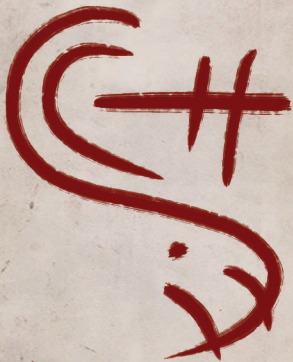


forbidden



BLACK TONGUE

Duration 1 minute

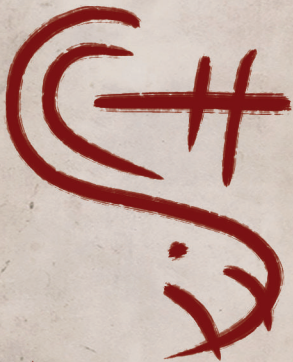
For the duration, you make Intellect and Will attack rolls with 1 boon against demons, devils, spirits, and undead.

SHADOW 128

UTILITY 0

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

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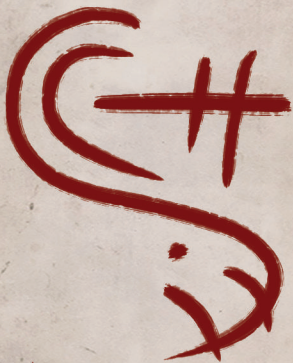
HARM

Target One creature you can see within short range

Invisible barbs tear at the target's body. Make an Intellect attack roll against its Strength. On a success, the target takes a -5 penalty to Health for 1 minute.

Attack Roll 20+ The penalty to Health is -10 instead.

forbidden



OBEDIENCE

Target One living creature within short range

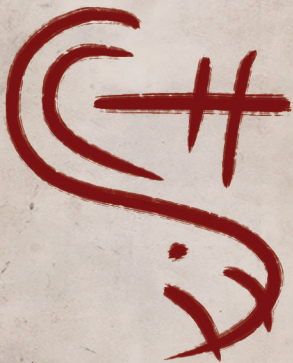
You hook the target's soul. Make an Intellect attack roll against its Will. On a success, for the next 1 minute, the target must choose at the end of each round whether to take 1d6 damage or to become compelled for 1 round.

SHADOW 129

ATTACK 1

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HATEFUL DEFECATION

Target One living creature with a physical body within medium range

The target's guts twist and rumble noisily. If the target's Health is 10 or less, it dies instantly, streams of blood and feces gushing from all of its orifices. If its Health is higher than 10, make an Intellect attack roll against the target's Strength.

On a success, the target takes 1d6 + 2 damage and becomes dazed for 1 round, as its guts violently and spectacularly expel their contents. If this damage incapacitates the target, excrement, organs, and blood explode from its body, which instantly brings about its death. Each creature within 2 yards of a point in the target's space must make a Will challenge roll; on a failure, it becomes impaired for 1 round.

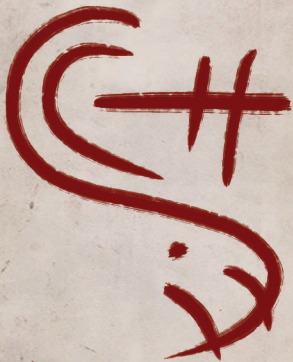
Attack Roll 20+ The target takes 1d6 extra damage.

SHADOW 129

ATTACK 1

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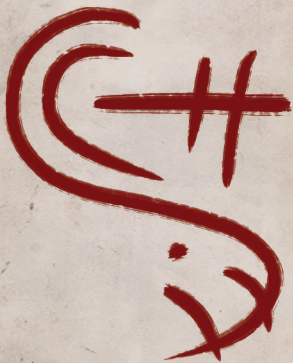
TONGUE RIP

Target One creature that is capable of speech within short range

You spit at the target. Make an Intellect attack roll against its Will. On a success, your tongue forks and you take over the target's mouth for as long as you concentrate, up to 1 hour. Until the effect ends, whenever you speak you can do so from your mouth or the target's mouth, provided you are within 1 mile of the target. When you speak from the target's mouth, it uses its own voice.

