

# demonology



## CLAWS OF DARKNESS

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**Target** One creature within short range

Take 1 damage. A black claw materializes in the air and slashes at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes damage equal to 1d3 + your Corruption.

**Attack** Roll 20+ You also move the target 1 yard and it becomes impaired for 1 round.

# demonology



# PROTECTION FROM DEATH

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**Duration** 1 minute

Take 1 damage. For the duration, you make attack rolls and challenge rolls with 1 boon. Each time you fail, you gain 1 Insanity. You do not become frightened as a result of gaining Insanity in this way.

**Triggered** When you make an attack roll or challenge roll, you can use a triggered action to cast this spell. You make the roll with 2 boons, but if you fail, you take 1d6 damage and gain 1 Insanity. After the roll, the spell ends.

# demonology



## COMPEL DEMON

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**Target** One demon you can see within short range

Take 1d3 damage, and make an Intellect attack roll against the target's Will. If you caused the target to appear by casting a *Demonology* spell, you make the roll with 1 boon. On a success, the target becomes compelled for 1 minute. On a failure, the demon makes attack rolls against you with 1 boon and becomes immune to your castings of this spell.

**Attack Roll 20+** The demon becomes compelled until you complete a rest.

# demonology



## FAVOR OF THE DEMON LORD

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**Duration** See the effect

Take 1d3 damage. The Demon Lord's shadow falls upon you. Gain 1d6 Insanity. Unless you go mad, you increase your Health by 4d6, and you make all attack rolls and challenge rolls with 1 boon. At the end of each round, roll a d6. A 6 ends the effect.

COMPANION 38

UTILITY 1

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## OFFERING OF BLOOD

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**Duration** 1 minute

Take 1d3 damage. For the duration, when you cast an attack spell, you make the attack roll with 1 boon, and creatures have 1 bane on challenge rolls to resist your spell.

**COMPANION 38**

**UTILITY 1**

# demonology



## CALL LESSER DEMON

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**Area** A cube of space, 1 yard on a side, extending from a point and resting on a solid surface within short range.

Take 1d6 damage, which causes reality to tear open in the center of the area. Roll a d6, and consult the following table:

Roll	Effect
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6	A <b>medium demon</b> emerges from the hole, which closes.
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2-5	A <b>small demon</b> emerges from the hole, which closes.
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1	The hole closes.
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A demon that emerges from the hole acts according to its nature and remains in the world until destroyed.

# demonology



## WHISPERS FROM THE VOID

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**Duration** Until you complete a rest or expend the last whisper

Take 1d6 damage. You hear mad whispers, voices from the Void guiding you to commit horrific acts of evil. For each point of damage you took, you gain a whisper. Whenever you fail on an attack roll or challenge roll, you can gain 1 Insanity to expend a whisper to turn the failure into a success.

COMPANION 38

UTILITY 2

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## POSSESSION

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**Target** One creature that is not a demon within short range

Take  $1d6 + 1$  damage. You call forth a demon from the Void to invade the target's body. Make an Intellect attack roll against the target's Will. If the target has any Corruption, you make the attack roll with 1 boon. On a success, the target gains 1 Corruption and becomes possessed by a demon.

A target possessed in this way must take a fast turn each round and use an action to attack the creature nearest to it, using an action to charge if necessary. If the target is prevented from attacking, it instead takes  $2d6$  damage and becomes stunned for 1 round. At the end of each round, roll a  $d6$ . A roll of 1 removes the possessed affliction.

**Attack Roll 20+** While the target is possessed, it has a +10 bonus to Health.



# demonology



## SHADOW OF THE VOID

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**Area** Obscured by shadows or darkness, a cube of space, 1 yard on a side, extending from a point and resting on a solid surface within medium range

**Duration** 1 minute or until the shadow is destroyed

Take 1d6 + 1 damage. A shadow appears in the area, is compelled by you, and remains in existence for the duration. Each creature that sees the shadow for the first time must make a Will challenge roll with 1 bane. Any creature that fails becomes frightened for the duration.

COMPANION 38

UTILITY 3

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# demonology



## CALL DEMON

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**Area** A cube of space, 2 yards on a side, extending from a point and resting on a solid surface within short range.

Take  $1d6 + 2$  damage, which causes reality to tear open in the center of the area. Roll a  $d6$ , and consult the following table:

Roll	Effect
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6	A <b>large demon</b> emerges from the hole, which closes.
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2-5	A <b>medium demon</b> emerges from the hole, which closes.
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1	The hole closes.
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A demon that emerges from the hole acts according to its nature and remains in the world until destroyed.

# demonology



# SHADOW OF THE DEMON LORD

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**Area** A sphere with a radius of 3d6 yards centered on a point you can reach

**Duration** 3d6 rounds, cannot be ended early

Take 2d6 damage. Magical darkness spreads through the area, rendering it totally obscured. No vision or light can penetrate this darkness.

When you cast the spell, and at the end of each round of the duration, each living creature in the area must make a Will challenge roll. A creature makes the roll with 1 bane for each point of Corruption it has. On a failure, the creature gains 1 Insanity. If the Insanity gain would cause the creature to go mad, it instead becomes possessed as per the possession spell.

In addition, at the end of each round of the duration, the GM chooses 1d6 creatures in the area. Each chosen creature must make an Agility challenge roll. A creature takes 2d6 + 3 damage on a failure, or half that damage on a success. A creature incapacitated by this damage is drawn into the Void and utterly destroyed.

**COMPANION 38**

**ATTACK 5**