rival those who have spent their lives mastering weapons and armor. Mageblades pursue a specialized form of Battle magic that lets them fashion weapons from solidified magical energy. Armed with these gleaming blades, they can carve a path through their foes and never fear being caught unprepared.

LEVEL 7 MAGEBLADE

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Battle tradition or you learn one Battle spell.

Mageblade You can use an action, or a triggered action on your turn, to form a blade of solidified magical energy. The blade remains until you are no longer touching it. The blade counts as your implement and functions as a one-handed weapon with the finesse and thrown (short range) properties. Your attacks with the weapon deal 2d6 damage, and you can use Intellect in place of the attribute you would normally use to attack with the weapon.

LEVEL 10 MAGEBLADE

Characteristics Health +3

Magic You learn one spell.

Fusillade of Blades You can use an action to throw your mageblade and cause it to divide into a dozen splinters that fly out in a 5-yard cone, dealing 4d6 damage to everything in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

MINDWITCH

Mindwitches use Telepathy magic to invade the thoughts of other creatures so they can manipulate their victims. Once their hooks are in, mindwitches can make creatures believe things that aren't true, experience things that aren't happening, and act in ways contrary to their nature. Although many mindwitches use their talents for good ends, many find the opportunity for skulduggery too enticing to pass up.

LEVEL 7 MINDWITCH

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Telepathy tradition or you learn one Telepathy spell.

Thought Worm When you cast a Telepathy attack spell that requires you to make an attack roll and you get a success, you can use a triggered action to implant a thought worm in the target's mind. The thought worm remains for 1 minute. At the end of each of the creature's

turns, it can make a Will challenge roll and removes the thought worm on a success. Whenever a creature with a thought worm you implanted takes a turn, choose one of the following effects.

- You render one creature invisible to the target until the end of the target's turn.
- If the target would make an attack roll, you can grant the target 1 boon or impose 1 bane.
- If the target would make a challenge roll, you can grant the target 2 boons or impose 2 banes.
- If the target would use an action to attack a creature, you can make an Intellect attack roll against the target's Will. On a success, you choose the target of the attack.
- If the target would move, you can make an Intellect attack roll against the target's Will. On a success, you decide the distance and direction of the target's movement.

LEVEL 10 MINDWITCH

Characteristics Health +2

Magic You learn one spell.

Destructive Thought Worm You can use an action to destroy a thought worm that you created in the mind of one creature you can see within medium range. The worm explodes, dealing damage equal to $1d6 \times$ your Power score, and causes the target to gain 1 Insanity per point of your Power score. The target can make a Will challenge roll and takes just half the damage and does not gain Insanity on a success.

MORPH

The morphs constitute a strange society of spellcasters who have focused on Transformation magic. These casters typically find themselves unable to stay in one form for long and exult in the process of transformation. Such extensive use of their magic takes a toll, causing them to shed many of their distinctive characteristics or to randomly gain new ones. Many spellcasters see in the morph a cautionary tale, warning against using magic too much on oneself, but to the morph, their flexibility in form is the culmination of their efforts to master their favored tradition.

LEVEL 7 MORPH

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Transformation tradition or you learn one Transformation spell.

Chameleon On your turn, you can use a triggered action to expend the casting of a rank 0 Transformation spell to become hidden, even if you're being observed, for 1 round. This effect ends if you use an action, move, or take damage.

Versatile Appearance You learn the *mask* spell (*Shadow*, page 146) from the Transformation tradition. If you already know this spell, you learn a different rank 0 spell from the Transformation tradition. When a creature that can see you would attack you, you can use a triggered action to cast *mask*. If you do so, the triggering creature makes its attack roll with 1 bane.



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LEVEL 10 MORPH

Characteristics Health +2

Magic You learn one spell.

Aggressive Transformation Whenever you cast a Transformation spell that enables you to assume the form of another creature, you can make an attack as part of that casting.

Transform Injury You can use an action and expend the casting of a Transformation spell to heal damage. The amount of damage depends on the spell's rank. A rank 0 or rank 1 spell lets you heal damage equal to half your healing rate. A rank 2 or rank 3 spell lets you heal damage equal to your healing rate. A spell of rank 4 or higher lets you heal damage equal to twice your healing rate.

ORB MASTER

Those who take up the path of the orb master distinguish themselves from all other spellcasters in a most obvious way. The only implement an orb master uses is a crystal ball that he or she creates from special sand imbued with magical energy. This magic orb enables its owner to exert greater control over his or her spells, shaping areas to suit their needs, creating pockets of safety within the area, or concentrating magical energy to obliterate a foe.

LEVEL 7 ORB MASTER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a tradition or you learn one spell.

Magic Orb You construct your own magic orb. When you use the orb as an implement to cast a spell that affects an area measured in yards, you can choose one of the following effects.

- You increase the dimensions of the area by a number of yards equal to your Power score.
- You can choose a number of 1-yard cubes of space inside the area to be excluded from the spell's effect.
- You can cause a cone-shaped area to become a line, extending its length by 50 percent.
- You can widen a line-shaped area to become a cone, reducing its length by 50 percent.
- You can change a sphere-shaped area into a cube with each side of the cube equal to the length of the sphere's diameter.
- You can change a cube-shaped area into a sphere with a diameter equal to the length of the cube's side.

LEVEL 10 ORB MASTER

Characteristics Health +2

Magic You learn one spell.

Inescapable Areas When you cast an attack spell that affects an area and you're using your magic orb as your implement, you impose 2 banes on challenge rolls made to resist the spell. In addition, any creature that would take damage from the spell and gets a 0 or lower on the challenge roll made to resist the spell takes extra damage equal to 1d6 per rank of the spell.

PHANTASMIST

Students of the Illusion tradition can use their spells to transform their environments, to conceal dangers or invent new ones by weaving threads of magical energy into whatever forms they wish. Those who master

the tradition and in doing so find ways to make their illusory creations even more dangerous are called phantasmists. The creatures they create are more ferocious, and the spectral flames they wield burn even hotter, all for the sake of making their illusions more lifelike and thus more threatening.

LEVEL 7 PHANTASMIST

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Illusion tradition or you learn one Illusion spell.

Aggressive Illusions Illusion spells you cast that deal damage deal 1d6 extra damage.

LEVEL 10 PHANTASMIST

Characteristics Health +3

Magic You learn one spell.

Deadly Illusions When an illusion you create would require you to make an attack roll, you make the roll with 1 boon. In addition, illusory creatures you create have a bonus to their Health scores equal to your Intellect score.

PHASESHIFTER

Teleportation magic makes possible instantaneous transit from one place to another and achieves this by locating and exploiting soft spots in reality. The casters known as phaseshifters specialize in techniques that let them shift their bodies partly into these soft spots and thus become insubstantial. While in this state, they can pass through solid objects and other creatures.

LEVEL 7 PHASESHIFTER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Teleportation tradition or you learn one Teleportation spell.

Phase Shift When you would take damage, you can use a triggered action to become momentarily insubstantial. You take half the damage from the triggering source. Once you use Phase Shift, you must wait 1 minute before you can use it again.

Walk through Walls When you move, you can use a triggered action to become insubstantial until the end of your turn. While insubstantial, you take half damage from weapons, you ignore all effects of moving across difficult terrain, and you can move through spaces occupied by creatures and objects. If you end your movement inside a space occupied by a creature or an object, you take 2d6 damage and are moved back to the last open space you moved through. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

LEVEL 10 PHASESHIFTER

Characteristics Health +2

Magic You learn one spell.

Phasing You can use an action to become insubstantial for a number of rounds equal to your Power score. Until this effect ends, you take half damage from all sources, you ignore all forms of difficult terrain, and you can freely pass

through spaces occupied by creatures and objects. If you end your movement inside a space occupied by a creature or an object, however, you gain 1 Insanity. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

PLAGUIST

The twisted individuals known as plaguists master Curse magic so they can spread suffering and sorrow wherever they go. Armed with spells that make life decidedly harder for their victims, plaguists delight in the chaos they create and the pain their spells inflict.

LEVEL 7 PLAGUIST

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Curse tradition or you learn one Curse spell.

Bounding Curse When you cast a Curse attack spell that requires you to make an attack roll and the result of your roll is a failure, you can use a triggered action to repeat the attack roll against a different target within short range of the first target. Once you use this talent, you must wait 1 minute before you can use it again.

LEVEL 10 PLAGUIST

Characteristics Health +2

Magic You learn one spell.

Master of Curses You make attack rolls from Curse spells you cast with 2 boons. In addition, whenever you use an action to lift a curse that you have cast, you regain the casting of that Curse spell, up to your normal maximum number of castings for a spell of that rank.

PUPPETMASTER

Enchantment magic enables its casters to manipulate the behavior of their enemies. Whether their spells twist emotions or make people unwitting thralls to their charms, such spellcasters excel at making others do what they want. Puppetmasters develop techniques to maneuver the creatures they have charmed to places where they can be most useful and can even exert full control over their victims when the situation demands it.

LEVEL 7 PUPPETMASTER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Enchantment tradition or you learn one Enchantment spell.

Pull the Strings You can use an action, or a triggered action on your turn, to move any number of creatures you have charmed within medium range up to half their Speed.

LEVEL 10 PUPPETMASTER

Characteristics Health +2

Magic You learn one spell.

Forceful Compulsion You can use an action to remove the charmed affliction from one creature you have charmed and replace it with the compelled affliction. This affliction lasts for 1 round.

REVIVER

Masters of healing, revivers are on the front lines of the fight against death from whatever cause. Like those who choose the path of the healer, they commit themselves to easing suffering and tending to the wounds of others—but where healers focus on living patients, revivers learn to use their art on those that are already dead, thus bringing life to the lifeless and eradicating abominations of undeath.

LEVEL 7 REVIVER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Life tradition or you learn one Life spell.

Eradicate Death You can use an action and expend the casting of a rank 1 or higher Life spell to release a pulse of pure energy that extends out a number of yards equal to your Power score from a point in your space and then dissipates. For each rank of the spell whose casting you expended, roll 1d6. Each living creature in the area heals damage equal to the total of your roll.

Also, each spirit and undead in the area must make a Will challenge roll. The creature takes the total of your roll as damage on a failure, or takes half the damage on a success. Once you use this talent, you must wait 1 minute before you can use it again.

LEVEL 10 REVIVER

Characteristics Health +4

Magic You learn one spell.

