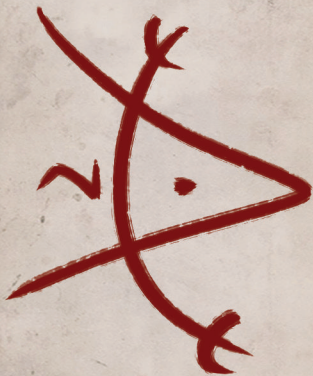


Necromancy



CORPSE SIGHT

Target One undead creature within long range

Make an Intellect challenge roll. On a success, you project your mind into the target's body, letting you perceive from its space or your own. You can use an action to switch the body from which you perceive. If the target is compelled by you, you can also cause spells you cast to originate from the target's body while you perceive from it.

Nature



LEY LINE

Requirements You must be outdoors in a wilderness environment

Duration 8 hours

Name a destination you believe to be within 64 miles of you. If it is, you spot a path that leads to that destination. The path remains visible to you for the duration. While you travel the path, you and anyone following you moves at twice the normal rate. In addition, the path conceals your tracks and those left by up to ten other creatures that follow you.

COMPANION 42

UTILITY 1

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

primal



ANIMAL SPY

Target One Size 1/2 or smaller animal you can see within medium range

Duration Until the target or you become unconscious; see the effect

Your mind enters the body of the target where it remains for the duration. While in the target's body, you use all of its statistics except for its Intellect, Willpower, Insanity, and Corruption. You retain all talents and knowledge of spells while housed in the target's body. Unless the body can speak, you can cast only those spells that require no speech, and you can use only those talents of which the body is capable. Your body rests in a catatonic state until you return your mind.

At the end of each hour your mind resides inside the target, you must make a Will challenge roll. On a failure, you gain 1 Insanity. If gaining Insanity would cause you to go mad, your mind is destroyed, and your body remains in a catatonic state until it dies.

Sacrifice You can expend the casting of this spell to cast a rank 1 or rank 0 Primal spell you have learned.

COMPANION 42

UTILITY 2

rüne

LC

DESTRUCTIVE RUNE

Requirements You must use a writing kit and rare inks worth at least 1 gc to inscribe a rune on the target.

Target A point on an object that can be opened or closed within your reach

Duration 1 day or until triggered

You touch the rune and it disappears. When a creature other than you opens the object bearing the rune, a blast of flame fills a cone, 6-yards long, originating from the target. Everything in the area takes $3d6 + 5$ damage. A creature that gets a success on an Agility challenge roll takes half the damage.

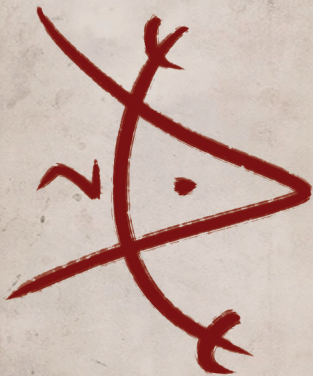
divination



PROPHECY

Describe an activity that can occur within the next hour. You must then concentrate. If you do so for at least 1 minute, you learn whether the activity will have a good, bad, or uncertain outcome.

Necromancy



RECALL SOUL

Target One corpse that has never before been targeted by this spell.

You know if the corpse has been affected by this spell when you touch it.

Duration 1 minute or until you receive the answer to your third question

Speak aloud the name of one dead creature while touching its corpse. If the soul of the named creature resides in the Underworld, it enters its corpse and animates it just enough so it can talk, provided the corpse has the means it used to speak in life. You can ask the corpse up to three questions. The corpse answers based on what the soul knew in life. Once the spell ends, the soul leaves the body.

If the soul resides in Hell, you must make a Will challenge roll with a number of banes equal to the soul's Corruption, which is usually $1d6 + 3$. On a success, you draw the soul into the corpse, but it screams about its horrible experiences in Hell before you ask the first question. Any creature that can hear this lurid rant must get a success on a Will challenge roll or gain 1 Insanity. The effect is otherwise like drawing a soul from the Underworld, except that when the soul leaves the body, the GM secretly rolls a d6. On a 6, the soul emerges from the body and becomes a wraith that attacks you and your companions.