Death to Life You can use an action to touch one dead creature, spirit, or undead you can reach. If the target is unwilling, you must get a success on a Will attack roll against the target's Agility to touch it. If you touch a dead creature, it returns to life and heals 1 damage. If you touch a spirit or an undead, it takes 2d6 damage per point of your Power score. If this damage causes a spirit to become incapacitated, it dissipates and descends to the Underworld or Hell. If this damage causes an undead to become incapacitated, one of two things happens. If the undead lacks a soul, its body is utterly destroyed. If the undead has a soul, you restore the creature to life and it heals 1 damage.

Once you use this talent, you must complete a rest before you can use it again.

SHADE

Some students of Shadow magic find themselves altered by the darkness they wield, drawn into a world of shadows from which there is no escape. These individuals, called shades, stand between the mortal world and someplace else.

LEVEL 7 SHADE

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Shadow tradition or you learn one Shadow spell.

Lingering Shadows When you cast a Shadow spell, your space becomes partially obscured by shadows until the end of the round.

LEVEL 10 SHADE

Characteristics Health +2**Magic** You learn one spell.

Gathering Shadows When you cast a Shadow spell, darkness gathers around you and moves with you for a number of rounds equal to 1 + the rank of the spell you cast. The darkness totally obscures your space, thwarting all forms of vision except truesight. You, however, can see normally through the darkness.

SHROUD

Unnerving figures all, shrouds are masters of the dark art of Death magic. Wherever a shroud goes, death follows. Flowers wilt, ordinary plants wither, the sick get sicker, and the dying expire. Many shrouds serve Father Death, becoming his avatars in the world. Others have no such allegiance; they simply exult in their ability to extinguish a victim's final spark of life.

LEVEL 7 SHROUD

Attributes Choose three attributes and increase each by 1.**Characteristics** Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Death tradition or you learn one Death spell.

Disturbing Presence Your connection to the Underworld fills creatures with dread. Whenever you cast a Death spell, you can use a triggered action to disturb any creatures you choose that are within 2 yards of you. Each chosen creature must get a success on a Will challenge roll or become frightened for 1 round.

Lethal Aura You can use an action to emit a lethal aura that emanates from you in a 1-yard radius. It remains until you use an action to end the effect or you become incapacitated. While you have this aura, each creature within 1 yard of you that would become incapacitated or die upon taking 3 damage takes 3 damage.

LEVEL 10 SHROUD

Characteristics Health +2**Magic** You learn one spell.

Life-Eater Your Death attack spells deal 1d6 extra damage.

Whenever you kill a creature, you gain a +3 bonus to Health that lasts for 1 minute.

SKYDANCER

Using Air spells to lift themselves off the ground, skydancers move with incredible speed and grace, able to swoop, climb, dive, and perform other aerial stunts. Skydancers specialize in a fighting technique devised by the sylphs that gives them a decided advantage in aerial combat. The combination of magic with this fighting style makes them formidable adversaries whenever they take to the air.

LEVEL 7 SKYDANCER

Attributes Choose three attributes and increase each by 1.**Characteristics** Health +4, Power +1, Speed +2

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Air tradition or you learn one Air spell.

Nimble Flier While you are flying, your movement does not trigger free attacks, you make attack rolls with 1 boon against targets that do not have the flier trait, and you make Agility challenge rolls to resist attacks with 1 boon.

LEVEL 10 SKYDANCER

Characteristics Health +4, Speed +2**Magic** You learn one spell.

Dance the Sky On your turn, you can expend the casting of an Air spell to gain the flier trait. If you do so, you have the flier trait for a number of minutes equal to 1 + the rank of the spell whose casting you expended.

SOULBOUND

Even as powerful as spellcasters can be, death still awaits even the mightiest of them. Most accept their fate, as worrisome as it might be, but some opt to thwart death by making themselves proof against Father Death's touch. These spellcasters devise a way to anchor their souls to a physical object in the world so that if their body dies, their spirits remain in the world long enough for them to rebuild their bodies once more.

LEVEL 7 SOULBOUND

Attributes Choose three attributes and increase each by 1.**Characteristics** Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a tradition or you learn one spell.

Anchored Soul If you are mortal, you acquire and bind your soul to a valuable object. The object is Size 1/8, has Health 20, and is worth 100 gc. If your body dies, your soul travels to the object where it remains for 1d6 days. At the end of this time, your body re-forms in an unoccupied space within 1 yard of the object. If the object is destroyed, you can replace it by purchasing a new one and performing a ritual to anchor your soul to it. The ritual takes 24 hours. If the object is destroyed while your soul is inside it, your soul descends to whatever fate your mortal existence earned.

Immortal You stop aging, and you remain at your present age indefinitely. You become immune to any effect that would change your age. In addition, you make Strength challenge rolls to resist attacks with 1 boon.

LEVEL 10 SOULBOUND

Magic You learn one spell.

Possession If your soul resides in the valuable object to which it is anchored, you can attempt to possess another creature within medium range. Make an Intellect attack roll against the target's Will. On a success, your soul enters the target's body, suppressing the host's personality and soul. If you get a failure, the target becomes immune to your Possession talent until it completes a rest.

You control the body you possess as if it were your own. You retain your Intellect and Will scores, talents, and spells, but you otherwise use the target's statistics in place of your normal ones. You remain in this body until your original body re-forms, at which point this effect ends. If the valuable object to which your soul was anchored is destroyed, you remain in the host's body until it dies or is destroyed.



SPELLMASTER

The most reliable spells belong to the Arcana tradition, and for that reason many spellcasters use this tradition as the foundation for their magic. Spellmasters undertake extensive study of the tradition, then use their knowledge to enhance the other spells they cast and to make better use of the less powerful Arcana spells they have learned.

LEVEL 7 SPELLMASTER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Arcana tradition or you learn one Arcana spell.

Reliable Magic After you make an attack roll from casting a spell, you can use this talent to replace the result of your roll with 15. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

LEVEL 10 SPELLMASTER

Characteristics Health +2

Magic You learn one spell.

Arcana Mastery You learn two more rank 0 Arcana spells of your choice. On your turn, you can expend the casting of a rank 0 Arcana spell to cast another rank 0 Arcana spell you have learned using a triggered action. In addition, you increase the duration of Arcana spells you cast that have a duration of 1 minute to 1 hour.

SPELLSINGER

Spellsingers incorporate their singing into the casting of their spells, enabling them to create magical effects without needing to wield an implement and to reach more distant targets using the sound of their voices. Almost all spellsingers were talented in both singing and spellcasting prior to choosing this path, and likely concentrated their studies on Song magic.

LEVEL 7 SPELLSINGER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Song tradition or you learn one Song spell.

Song Magic You do not need to wield an implement when you cast a spell, provided you are able to sing. In addition, when you cast a spell that targets one or more creatures within short or medium range and you sing instead of wielding an implement, you can target one or more creatures within long range, provided the target you choose can hear you.

LEVEL 10 SPELLSINGER

Characteristics Health +3

Magic You learn one spell.

Greater Song When you cast a Song attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist your spell. In addition,

paths of magic

whenever you cast a Song spell that has a duration of concentration, you can expend the casting of a rank 0 Song spell. If you do so, you do not have to concentrate on the effect, and the effect lasts until its maximum duration.

SPELLSNIPER

Spellsnipers craft magic wands to serve as implements for the spells they cast. The wands are as unique as their makers, each made from materials that reflect its creator's personality and repertoire of spells. Armed with these wands, spellsnipers use their attack spells with shocking accuracy.

LEVEL 7 SPELLSNIPER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a tradition or learn one spell.

Magic Wand You construct a magic wand to improve the accuracy of your attack spells. When you cast a spell that requires you to make an attack roll, you make the attack roll with 2 boons.

LEVEL 10 SPELLSNIPER

Characteristics Health +2

Magic You learn one spell.

Reclaim Spell When you use your magic wand to cast an attack spell that requires an attack roll and your roll results in a failure, you can use a triggered action to regain the casting of that spell. Once you use this talent, you must wait 1 minute before you can use it again.

STONEHEART

Elemental magic tends to alter those who discover its techniques, causing casters to gradually assume certain physical characteristics of the element they learn to control. In the case of those who take up the path of the stoneheart, the transformation is far more profound. Their use of Earth magic slowly petrifies stonehearts, causing them to become living statues.

LEVEL 7 STONEHEART

Attributes Choose three attributes and increase each by 1.

Characteristics Defense 15, Health +3, Power +1, Speed -2

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Earth tradition or you learn one Earth spell.

Flesh to Stone Your skin hardens until it has the consistency of stone, though you can still move freely. You take half damage from weapons.

LEVEL 10 STONEHEART

Characteristics Health +3

Magic You learn one spell.

Earth Mastery Your Earth attack spells deal 1d6 extra damage. In addition, whenever you cast an Earth spell, you can choose to become rooted in place. For 1 round, you have a +2 bonus to Defense, you take half damage from all sources, and you cannot move or be moved by any means.

TASKMASTER

One of the greatest appeals of magic is that there's a spell to solve almost any problem a caster might face, from levitating an object to constructing a conveyance from threads of magical energy. Taskmasters embrace the versatility of magic and devote their training to amassing an ever larger assortment of useful spells.

LEVEL 7 TASKMASTER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a tradition or you learn one spell.

Utility Mastery You master the utility magic of one of your traditions. The number of castings for each utility spell you have learned from that tradition increases by 1.

LEVEL 10 TASKMASTER

Characteristics Health +2

Magic You learn one spell.

Lasting Utility When you cast a utility spell that has a duration of 1 minute, you can increase the duration to 10 minutes. When you cast a utility spell that has a duration of 10 minutes, you can increase the duration to 1 hour. Finally, when you cast a utility spell with a duration measured in hours, you can double the spell's duration.

Versatile Casting You can use an action and expend the casting of one utility spell to cast another utility spell you have learned of the same or lower rank.

TREE SHEPHERD

Tree shepherds protect primeval forests and woodlands from the axes and flames of trespassers. Staunch enemies of any who would despoil nature, they can awaken the forests they protect, stirring the trees to fight at their sides. The magic that tree shepherds wield, however, transforms them, causing them to forsake their flesh-and-blood bodies to become more like the woods they guard.

LEVEL 7 TREE SHEPHERD

Attributes Choose three attributes and increase each by 1.

Characteristics Health +5, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Nature tradition or you learn one Nature spell.

Woodland Apotheosis You transform into a plant. You basically resemble your original form, but bark covers your body, and slender branches sprout from your head to form a crown of sorts. As a result of this transformation, you gain the following benefits and drawbacks.

- You gain shadowsight if you don't have the trait already.
- You are always under the effect of the *oak hide* Nature spell (*Shadow*, page 134). If you know this spell, you can use a triggered action on your turn and expend a casting of the spell to increase your Defense by 2 for 1 minute.
- You are immune to the asleep and fatigued afflictions, and you cannot be moved against your will or knocked prone while you are standing on the ground.
- You take double damage from fire.

LEVEL 10 TREE SHEPHERD

Characteristics Health +5, Size +1 (round down)

Magic You learn one spell.

Awaken Tree If you don't know the *plant ally* Nature spell (page 78), you learn it. You have at least one casting of this spell, regardless of your Power score. When you cast this spell, the animated plant has a +10 bonus to Health, and its attacks deal 1d6 extra damage.

New Growth Whenever you cast a Nature spell, you cause the ground within a number of yards equal to your Power score to become covered in thick growth, creating an area of difficult terrain that remains until it is cleared away.

TRICKSTER

Masters of Fey magic, tricksters use their talents to outwit and frustrate their enemies. Like the most mischievous faeries encountered in the wild, tricksters find it hard to pass up the chance to humiliate their enemies. And though their tricks are rarely lethal, their escapades can put people in serious danger.

LEVEL 7 TRICKSTER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak Elvish or add a profession to your list of professions.

Magic You discover the Fey tradition or you learn one Fey spell.

Confounding Tricks When a creature within short range of you would make an attack roll or a challenge roll, you can use a triggered action to impose 1 bane on that roll. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

Pratfall When a creature within short range of you gets a 0 or lower on an attack roll or a challenge roll, you cause the creature to fall prone.

LEVEL 10 TRICKSTER

Characteristics Health +2

Magic You learn one spell.

Nasty Tricks When you use your Confounding Tricks talent, you impose 1 additional bane on the triggering roll. In addition, when a creature triggers your Pratfall talent, the creature also takes 1d6 damage.

UNCHAINED

The spellcasters who call themselves the unchained are able to ignore the laws of magic and wield its energy in its rawest form. They can convert the force of their spells into outbursts of destructive energy, blasting their foes to scintillating motes and warping their environments into bizarre landscapes. Theirs is a form of magic to be feared, for they recognize no constraints and revel in the havoc they create.

LEVEL 7 UNCHAINED

Attributes Choose three attributes and increase each by 1.

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Chaos tradition or you learn one Chaos spell.

Chaotic Caster You must roll a chaos die (a d6) whenever you make an attack roll or challenge roll. You apply an

odd number rolled as a penalty or an even number as a bonus to your roll. If you cast the *chaos boon* spell (*Shadow*, page 120), you roll an additional chaos die.

Crackling Chaos When you cast a Chaos spell, residual energy swirls around your body until the end of the round. Any creature that takes a turn while within 1 yard of you or that moves to within 1 yard of you must get a success on an Agility challenge roll or take damage equal to 1d6 + your Power score.

LEVEL 10 UNCHAINED

Characteristics Health +2

Magic You learn one spell.

Chaos Blast You can use an action and expend the casting of a Chaos spell to release a destructive blast of energy. The blast can have the following shapes, all of which originate from a point in your space: a 5-yard cone, a 3-yard-radius sphere, or a 10-yard-long line. Creatures and objects in the area take damage equal to 1d6 plus 1d6 per rank of the spell whose casting you expended. This damage ignores the spell defense trait. A creature in the area can make an Agility challenge roll and takes half the damage on a success. Creatures incapacitated by this damage die, their bodies warped beyond recognition. Objects destroyed by the damage are twisted into bizarre shapes. Once you use Chaos Blast, you must wait 1 minute before you can use it again.

VOID THRALL

Slaves to the Void and to the demonic forces that gather there, Void thralls have surrendered themselves to the Demon Lord and become its willing agents of destruction in the world. Such service exacts a terrible price, and their allegiance is apparent from the wreckage of their bodies. Most Void thralls display ghastly, open wounds that reek of the sewer, and others have ridges in their flesh that show disturbing images. Their eyes nothing more than black sockets, their mouths leaking foul black ichor, Void thralls are abominations. And yet, the cost of doing business with the Demon Lord is sometimes worth this distress, even if it ultimately means their destruction, for the Demon Lord is never stingy with gifts for its avowed servants.

LEVEL 7 VOID THRALL

Attributes Choose three attributes and increase each by 1.

Characteristics Health +1d6, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Demonology tradition or you learn one Demonology spell.

Friend to Demons You are not subject to the horrifying trait of demons.

Void Sight You can see clearly in shadows and darkness out to the normal range of your vision.

Void Shadows Magical shadows spread from your body out to a number of yards equal to your Power score. The shadows thwart shadow sight and darksight.

LEVEL 10 VOID THRALL

Characteristics Health +1d6, Power +1

Magic You learn one spell.

Stolen Blood When you cast a Demonology spell, you can choose one creature within short range. The target must get a success on a Strength challenge roll or take the damage from casting the spell instead of you. If the total of the target's roll is 0 or lower, it takes double damage and you regain the casting of the spell.

WARDER

With their concentration on protection and defense, warders make the ultimate bodyguards. From their studies of Protection magic, they learn to harness their spells to shield themselves and people around them. Many warders find employment with archmagi, high priests, and regents.

LEVEL 7 WARDER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another

language or add a profession to your list of professions.

Magic You discover the Protection tradition or you learn one Protection spell.

Hasty Ward When a creature within short range attacks another creature within short range of you, you can use a triggered action to impose 1 bane on the attack roll or grant 1 boon on the challenge roll made to resist the attack.

LEVEL 10 WARDER

Characteristics Health +2

Magic You learn one spell.

Constant Protector Increase the number of triggered actions you can use each round by two. You can use these triggered actions only for your Hasty Ward talent.

Mitigate Damage When a creature within short range of you takes damage, you can use a triggered action to halve the damage.

WARMAGE

Almost all traditions of magic offer some offensive capabilities, and for good reason: enemies abound in the lands of Rûl. Warmages, as suggested by their name, focus on excelling in battle and using their magic for destructive ends, learning techniques to defend themselves and blast their foes. Most warmages prefer big, noisy spells to smaller, targeted effects.

LEVEL 7 WARMAGE

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover a tradition or you learn one spell.

Warmage Tactics You develop tactics to help you survive in battle. You can use Warmage Tactics in either of the following ways.

- When you take damage, you can use a triggered action to halve the damage.
- When you cast a spell that deals damage, you can use a triggered action to cause the spell to deal 1d6 extra damage.

You can use this talent a number of times equal to 1 + your Power score. You regain expended uses when you complete a rest.

LEVEL 10 WARMAGE

Characteristics Health +3

Magic You learn one spell.

Warmage Mastery You have unlimited uses of Warmage Tactics.

WATCHER

The spellcasters known as watchers see countless possibilities before them and can divine the outcomes of their actions before they occur. They derive this ability from their gift of foresight, which might be a natural characteristic or something they developed through study. In either case, a watcher can adjust his or her tactics based on what the future holds.

LEVEL 7 WATCHER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Divination tradition or you learn one Divination spell.

Gift of Foretelling You can see events before they occur.

When a creature makes an attack roll against you, you can use a triggered action to force the creature to make the roll a second time. You then choose the result it uses. Once you use this talent, you must wait 1 round before you can use it again.

LEVEL 10 WATCHER

Characteristics Health +4

Magic You learn one spell.

Anticipate Outcomes Your Gift of Foretelling improves.

When you would use an action, you can use two actions. Resolve each action, one after the other, but do not apply the results of any roll you make. Once you have used both actions, choose one of them as the one that actually happened and then apply any results from using the action in the chosen way.

For example, say you take a fast turn and decide to use this talent on that turn. For one of your actions, you decide to cast an attack spell that requires you to make an attack roll. For your other action, you decide to retreat. You make the attack roll and get a success on the roll. You must then choose between expending the casting and taking the result of the roll or using your action to retreat.

You can use this talent a number of times equal to your Power score. Once you use this talent, you must wait 1 minute before you can use it again. You regain expended uses when you complete a rest.

WAVEBENDER

Through extensive study of Water magic, wavebenders apply the characteristics of their favored spells to almost everything they do. Mobile and difficult to pin down, wavebenders can move about unfettered in battle, able to position themselves where they can be most useful.

LEVEL 7 WAVEBENDER

Attributes Choose three attributes and increase each by 1.

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession to your list of professions.

Magic You discover the Water tradition or you learn one Water spell.

Fire Resistance You take half damage from fire.

Flowing Magic When you use an action to cast a Water spell, you can move up to half your Speed before or after you cast the spell. This movement does not trigger free attacks.

Swimmer You ignore the effects of moving across difficult terrain when you swim.

LEVEL 10 WAVEBENDER

Characteristics Health +3

Magic You learn one spell.

Storm Surge When you cast a Water attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist your spell. In addition, your Water spells that deal damage deal 1d6 extra damage.

Tidal Casting When you cast a Water spell, you can choose any number of creatures within short range of you and either move the chosen creature away from you or toward you. Each creature can be moved up to a number of yards equal to your Power score.

LEGENDARY PATH

Shadow of the Demon Lord assumes that the player characters' story ends when they finish the last adventure after attaining level 10. By this time, they stand among the most powerful people in the world, having thwarted some grave threat to their homelands or even the entire world. Such an accomplishment enables the characters to retire from a life of danger and pursue other objectives more suited to their station. Magicians might sequester themselves in their towers to contemplate the nature of magic or to found academies to instruct the next generation of spell-users. Priests could oversee the construction of lasting monuments to their faith, or they could expand their congregations and their place in their religion's hierarchy to become true representatives of their deity. In similar fashion, other characters might raise armies and wage war against the enemies of civilization, operate continent-spanning syndicates, seek out fabled artifacts, or engage in other tasks appropriate to their legendary status.

The story of such characters need not end at level 10, however. The GM can continue their stories for as long as the group desires. The characters might commit themselves to the continued struggle against the Demon Lord's minions, venture across the Auroral Ocean to visit new lands, use great magic to leave Urth altogether to explore Tarterus, or even venture into the Void to sift through the ruins of countless realities for the wonders they might still hold.

Forbidden Rules introduced the paragon as the game's only legendary path. It is presented here in expanded form so that characters can continue their stories indefinitely.

PARAGON

A paragon is a storied individual whose accomplishments and exploits are the stuff of legend. Such champions live large in the minds of ordinary folk, who see them as among the most famous and powerful people in all the world, joining the ranks of such figures as the Witch-King, who plunged the continent into an age of darkness; Astrid, who revealed the New God; the Faerie Queen; Eronymous, founder of the Empire; and Umessa, the God-Queen of the ancient Edene Empire.