Sacrifice You can expend the casting of this spell to cast a rank 1 or rank 0 Necromancy spell you have learned.

protection



ENTRAPPING PENTAGRAM

Requirements You must spend 1 minute using a writing kit and rare ingredients worth at least 1 ss to draw a pentagram centered on a point on a horizontal surface you can reach. The pentagram is inside a circle with a 1-yard radius

Target The pentagram you drew

Duration 24 hours or until triggered

The pentagram becomes invisible. When a creature other than you moves into the space containing the invisible pentagram, the pentagram becomes visible and emits bright red light. The creature that triggered it becomes immobilized and cannot be moved from the space by any means. At the end of each hour a creature remains immobilized in this way, it can make an Intellect challenge roll. A success removes the affliction and causes the pentagram to disappear.

Nature



SECRETS OF THE LAND

Touch a natural landmark, such as an ancient tree, an enormous boulder, deep sinkhole, or a stone formation. If you maintain contact and concentrate for 1 minute, you learn three true things about the area within 10 miles of you.

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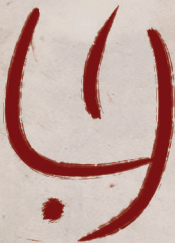
ATONEMENT

Requirements You must have a vial of holy water and a holy symbol

Target One creature

You touch the target. If you maintain contact with it and concentrate for 1 minute, the target must make a Will challenge roll. The target reduces its Corruption by 1d3 on a success. On a failure, you and the target take 1d6 damage per point of Corruption the target has.

şaman



BOUND SPIRIT

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

Duration 1 minute, until you are incapacitated or the spirit is, or until you cast this spell again.

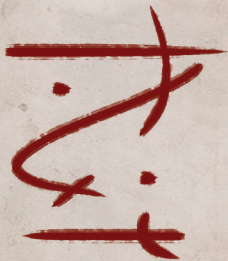
Wisps of ectoplasm gather in the area to form the spirit you have bound to yourself. The spirit remains for the duration.

While the spirit remains, whenever you take a turn, you can move the spirit up to its Speed. Whenever you cast a spell, you can cast it from your space or the space your spirit occupies. When it's your turn, you can use a triggered action to use the spirit's senses instead of your own for 1 round.

If your spirit becomes incapacitated, you must make a Strength challenge roll. On a failure, you take damage equal to your healing rate.

See page 16 of *Demon Lord Companion* for bound spirit

warden



BINDING STRIKE

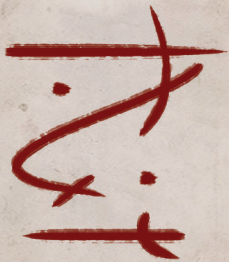
Requirement You must not be wearing medium or heavy armor

Make an attack with a weapon. You make the attack roll with 1 boon and you can substitute Will in place of the attribute you would normally use. On a success, in addition to taking normal damage, the target becomes immobilized for 1 minute. A creature immobilized in this way can use an action to make a Strength challenge roll. A success removes the affliction.

COMPANION 18

ATTACK 1

warden



WARD THE LAND

Requirement You must not be wearing medium or heavy armor, and you must be standing on the ground

Area A circle on the ground with a 3-yard radius centered on a point you can reach

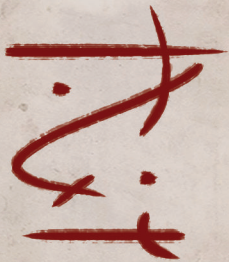
Duration 1 minute

You become immobilized, rooted in place for the duration. While you are immobilized this way, you have a +1 bonus to Defense, and against creatures in the area, you make attack rolls with 2 boons. In addition, thick, twisting growth spreads across the area, making it difficult terrain.

COMPANION 18

UTILITY 1

warden



GUARDIAN OF NATURE

Requirement You must not be wearing medium or heavy armor

Duration 1 minute

You transform into a guardian of nature, a towering figure of terrible strength and power. Stag horns grow from your brows, your eyes emit emerald light, and thick, green fur covers your legs. Each creature, other than you and members of your group, that sees your transformation must get a success on a Will challenge roll or become frightened for 1 round. You remain in your new form for the duration.

While transformed, you gain the following benefits:

- Your Size increases by 1, to a minimum of 2.
- You gain a +2 bonus to Defense.
- You gain a +10 bonus to Health.
- You gain a +2 bonus to Speed.
- Your weapon attacks deal 1d6 extra damage.

COMPANION 18

UTILITY 2