A paragon might be a great user of magic who has learned spells capable of reshaping the landscape, setting a second sun in the heavens, or calling up armies of undead from ancient battlefields. One can also be an adventurer of supreme cunning, a battle-hardened veteran who has drawn the blood of a thousand enemies and one of the chosen of the gods. Many paragons set their sights on new quests of grave danger and terrible implications. They might descend into the bowels of Hell to fight Diabolus or unlock the gates of Elysium to free the souls trapped there. They might lead the charge against a horrid demon prince that has invaded this world or venture to a distant realm to find adventure in an alien landscape.

Of course, paragons might also keep working to protect their lands and people, and continuing their struggle against giants and dragons, demons and undead, to forestall or prevent the apocalyptic ending that has been foretold since the dawn of the world.

If the GM continues the campaign beyond level 10, each time you complete an adventure or when the GM decides, your group level increases. When your group level reaches 11 and, again, at each level thereafter, you gain the paragon benefits described below.

PARAGON BENEFITS

Characteristics Health +1

Legendary Talent Choose one talent from the list of legendary talents presented below. Unless its description says otherwise, you cannot choose the same talent more than once.

LEGENDARY TALENTS

Legendary Agility Increase your Agility by 1 (maximum 20). You can choose this talent multiple times, and its effect is cumulative.

Legendary Casting On your turn, you can use a triggered action to cast a spell of rank 3 or lower. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

Legendary Charm You make attack rolls in social situations with 3 boons. Whenever the total of your roll in such a situation is 20 or higher and beats the target number by at least 5, you can bestow the charmed or frightened affliction on the target of your roll. The affliction remains for as long as the target can see and hear you.

Legendary Defense Increase your Defense by 1 (maximum 25). You can choose this talent multiple times, and its effect is cumulative.

Legendary Endurance You are immune to damage from disease or poison and to the diseased and poisoned afflictions. In addition, add your group level to your healing rate.

Legendary Fighting When you use an action to attack with a weapon, you can either deal 1d6 extra damage with that attack or make another attack against a different target at any time before the end of your turn.

Legendary Gift You make all attack rolls and challenge rolls with 1 boon.

Legendary Health Increase your Health by 5. You can choose this talent multiple times, and its effect is cumulative.

Legendary Immortality You return to the prime of your life, and you stop aging. You do not grow older and become immune to any effect that would age you. Short of violence or mishap, you are immortal.

Legendary Intellect Increase your Intellect by 1 (maximum 20). You can choose this talent multiple times, and its effect is cumulative.

Legendary Magic You discover a tradition or you learn one spell from a tradition you have discovered. You can choose this talent multiple times, and its effect is cumulative.

Legendary Magical Sense You count as always being under the effect of the *sense magic* spell (*Shadow*, page 55) from the magician path. If you have learned this spell, you can learn a spell of any rank you can cast from a tradition you have discovered.

Legendary Perception Increase your Perception by 2 (maximum 25). You can choose this talent multiple times, and its effect is cumulative.

Legendary Polyglot Add all the languages to the list of languages you can speak, read, and write. In addition, when you would use an incantation, you get an automatic success on the challenge roll required to cast the spell.

Legendary Power Increase your Power by 1 (maximum 10). You can choose this talent multiple times, and its effect is cumulative.

Legendary Prayer You gain the Prayer talent (*Shadow*, page 56). If you already have the Prayer talent, when a creature you can see makes an attack roll or challenge roll, you can use your Prayer talent to grant that creature an automatic success. Once you use Legendary Prayer, you must wait 1 minute before you can use it again. You can use this talent a number of times equal to your Power score. You regain expended uses when you complete a rest.

Legendary Recovery You need to rest for only 1 hour to complete a rest.

Legendary Resilience When you take damage, you can reduce the damage to 0. Once you use this talent, you must wait at least 1 minute before you can use it again.

Legendary Senses When you close your eyes, you have the sightless trait (*Shadow*, page 215).

Legendary Speed Increase your Speed by 4. You can choose this talent multiple times, and its effect is cumulative.

Legendary Spell Defense When a creature casts an attack spell, you impose 3 banes on its attack roll against you, and you make the challenge roll to resist the spell with 3 boons.

Legendary Stamina You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. You can use this talent once, and you regain the ability to use it when you complete a rest. You can choose this talent multiple times, enabling you to use it more than once before you have to complete a rest to regain the use of the talent.

Legendary Stealth You are invisible in shadows and darkness, even to creatures that can ordinarily see in shadows and darkness.

Legendary Strength Increase your Strength by 1 (maximum 20). You can choose this talent multiple times, and its effect is cumulative.

Legendary Strike When you would make an attack roll, you can choose to get an automatic success. Once you use this talent, you must wait 1 minute before you can use it again.

Legendary Will Increase your Will by 1 (maximum 20). You can choose this talent multiple times, and its effect is cumulative.



spell index

Shadow of the Demon Lord offers a wide range of spells presented in a variety of rulebooks and short supplements. These tables collect all the spells and show you where you can find each one.

AIR SPELLS

Spell	Rank	Source
Stir the Air	0	<i>Shadow of the Demon Lord</i>
Wind Blast	0	<i>Shadow of the Demon Lord</i>
Evoke Gale	1	<i>Shadow of the Demon Lord</i>
Flense	1	<i>Shadow of the Demon Lord</i>
Glide	1	<i>Shadow of the Demon Lord</i>
Still the Air	2	<i>Shadow of the Demon Lord</i>
Thunderclap	2	<i>Shadow of the Demon Lord</i>
Bestow Flight	3	<i>Shadow of the Demon Lord</i>
Bind Dust Devil	3	<i>Tombs of the Desolation</i>
Effervescence	3	<i>Freeport Companion</i>
Fling	3	<i>Shadow of the Demon Lord</i>
Create Cyclone	4	<i>Shadow of the Demon Lord</i>
Bind Wind Genie	5	<i>Shadow of the Demon Lord</i>

ALCHEMY SPELLS

Spell	Rank	Source
Acidic Glob	0	<i>Demon Lord's Companion</i>
Identify Substance	0	<i>Demon Lord's Companion</i>
Brew Potion	1	<i>Demon Lord's Companion</i>
Brew Remedy	1	<i>Demon Lord's Companion</i>
Brew Superior Glue	1	<i>Demon Lord's Companion</i>
Acid Darts	2	<i>Demon Lord's Companion</i>
Brew Liquid Smoke	2	<i>Demon Lord's Companion</i>
Create Forbidden Item	2	<i>The Hunger in the Void</i>
Brew Alchemist's Poison	3	<i>Demon Lord's Companion</i>
Brew Wondrous Concoction	3	<i>Demon Lord's Companion</i>
Liquefy	4	<i>Demon Lord's Companion</i>
Iron Flask	5	<i>The Hunger in the Void</i>
Philosopher's Stone	5	<i>Demon Lord's Companion</i>

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ALTERATION SPELLS

Spell	Rank	Source
Comprehension	0	<i>Shadow of the Demon Lord</i>
Distort Appearance	0	<i>Shadow of the Demon Lord</i>
Aether Skin	1	<i>The Pull of the Stars</i>
Eagle Eyes	1	<i>Freeport Companion</i>
Enhance Senses	1	<i>Shadow of the Demon Lord</i>
Spider Climb	1	<i>Shadow of the Demon Lord</i>
Underwater Adaptation	1	<i>Shadow of the Demon Lord</i>
Bolster Attribute	2	<i>Shadow of the Demon Lord</i>
Bolster Defense	2	<i>Shadow of the Demon Lord</i>
Denizen of the Depths	3	<i>Freeport Companion</i>
Alter Size	3	<i>Shadow of the Demon Lord</i>
Regeneration	3	<i>Shadow of the Demon Lord</i>
Throwback	4	<i>Hunger in the Void</i>
Malleability	4	<i>Shadow of the Demon Lord</i>
Awaken Potential	5	<i>Shadow of the Demon Lord</i>

ARCANA SPELLS

Spell	Rank	Source
Arcane Armor	0	<i>Shadow of the Demon Lord</i>
Magic Dart	0	<i>Shadow of the Demon Lord</i>
Arcane Shield	1	<i>Shadow of the Demon Lord</i>
Arcane Sight	1	<i>Shadow of the Demon Lord</i>
Unerring Darts	1	<i>Shadow of the Demon Lord</i>
Empowered Magic	2	<i>Shadow of the Demon Lord</i>
Explosive Darts	2	<i>Shadow of the Demon Lord</i>
Arcane Lightning	3	<i>Shadow of the Demon Lord</i>
Destroy Magic	3	<i>Shadow of the Demon Lord</i>
Harness Magic	4	<i>Shadow of the Demon Lord</i>
Suppress Magic	4	<i>Uncertain Faith</i>
Arcane Retribution	5	<i>Shadow of the Demon Lord</i>

BATTLE SPELLS

Spell	Rank	Source
Augmented Attack	0	<i>Shadow of the Demon Lord</i>
Celerity	0	<i>Shadow of the Demon Lord</i>
Seeking Missile	0	<i>Terrible Beauty</i>
Close Wounds	1	<i>Shadow of the Demon Lord</i>
Cunning Parry	1	<i>A Glorious Death</i>
Heroic Surge	1	<i>Uncertain Faith</i>
Invoke the Ancestors	1	<i>Uncertain Faith</i>
Invoke the Dark Gods	1	<i>Uncertain Faith</i>
Invoke the Skull King	1	<i>The Hunger in the Void</i>
Mighty Attack	1	<i>Shadow of the Demon Lord</i>
Phasing Missile	1	<i>Terrible Beauty</i>

Resounding Attack	1	<i>Shadow of the Demon Lord</i>
Arc of Death	2	<i>Shadow of the Demon Lord</i>
Awesome Strike	2	<i>A Glorious Death</i>
Harness Madness	2	<i>A Glorious Death</i>
Mountain Fall	2	<i>Shadow of the Demon Lord</i>
Battle Prowess	3	<i>Shadow of the Demon Lord</i>
Meteoric Assault	3	<i>Shadow of the Demon Lord</i>
Combat Momentum	4	<i>A Glorious Death</i>
Wall of Swords	4	<i>Shadow of the Demon Lord</i>
Laughter of the Dark Gods	5	<i>A Glorious Death</i>
Strike Like Lightning	5	<i>Shadow of the Demon Lord</i>

CELESTIAL SPELLS

Spell	Rank	Source
Burning Beam	0	<i>Shadow of the Demon Lord</i>
Light	0	<i>Shadow of the Demon Lord</i>
Wall of Light	0	<i>Uncertain Faith</i>
Flare	1	<i>Freeport Companion</i>
Flash	1	<i>Shadow of the Demon Lord</i>
Invoke the Maiden of the Moon	1	<i>Uncertain Faith</i>
Invoke the Wandering Star	1	<i>The Hunger in the Void</i>
Persistent Light	1	<i>Shadow of the Demon Lord</i>
Rainbow Burst	1	<i>Shadow of the Demon Lord</i>
Dawn	2	<i>Shadow of the Demon Lord</i>
Halo	2	<i>Uncertain Faith</i>
Moon Bridge	2	<i>Terrible Beauty</i>
Sunrays	2	<i>Shadow of the Demon Lord</i>
Radiation	3	<i>Shadow of the Demon Lord</i>
Starfall	3	<i>Shadow of the Demon Lord</i>
Nova	4	<i>Shadow of the Demon Lord</i>
Sun Hammer	4	<i>Tombs of the Desolation</i>
Sunbeam	5	<i>Shadow of the Demon Lord</i>

CHAOS SPELLS

Spell	Rank	Source
Chaos Boon	0	<i>Shadow of the Demon Lord</i>
Erratic Bolt	0	<i>Shadow of the Demon Lord</i>
Capricious Devastation	1	<i>Shadow of the Demon Lord</i>
Fold Space	1	<i>Shadow of the Demon Lord</i>
Iridescent Shield	1	<i>Shadow of the Demon Lord</i>
Color of Magic	2	<i>Shadow of the Demon Lord</i>
Flicker	2	<i>Shadow of the Demon Lord</i>
Chaotic Lance	3	<i>Shadow of the Demon Lord</i>
Wild Magic	3	<i>Shadow of the Demon Lord</i>
Mirror Field	4	<i>Shadow of the Demon Lord</i>
Singularity	5	<i>Shadow of the Demon Lord</i>

CONJURATION SPELLS

Spell	Rank	Source
Conjure Useful Item	0	<i>Shadow of the Demon Lord</i>
Direct Conjunction	0	<i>Shadow of the Demon Lord</i>
Conjure Feast	1	<i>Shadow of the Demon Lord</i>
Conjure Small Monster	1	<i>Shadow of the Demon Lord</i>
Conjure Weapon	1	<i>Shadow of the Demon Lord</i>
Conjure Medium Monster	2	<i>Shadow of the Demon Lord</i>
Conjure Steeds	2	<i>Shadow of the Demon Lord</i>
Create Secret Door	2	<i>Terrible Beauty</i>
Conjure Wall	3	<i>Shadow of the Demon Lord</i>
Conjure Large Monster	4	<i>Shadow of the Demon Lord</i>
Conjure Shelter	4	<i>Shadow of the Demon Lord</i>
Conjure Huge Monster	5	<i>Shadow of the Demon Lord</i>
Ship in a Bottle	5	<i>Freeport Companion</i>
Captain's Chest	6	<i>Freeport Companion</i>
Magic Figurehead	6	<i>Freeport Companion</i>

CURSE SPELLS

Spell	Rank	Source
Hex	0	<i>Shadow of the Demon Lord</i>
Pox	0	<i>Shadow of the Demon Lord</i>
Scare	0	<i>Freeport Companion</i>
Frighten	1	<i>Shadow of the Demon Lord</i>
Hobble	1	<i>Shadow of the Demon Lord</i>
Jinx	1	<i>Uncertain Faith</i>
Know thy Doom	1	<i>A Glorious Death</i>
Pain	1	<i>Shadow of the Demon Lord</i>
Vulnerability	2	<i>Shadow of the Demon Lord</i>
Weakness	2	<i>Shadow of the Demon Lord</i>
Bloodlust	3	<i>A Glorious Death</i>
Curse of the Tomb Kings	3	<i>Tombs of the Desolation</i>
Cursed Apple	3	<i>Terrible Beauty</i>
Dread	3	<i>Shadow of the Demon Lord</i>
Fomor Doom	3	<i>The Hunger in the Void</i>
Geas	3	<i>Exquisite Agony</i>
Swine	3	<i>Shadow of the Demon Lord</i>
Toad	4	<i>Shadow of the Demon Lord</i>
Vision of Horror	4	<i>The Hunger in the Void</i>
Curse of Lycanthropy	5	<i>Tooth and Claw</i>
Petrify	5	<i>Shadow of the Demon Lord</i>

DEATH SPELLS

Spell	Rank	Source
Killing Touch	0	<i>Demon Lord's Companion</i>
Protection from Death	0	<i>Demon Lord's Companion</i>
Injure	1	<i>Demon Lord's Companion</i>
Invoke Father Death	1	<i>Uncertain Faith</i>
Life Drain	1	<i>Demon Lord's Companion</i>
Stasis	1	<i>Demon Lord's Companion</i>
Decay	2	<i>Demon Lord's Companion</i>
Poisonous Breath	2	<i>Demon Lord's Companion</i>
Feast of Souls	3	<i>Demon Lord's Companion</i>
Leprous Touch	3	<i>Demon Lord's Companion</i>
Strangle	3	<i>Freeport Companion</i>
Death Fog	4	<i>Demon Lord's Companion</i>
Stop Heart	5	<i>Demon Lord's Companion</i>
Wrath of Thanatos	5	<i>Uncertain Faith</i>

DEMONOLOGY SPELLS

Spell	Rank	Source
Claws of Darkness	0	<i>Demon Lord's Companion</i>
Demonic Guidance	0	<i>Demon Lord's Companion</i>
Compel Demon	1	<i>Demon Lord's Companion</i>
Favor of the Demon Lord	1	<i>Demon Lord's Companion</i>
Offering of Blood	1	<i>Demon Lord's Companion</i>
Call Lesser Demon	2	<i>Demon Lord's Companion</i>
Whispers from the Void	2	<i>Demon Lord's Companion</i>
Bind Demon	3	<i>The Hunger in the Void</i>
Demonic Blessing	3	<i>The Hunger in the Void</i>
Possession	3	<i>Demon Lord's Companion</i>
Shadow of the Void	3	<i>Demon Lord's Companion</i>
Call Demon	4	<i>Demon Lord's Companion</i>
Draw Forth the Soul Screaming	5	<i>The Hunger in the Void</i>
Shadow of the Demon Lord	5	<i>Demon Lord's Companion</i>
Call X'sval	6	<i>Freeport Companion</i>
Void Gate	7	<i>The Hunger in the Void</i>
Void Breach	9	<i>The Hunger in the Void</i>

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DESTRUCTION SPELLS

Spell	Rank	Source
Break	0	<i>Shadow of the Demon Lord</i>
Ruin	0	<i>Shadow of the Demon Lord</i>
Dissolve	1	<i>Shadow of the Demon Lord</i>
Invoke the Nameless One	1	<i>The Hunger in the Void</i>
Rend	1	<i>Shadow of the Demon Lord</i>
Sunder	1	<i>Shadow of the Demon Lord</i>
Entropic Power	2	<i>Shadow of the Demon Lord</i>
Erode	2	<i>Shadow of the Demon Lord</i>
Detonate	3	<i>Shadow of the Demon Lord</i>
Evaporate	3	<i>Shadow of the Demon Lord</i>
Destroy	4	<i>Shadow of the Demon Lord</i>
Disintegrate	5	<i>Shadow of the Demon Lord</i>

DIVINATION SPELLS

Spell	Rank	Source
Eavesdrop	0	<i>Shadow of the Demon Lord</i>
Epiphany	0	<i>Shadow of the Demon Lord</i>
Find	0	<i>Freeport Companion</i>
Mystic Compass	0	<i>Freeport Companion</i>
Augur	1	<i>Shadow of the Demon Lord</i>
Foretell	1	<i>Shadow of the Demon Lord</i>
Prayer of the Seer	1	<i>Uncertain Faith</i>
Psychometry	1	<i>Shadow of the Demon Lord</i>
Bloody Revelation	2	<i>A Glorious Death</i>
Prophecy	2	<i>Demon Lord's Companion</i>
Reading	2	<i>Shadow of the Demon Lord</i>
Truth Ear	2	<i>Shadow of the Demon Lord</i>
Locate	3	<i>Shadow of the Demon Lord</i>
See the Future	3	<i>Shadow of the Demon Lord</i>
Soothsay	3	<i>Uncertain Faith</i>
Vision	4	<i>Shadow of the Demon Lord</i>
Clairvoyance	5	<i>Shadow of the Demon Lord</i>
Discover True Name	7	<i>Power in a Name</i>

EARTH SPELLS

Spell	Rank	Source
Earth Spike	0	<i>Shadow of the Demon Lord</i>
Shape Earth and Stone	0	<i>Shadow of the Demon Lord</i>
Saltburst	1	<i>Freeport Companion</i>
Stone Armor	1	<i>Shadow of the Demon Lord</i>
Stone Blades	1	<i>Shadow of the Demon Lord</i>
Tremor	1	<i>Shadow of the Demon Lord</i>
Avalanche	2	<i>Shadow of the Demon Lord</i>
Earthy Fountain	2	<i>Vine and Willow</i>
Mold Earth and Stone	2	<i>Shadow of the Demon Lord</i>

Rock Henchman	2	<i>Children of the Restless Earth</i>
Eruption	3	<i>Shadow of the Demon Lord</i>
Nail to the Ground	3	<i>Shadow of the Demon Lord</i>
Quicksand	3	<i>Tombs of the Desolation</i>
Earthquake	4	<i>Shadow of the Demon Lord</i>
Bind Earth Genie	5	<i>Shadow of the Demon Lord</i>
Open Passage	5	<i>Uncertain Faith</i>

ENCHANTMENT SPELLS

Spell	Rank	Source
Bewitch	0	<i>Shadow of the Demon Lord</i>
Presence	0	<i>Shadow of the Demon Lord</i>
Tempt	0	<i>Exquisite Agony</i>
Bamboozle	1	<i>Freeport Companion</i>
Charm	1	<i>Shadow of the Demon Lord</i>
Command	1	<i>Shadow of the Demon Lord</i>
Ecstasy	1	<i>Exquisite Agony</i>
Invoke Revel	1	<i>Uncertain Faith</i>
Invoke the Queen of Summer	1	<i>Uncertain Faith</i>
Question	1	<i>Shadow of the Demon Lord</i>
Compel	2	<i>Shadow of the Demon Lord</i>
Mind Bondage	2	<i>Shadow of the Demon Lord</i>
Part Crowd	2	<i>Freeport Companion</i>
Bliss	3	<i>Terrible Beauty</i>
Cower	3	<i>Shadow of the Demon Lord</i>
Implant Suggestion	3	<i>Shadow of the Demon Lord</i>
Pleasure from Pain	3	<i>The Hunger in the Void</i>
Allure	4	<i>Shadow of the Demon Lord</i>
Beguile	4	<i>Uncertain Faith</i>
Enslave	5	<i>Shadow of the Demon Lord</i>
Incite Madness	5	<i>Uncertain Faith</i>

FEY SPELLS

Spell	Rank	Source
Misdirect	0	<i>Terrible Beauty</i>
Shrink Object	0	<i>Terrible Beauty</i>
Fade	1	<i>Terrible Beauty</i>
Drunkenness	1	<i>Terrible Beauty</i>
Will-o'-wisp	1	<i>Terrible Beauty</i>
Faerie Gold	2	<i>Terrible Beauty</i>
Maddening Revel	2	<i>Uncertain Faith</i>
Slumber	2	<i>Terrible Beauty</i>
Bewilder	3	<i>Terrible Beauty</i>
Erase Memory	3	<i>Terrible Beauty</i>
Hallucinations	4	<i>Terrible Beauty</i>
Shed the Skin	5	<i>The Hunger in the Void</i>
Twisted Crown	5	<i>Terrible Beauty</i>
Beget Changeling	6	<i>Terrible Beauty</i>

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FIRE SPELLS

Spell	Rank	Source
Control Flame	0	<i>Shadow of the Demon Lord</i>
Create Flame	0	<i>Terrible Beauty</i>
Flame Missile	0	<i>Shadow of the Demon Lord</i>
Fire Blast	1	<i>Shadow of the Demon Lord</i>
Flame to Smoke	1	<i>Vine and Willow</i>
Flame Ward	1	<i>Shadow of the Demon Lord</i>
Flames of Passion	1	<i>Uncertain Faith</i>
Hellfire Bolt	1	<i>Shadow of the Demon Lord</i>
Invoke the One True God	1	<i>The Hunger in the Void</i>
Meteor	1	<i>Shadow of the Demon Lord</i>
Ember Spray	2	<i>Vine and Willow</i>
Fiery Henchman	2	<i>Vine and Willow</i>
Fiery Volley	2	<i>Shadow of the Demon Lord</i>
Flaming Shroud	2	<i>Shadow of the Demon Lord</i>
Fireball	3	<i>Shadow of the Demon Lord</i>
Hellfire Blast	3	<i>Exquisite Agony</i>
Immolate	3	<i>Shadow of the Demon Lord</i>
Wall of Flames	4	<i>Shadow of the Demon Lord</i>
Bind Flame Genie	5	<i>Shadow of the Demon Lord</i>
Call Firebird	5	<i>Freeport Companion</i>

FORBIDDEN SPELLS

Spell	Rank	Source
Black Tongue	0	<i>Shadow of the Demon Lord</i>
Harm	0	<i>Shadow of the Demon Lord</i>
Familiar	1	<i>Exquisite Agony</i>
Hateful Defecation	1	<i>Shadow of the Demon Lord</i>
Horrid Hunger	1	<i>Exquisite Agony</i>
Invoke the Glistening Prince	1	<i>The Hunger in the Void</i>
Invoke the Mother of Monsters	1	<i>The Hunger in the Void</i>
Obedience	1	<i>The Hunger in the Void</i>
Tongue Rip	1	<i>Shadow of the Demon Lord</i>
Uncontrolled Rage	1	<i>Exquisite Agony</i>
Avarice	2	<i>Exquisite Agony</i>
Ravenous Maggots	2	<i>Shadow of the Demon Lord</i>
Vision's End	2	<i>Shadow of the Demon Lord</i>
Desire's End	3	<i>Shadow of the Demon Lord</i>
Hunger	3	<i>Freeport Companion</i>
Part Bone from Flesh	3	<i>Shadow of the Demon Lord</i>
Summon Fleshraker	3	<i>Freeport Companion</i>
Unbridled Lust	3	<i>Exquisite Agony</i>
Wellspring of Eidr	3	<i>A Glorious Death</i>
Reveal Secret Face	4	<i>Freeport Companion</i>

Soul Exchange	4	<i>Shadow of the Demon Lord</i>
Summon Gargoyle	4	<i>Exquisite Agony</i>
Horrid Joining	5	<i>Shadow of the Demon Lord</i>
Infernal Audience	5	<i>Exquisite Agony</i>
Inscribe Yellow Sign	5	<i>Freeport Companion</i>
Awaken Madness	6	<i>Freeport Companion</i>
Summon Tormentor	6	<i>Exquisite Agony</i>

ILLUSION SPELLS

Spell	Rank	Source
Clamor	0	<i>Shadow of the Demon Lord</i>
Disguise	0	<i>Shadow of the Demon Lord</i>
Flash/Bang	0	<i>Freeport Companion</i>
Figment	1	<i>Shadow of the Demon Lord</i>
Kindred Soul	1	<i>Terrible Beauty</i>
Thimblerig	1	<i>Shadow of the Demon Lord</i>
Vertigo	1	<i>Shadow of the Demon Lord</i>
Glamer	2	<i>Shadow of the Demon Lord</i>
Heart's Desire	2	<i>Exquisite Agony</i>
Invisibility	2	<i>Shadow of the Demon Lord</i>
Decoy	3	<i>Shadow of the Demon Lord</i>
Mundane Robe	3	<i>Freeport Companion</i>
Phantasm	3	<i>Shadow of the Demon Lord</i>
Mirage	4	<i>Shadow of the Demon Lord</i>
Oubliette	4	<i>Exquisite Agony</i>
Illusory Double	5	<i>Shadow of the Demon Lord</i>
Ghost Ship	6	<i>Freeport Companion</i>

INVOCATION SPELLS

Spell	Rank	Source
Investiture of the Brute	0	<i>Demon Lord's Companion 2</i>
Investiture of the Stalwart	0	<i>Demon Lord's Companion 2</i>
Investiture of the Betrayer	1	<i>Demon Lord's Companion 2</i>
Investiture of the Fire Prince	1	<i>Demon Lord's Companion 2</i>
Investiture of the Radiant Champion	1	<i>Demon Lord's Companion 2</i>
Investiture of the Deceiver	2	<i>Demon Lord's Companion 2</i>
Investiture of the Warlord	2	<i>Demon Lord's Companion 2</i>
Investiture of the Desire in Flesh	3	<i>Demon Lord's Companion 2</i>
Investiture of the Moon Maiden	3	<i>Demon Lord's Companion 2</i>
Investiture of the Horned One	4	<i>Demon Lord's Companion 2</i>
Investiture of the World Mother	5	<i>Demon Lord's Companion 2</i>

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LIFE SPELLS

Spell	Rank	Source
Life Sense	0	<i>Shadow of the Demon Lord</i>
Minor Healing	0	<i>Shadow of the Demon Lord</i>
Cure	1	<i>Shadow of the Demon Lord</i>
Fount of Life	1	<i>Shadow of the Demon Lord</i>
Invoke the World Mother	1	<i>Uncertain Faith</i>
Light Healing	1	<i>Shadow of the Demon Lord</i>
Moderate Healing	2	<i>Shadow of the Demon Lord</i>
Vitality Burst	2	<i>Shadow of the Demon Lord</i>
Greater Cure	3	<i>Shadow of the Demon Lord</i>
Major Healing	3	<i>Shadow of the Demon Lord</i>
Reinvigorate	4	<i>Forbidden Rules</i>
Revive	4	<i>Uncertain Faith</i>
Total Healing	4	<i>Shadow of the Demon Lord</i>
Resurrect	5	<i>Shadow of the Demon Lord</i>

METAL SPELLS

Spell	Rank	Source
Shape Metal	0	<i>Demon Lord's Companion 2</i>
Unbreakable	0	<i>Demon Lord's Companion 2</i>
Barbed Hide	1	<i>Demon Lord's Companion 2</i>
Rust	1	<i>Demon Lord's Companion 2</i>
Sharpen	1	<i>Demon Lord's Companion 2</i>
Fusillade	2	<i>Demon Lord's Companion 2</i>
Strength of Steel	2	<i>Demon Lord's Companion 2</i>
Cage of Iron	3	<i>Demon Lord's Companion 2</i>
Magnetize	3	<i>Demon Lord's Companion 2</i>
Repel Metal	4	<i>Demon Lord's Companion 2</i>
Flesh to Iron	5	<i>Demon Lord's Companion 2</i>

NATURE SPELLS

Spell	Rank	Source
Healing Poultice	0	<i>Uncertain Faith</i>
Invoke the Old Faith	0	<i>Uncertain Faith</i>
Magic Acorns	0	<i>Shadow of the Demon Lord</i>
Oak Hide	0	<i>Shadow of the Demon Lord</i>
Healing Berries	1	<i>Shadow of the Demon Lord</i>
Ley Line	1	<i>Demon Lord's Companion</i>
Overgrowth	1	<i>Shadow of the Demon Lord</i>
Shillelagh	1	<i>Shadow of the Demon Lord</i>
Ensnaring Vines	2	<i>Shadow of the Demon Lord</i>
Fiery Pinecones	2	<i>Shadow of the Demon Lord</i>

Face in the Forest	3	<i>Uncertain Faith</i>
Brambles	3	<i>Shadow of the Demon Lord</i>
Circle of Stones	3	<i>Terrible Beauty</i>
Forest Walk	3	<i>Shadow of the Demon Lord</i>
Secrets of the Land	3	<i>Demon Lord's Companion</i>
Call Spriggans	4	<i>Uncertain Faith</i>
Wrath of Nature	4	<i>Shadow of the Demon Lord</i>
Awaken Tree	5	<i>Uncertain Faith</i>
Form of the Oak Guardian	5	<i>Shadow of the Demon Lord</i>

NECROMANCY SPELLS

Spell	Rank	Source
Bleed*	0	<i>Tombs of the Desolation</i>
Hide from Undead	0	<i>Shadow of the Demon Lord</i>
Restore Humors*	0	<i>Tombs of the Desolation</i>
Spectral Grasp	0	<i>Shadow of the Demon Lord</i>
Animate Corpse	1	<i>Shadow of the Demon Lord</i>
Blood to Water*	1	<i>Tombs of the Desolation</i>
Corpse Sight	1	<i>Demon Lord's Companion</i>
Create Accursed Hand	1	<i>Freeport Companion</i>
Grave Grasp	1	<i>Shadow of the Demon Lord</i>
Harvest Soul	1	<i>Shadow of the Demon Lord</i>
Transfusion*	1	<i>Tombs of the Desolation</i>
Animated Steed	1	<i>Slaves in Death</i>
Boiling Blood*	2	<i>Tombs of the Desolation</i>
Bone Splinters	2	<i>Shadow of the Demon Lord</i>
Create Skin Cloak	2	<i>Freeport Companion</i>
Create Zombie	2	<i>The Hunger in the Void</i>
Recall Soul	2	<i>Demon Lord's Companion</i>
Shrieking Skull	2	<i>Shadow of the Demon Lord</i>
Fetch Soul	2	<i>Ghosts in Machines</i>
Animate Large Corpse	3	<i>Slaves in Death</i>
Cannibalize Magic	3	<i>Shadow of the Demon Lord</i>
Hemorrhage*	3	<i>Tombs of the Desolation</i>
Summon Fire Specter	3	<i>Freeport Companion</i>
Well of Dark Power	3	<i>Shadow of the Demon Lord</i>
Seal the Underworld's Gates	4	<i>Shadow of the Demon Lord</i>
Army of the Dead	5	<i>Shadow of the Demon Lord</i>
Liche	6	<i>Tombs of the Desolation</i>

*Originally presented as a Blood spell.

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ORDER SPELLS

Spell	Rank	Source
Impose Predictability	0	Demon Lord's Companion 2
Negate Chaos	0	Demon Lord's Companion 2
Consistency	1	Demon Lord's Companion 2
Order's Shield	1	Demon Lord's Companion 2
Rationality	1	Demon Lord's Companion 2
Immobility	2	Demon Lord's Companion 2
Conformity	2	Demon Lord's Companion 2
Even the Scales	3	Demon Lord's Companion 2
Stillness	3	Demon Lord's Companion 2
Dictum	4	Demon Lord's Companion 2
Mantle of Law	5	Demon Lord's Companion 2

PRIMAL SPELLS

Spell	Rank	Source
Beast Within	0	Shadow of the Demon Lord
Hide from Animals	0	Shadow of the Demon Lord
Beast Tongue	1	Shadow of the Demon Lord
Befriend Animal	1	Shadow of the Demon Lord
Call Small Animal	1	Shadow of the Demon Lord
Eyes of the Hunter	1	Uncertain Faith
Invoke the Horned King	1	Uncertain Faith
Animal Spy	2	Demon Lord's Companion
Call Medium Animal	2	Shadow of the Demon Lord
Dire Beast	2	Shadow of the Demon Lord
Call Large Animal	3	Shadow of the Demon Lord
Pounce	3	Shadow of the Demon Lord
Wild Beast	3	Vine and Willow
Call of the Wild	4	Shadow of the Demon Lord
Call Steeds	4	Terrible Beauty
Call Winged Steeds	5	A Glorious Death
Call Huge Animal	5	Shadow of the Demon Lord
Call Shrieking Eels	5	Freeport Companion
Wrath of the Wild	5	Vine and Willow

PROTECTION SPELLS

Spell	Rank	Source
Magic Lock	0	Shadow of the Demon Lord
Secure Site	0	Shadow of the Demon Lord
Bravado	1	Freeport Companion
Diagram	1	Exquisite Agony

Elemental Adaptation	1	Tombs of the Desolation
Evade	1	Shadow of the Demon Lord
Force Field	1	Shadow of the Demon Lord
Sanctuary	1	Shadow of the Demon Lord
Scales of the Snakemen	1	Freeport Companion
Secure Object	2	Freeport Companion
Vigilance	2	Shadow of the Demon Lord
Vigor	2	Shadow of the Demon Lord
Entrapping Pentagram	3	Demon Lord's Companion
Fortify Mind	3	Freeport Companion
Protection from Spells	3	Shadow of the Demon Lord
Protective Field	3	Shadow of the Demon Lord
Invulnerability	4	Shadow of the Demon Lord
Exacting Chains	5	The Hunger in the Void
Globe of Negation	5	Shadow of the Demon Lord
Imprison	5	Terrible Beauty
Remove Curse	5	Terrible Beauty

RUNE SPELLS

Spell	Rank	Source
Lasting Rune	0	For Gold and Glory
Rune of Finding	0	Shadow of the Demon Lord
Translate Anything	0	Shadow of the Demon Lord
Brand of Doom	1	Shadow of the Demon Lord
Glyph of Fire	1	Shadow of the Demon Lord
Rune of Hiding	1	For Gold and Glory
Rune of Impact	1	A Glorious Death
Rune of Penetration	1	A Glorious Death
Runic Shield	1	Shadow of the Demon Lord
Scrimshaw of Battle	1	Freeport Companion
Destructive Rune	2	Demon Lord's Companion
Glyphic Prison	2	Shadow of the Demon Lord
Rune of Concealment	2	Shadow of the Demon Lord
Rune of Ice	2	A Glorious Death
Rune of Might	3	Shadow of the Demon Lord
Sigil Trap	3	Shadow of the Demon Lord
Rune of Vitality	4	A Glorious Death
Runic Weapon	4	Shadow of the Demon Lord
Rune of Power	5	Shadow of the Demon Lord
Runic Armor	5	Uncertain Faith

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SHADOW SPELLS

Spell	Rank	Source
Nightfall Blade	0	<i>Shadow of the Demon Lord</i>
Wall of Darkness	0	<i>Shadow of the Demon Lord</i>
Darkness	1	<i>Shadow of the Demon Lord</i>
Darksight	1	<i>Shadow of the Demon Lord</i>
Grave Visage	1	<i>Uncertain Faith</i>
Invoke the Eternal Shadow	1	<i>The Hunger in the Void</i>
Shadow Dart	1	<i>Shadow of the Demon Lord</i>
Shadow Monster	2	<i>Shadow of the Demon Lord</i>
Shadow Stride	2	<i>Shadow of the Demon Lord</i>
Black Bolts of the Underworld	3	<i>Shadow of the Demon Lord</i>
Shadow Magic	3	<i>Shadow of the Demon Lord</i>
Dark Portals	4	<i>Shadow of the Demon Lord</i>
Gate to the Underworld	4	<i>Uncertain Faith</i>
Screaming Shadows	4	<i>The Hunger in the Void</i>
Enervation	5	<i>Shadow of the Demon Lord</i>

SONG SPELLS

Spell	Rank	Source
Project Voice	0	<i>Shadow of the Demon Lord</i>
Song of Friendship	0	<i>Shadow of the Demon Lord</i>
Song of Courage	1	<i>Shadow of the Demon Lord</i>
Song of Inspiration	1	<i>Shadow of the Demon Lord</i>
Song of Valor	1	<i>Shadow of the Demon Lord</i>
Song of Captivation	2	<i>Shadow of the Demon Lord</i>
Song of Serenity	2	<i>Freeport Companion</i>
Song of Healing	3	<i>Shadow of the Demon Lord</i>
Song of Dread	3	<i>Shadow of the Demon Lord</i>
Song of Revels	3	<i>Terrible Beauty</i>
Song of Ribaldry	3	<i>Shadow of the Demon Lord</i>
Song of Slumber	4	<i>Shadow of the Demon Lord</i>
Enthralling Song	5	<i>Terrible Beauty</i>
Notes of the Black Hymn	5	<i>Exquisite Agony</i>
Song of Heroes	5	<i>Shadow of the Demon Lord</i>

SOUL SPELLS

Spell	Rank	Source
Overcome Affliction	0	<i>Demon Lord's Companion 2</i>
Recall Past Success	0	<i>Demon Lord's Companion 2</i>
Negate Harm	1	<i>Demon Lord's Companion 2</i>
Open the Third Eye	1	<i>Demon Lord's Companion 2</i>
Strike the Soul	1	<i>Demon Lord's Companion 2</i>
Shattering Strike	2	<i>Demon Lord's Companion 2</i>

Walk the Sky	2	<i>Demon Lord's Companion 2</i>
Phase Shift	3	<i>Demon Lord's Companion 2</i>
Velocity	3	<i>Demon Lord's Companion 2</i>
Rend Soul	4	<i>Demon Lord's Companion 2</i>
Transcendent Recovery	5	<i>Demon Lord's Companion 2</i>

SPIRITUALISM SPELLS

Spell	Rank	Source
Monkey Spirit	0	<i>Freeport Companion</i>
Spirit Bane	0	<i>Demon Lord's Companion</i>
Spirit of Vengeance	0	<i>Demon Lord's Companion</i>
Bear Spirit	1	<i>Demon Lord's Companion</i>
Boar Spirit	1	<i>Freeport Companion</i>
Control Spirit	1	<i>Demon Lord's Companion</i>
Wolf Spirit	1	<i>Demon Lord's Companion</i>
Eagle Spirit	2	<i>Demon Lord's Companion</i>
Hole to the Underworld	2	<i>Exquisite Agony</i>
Spirit of Torment	2	<i>Demon Lord's Companion</i>
Spirit Warrior	2	<i>A Glorious Death</i>
Osprey Spirit	3	<i>Freeport Companion</i>
Séance	3	<i>Demon Lord's Companion</i>
Spirit of Healing	3	<i>Demon Lord's Companion</i>
Howl of the Wendigo	4	<i>Demon Lord's Companion</i>
Call Einherjar	5	<i>A Glorious Death</i>
Hateful Spirits	5	<i>Demon Lord's Companion</i>
Spirit of the Horned King	5	<i>Uncertain Faith</i>
Call Great Raven	6	<i>A Glorious Death</i>

STORM SPELLS

Spell	Rank	Source
Fog	0	<i>Shadow of the Demon Lord</i>
Shock	0	<i>Shadow of the Demon Lord</i>
Forked Lightning	1	<i>Shadow of the Demon Lord</i>
Freezing Fog	1	<i>Shadow of the Demon Lord</i>
Stunning Bolt	1	<i>Freeport Companion</i>
Call Lightning	2	<i>Shadow of the Demon Lord</i>
Poisonous Fog	2	<i>Shadow of the Demon Lord</i>
Shape Cloud	2	<i>Freeport Companion</i>
Hailstorm	3	<i>Shadow of the Demon Lord</i>
Lightning Bolt	3	<i>Shadow of the Demon Lord</i>
Acid Rain	4	<i>Shadow of the Demon Lord</i>
Leaping Lightning	5	<i>Shadow of the Demon Lord</i>

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TECHNOMANCY SPELLS

Spell	Rank	Source
Jury-Rig	0	<i>Shadow of the Demon Lord</i>
Magic Wrench	0	<i>Shadow of the Demon Lord</i>
Bolt Thrower	1	<i>Shadow of the Demon Lord</i>
Caltrops	1	<i>Shadow of the Demon Lord</i>
Construct Inferior Servant	1	<i>Forgeborn & Magicmade</i>
Loaded Dice	1	<i>Freeport Companion</i>
Quicksilver	1	<i>Tooth and Claw</i>
Sparking Shield	1	<i>Shadow of the Demon Lord</i>
Construct Minor Servants	2	<i>Forgeborn & Magicmade</i>
Flamethrower	2	<i>Shadow of the Demon Lord</i>
Gold Bug	2	<i>Freeport Companion</i>
Grenades	2	<i>Shadow of the Demon Lord</i>
Construct Servants	3	<i>Forgeborn & Magicmade</i>
Flying Blades	3	<i>Shadow of the Demon Lord</i>
Mend	3	<i>Shadow of the Demon Lord</i>
Assassin Spider	4	<i>Do We Not Die?</i>
Construct Major Servants	4	<i>Forgeborn & Magicmade</i>
Powered Suit	4	<i>Shadow of the Demon Lord</i>
Assemble War Machine	5	<i>Freeport Companion</i>
Construct Superior Servants	5	<i>Forgeborn & Magicmade</i>
Magic Item	5	<i>Shadow of the Demon Lord</i>
Assemble Bombard	6	<i>Freeport Companion</i>
Bind Soul to Machine	6	<i>Ghosts in Machines</i>
Assemble Heavy Cannon	7	<i>Freeport Companion</i>

TELEKINESIS SPELLS

Spell	Rank	Source
Forceful Push	0	<i>Demon Lord's Companion</i>
Mind over Matter	0	<i>Demon Lord's Companion</i>
Crush	1	<i>Demon Lord's Companion</i>
Dancing Weapon	1	<i>Demon Lord's Companion</i>
Telekinetic Shield	1	<i>Demon Lord's Companion</i>
Hold	2	<i>Demon Lord's Companion</i>
Levitate	2	<i>Demon Lord's Companion</i>
Force Barrier	3	<i>Demon Lord's Companion</i>
Force Wave	3	<i>Demon Lord's Companion</i>
Force Bubble	4	<i>Demon Lord's Companion</i>
Telekinetic Outburst	5	<i>Demon Lord's Companion</i>

TELEPATHY SPELLS

Spell	Rank	Source
Sense Thoughts	0	<i>Demon Lord's Companion</i>
Share Thoughts	0	<i>Demon Lord's Companion</i>
Maddening Screams	1	<i>Freeport Companion</i>
Mental Static	1	<i>Demon Lord's Companion</i>
Message	1	<i>Demon Lord's Companion</i>
Mind Stab	1	<i>Demon Lord's Companion</i>
Rend Minds	2	<i>Demon Lord's Companion</i>
Repulsion	2	<i>Demon Lord's Companion</i>
Emotional Barrage	3	<i>Demon Lord's Companion</i>
Erase Presence	3	<i>Demon Lord's Companion</i>
Husk	4	<i>Demon Lord's Companion</i>
Dream Walk	5	<i>Uncertain Faith</i>
Mind Blast	5	<i>Demon Lord's Companion</i>

TELEPORTATION SPELLS

Spell	Rank	Source
Dismiss	0	<i>Shadow of the Demon Lord</i>
Fetch	0	<i>Shadow of the Demon Lord</i>
Division	1	<i>Shadow of the Demon Lord</i>
Hole of Glory	1	<i>Shadow of the Demon Lord</i>
Swap	1	<i>Shadow of the Demon Lord</i>
Remove	2	<i>Shadow of the Demon Lord</i>
Shortcut	2	<i>Shadow of the Demon Lord</i>
Banish	3	<i>Terrible Beauty</i>
Boundless Step	3	<i>Shadow of the Demon Lord</i>
Fuse	3	<i>Shadow of the Demon Lord</i>
Hidden Space	3	<i>Terrible Beauty</i>
Portals	4	<i>Shadow of the Demon Lord</i>
Travel	5	<i>Shadow of the Demon Lord</i>
Void Step	5	<i>The Hunger in the Void</i>

THEURGY SPELLS

Spell	Rank	Source
Create Holy Symbol	0	<i>Shadow of the Demon Lord</i>
Denounce	0	<i>Shadow of the Demon Lord</i>
Blessing	1	<i>Shadow of the Demon Lord</i>
Censure	1	<i>Shadow of the Demon Lord</i>
Hallowed Ground	1	<i>Shadow of the Demon Lord</i>
Invoke the New God	1	<i>Uncertain Faith</i>
Castigate	2	<i>Exquisite Agony</i>
God Hammer	2	<i>Shadow of the Demon Lord</i>
Revelation	2	<i>Shadow of the Demon Lord</i>
Divine Aid	3	<i>Shadow of the Demon Lord</i>
Wrath of God	3	<i>Shadow of the Demon Lord</i>
Avatar	4	<i>Shadow of the Demon Lord</i>
Fire from Heaven	5	<i>Shadow of the Demon Lord</i>
Atonement	6	<i>Demon Lord's Companion</i>
Damnation	6	<i>Exquisite Agony</i>

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TIME SPELLS

Spell	Rank	Source
Delay	0	<i>Shadow of the Demon Lord</i>
Swiftness	0	<i>Shadow of the Demon Lord</i>
Minor Paradox	1	<i>Shadow of the Demon Lord</i>
Rewrite Moment	1	<i>Shadow of the Demon Lord</i>
Slow	1	<i>Shadow of the Demon Lord</i>
Precognition	2	<i>Shadow of the Demon Lord</i>
Time Jump	2	<i>Shadow of the Demon Lord</i>
Accelerate	3	<i>Shadow of the Demon Lord</i>
Decelerate	3	<i>Shadow of the Demon Lord</i>
Twain Self	4	<i>Shadow of the Demon Lord</i>
Time Travel	5	<i>Shadow of the Demon Lord</i>

WATER SPELLS

Spell	Rank	Source
Cleanse Water	0	<i>Freeport Companion</i>
Freeze	0	<i>Shadow of the Demon Lord</i>
Produce Water	0	<i>Shadow of the Demon Lord</i>
Contaminate Water	1	<i>Do We Not Die?</i>
Drown	1	<i>Shadow of the Demon Lord</i>
Ice Armor	1	<i>Uncertain Faith</i>
Ice Blast	1	<i>Shadow of the Demon Lord</i>
Ink Cloud	1	<i>Freeport Companion</i>
Invoke Old Man Winter	1	<i>Uncertain Faith</i>
Waterstride	1	<i>Freeport Companion</i>
Wellspring of Life	1	<i>Shadow of the Demon Lord</i>
Desiccate	2	<i>Tombs of the Desolation</i>
Geyser	2	<i>Shadow of the Demon Lord</i>
Ice Cage	2	<i>A Glorious Death</i>
Wave	2	<i>Shadow of the Demon Lord</i>
Harden Water	3	<i>Vine and Willow</i>
Ice Shards	3	<i>A Glorious Death</i>
Sphere of Water	3	<i>Shadow of the Demon Lord</i>
Tidal Forces	3	<i>Shadow of the Demon Lord</i>
Cold Snap	4	<i>Shadow of the Demon Lord</i>
Vice of the Deep	4	<i>Freeport Companion</i>
Bind Water Genie	5	<i>Shadow of the Demon Lord</i>
Blizzard	5	<i>Uncertain Faith</i>

TRANSFORMATION SPELLS

Spell	Rank	Source
Flowing Form	0	<i>Shadow of the Demon Lord</i>
Mask	0	<i>Shadow of the Demon Lord</i>
Animal Shape	1	<i>Shadow of the Demon Lord</i>
Bounding Step	1	<i>Shadow of the Demon Lord</i>
Murmuration	1	<i>Shadow of the Demon Lord</i>
Slippery Evasion	1	<i>Shadow of the Demon Lord</i>
Unmask the Masked	1	<i>Tooth and Claw</i>
Body of Eyes	2	<i>Freeport Companion</i>
Improved Animal Shape	2	<i>Shadow of the Demon Lord</i>
Object Form	2	<i>Shadow of the Demon Lord</i>
Mist Form	3	<i>Shadow of the Demon Lord</i>
Speed Healing	3	<i>Shadow of the Demon Lord</i>
Metallicus	4	<i>Shadow of the Demon Lord</i>
Demonic Apotheosis	5	<i>The Hunger in the Void</i>
Greater Animal Shape	5	<i>Shadow of the Demon Lord</i>

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*Spells names are italicized.

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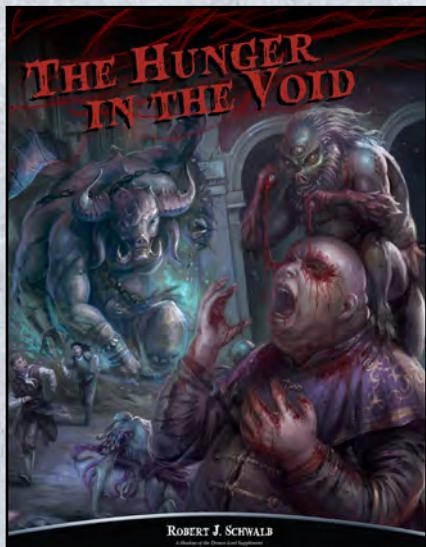
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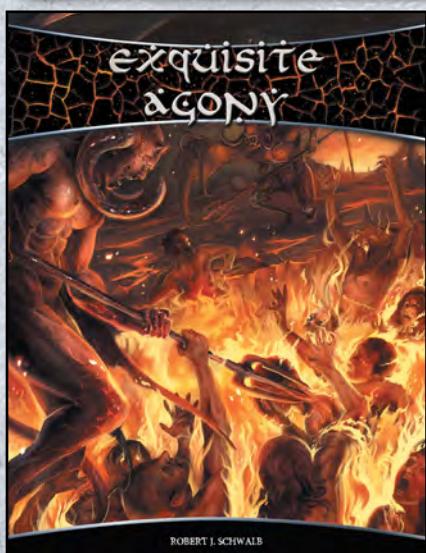
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The void hungers!

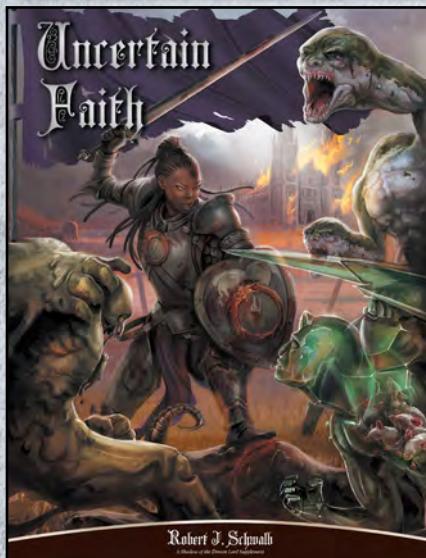
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