Attack Roll 20+ The effect does not require you to concentrate.

forbidden



RAVENOUS MAGGOTS

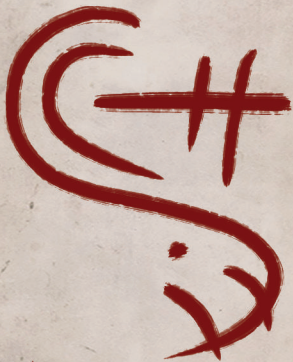
Target One living creature within medium range

Duration 1 minute

Hungry maggots fill the target's belly, dealing 2d6 damage to it. At the end of each round for the duration, the target must make a Strength challenge roll; on a failure, it takes 1d6 damage and becomes impaired for 1 round. On a success, there is no effect; on the third success, the target vomits a knot of squirming maggots and the effect ends.

A target that becomes incapacitated from the spell's damage dies instantly, and a cloud of black flies spreads through a 5-yard-radius sphere from a point within its space. The flies heavily obscure the area and remain for 1 minute or until dispersed by fire or wind.

forbidden



VISIONS END

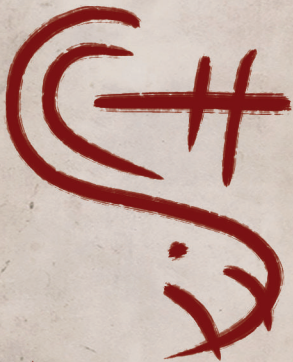
Target One sighted creature within short range

The target's eyes bulge and strain in its head. If its Health is 15 or less, it takes 2d6 damage and becomes blinded as its eyes explode.

If its Health is 15 or more, make an Intellect attack roll against the target's Strength; the attack roll is made with 1 bane if its Health is 30 or more. On a success, the target becomes blinded for as long as you concentrate, up to 1 minute. At the end of each round until the effect ends, the target must make a Strength challenge roll, taking 1d6 damage on a failure. If it gets three failures before the effect ends, the blinded affliction becomes permanent—the target's eyes burst, ocular juices painting its face.

Attack Roll 20+ The effect does not require you to concentrate.

forbidden



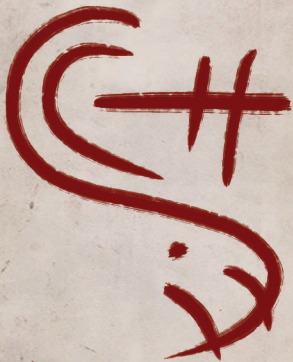
DESIRE'S END

Target One living creature within short range

The target experiences a sharp internal pain. Make an Intellect attack roll against its Strength. On a success, the target takes 3d6 damage and becomes dazed for 1d6 rounds as the sad remains of its reproductive organs fall from its body.

Attack Roll 20+ The target takes 3d6 extra damage and also falls prone; it cannot stand up while it is dazed in this way.

forbidden



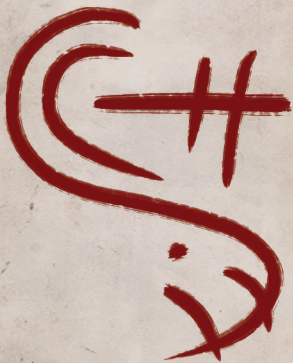
PART BONE FROM FLESH

Target One creature that has bones in its body within medium range

The target's bones shift under its skin. Make an Intellect attack roll against its Strength. On a success, the target takes 6d6 damage. If the target becomes incapacitated by this damage, it dies instantly; its bones tear free from the flesh to become an **animated corpse** of the target's Size that occupies its former space. The animated corpse attacks the creature nearest to it each round, choosing its target randomly if presented with multiple targets.

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

forbidden



SOUL EXCHANGE

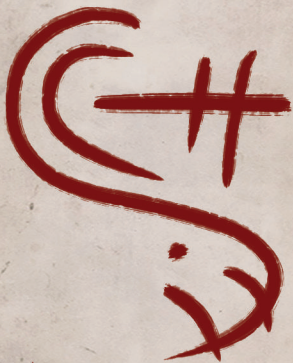
Target Two living mortal creatures within medium range
You grasp the targets' souls. Make an Intellect attack roll against each target's Will. On a success, the target becomes dazed for 1 minute.

Attack Roll 20+ The target also becomes stunned while it is dazed in this way.

Special If you get a success against both targets, their souls permanently swap bodies. Each target gains 1d6 Insanity. Each soul brings the following to its new body, but otherwise uses the new body's attributes, characteristics, and abilities:

- All languages and professions
- Intellect and Will scores (recalculate Perception if necessary)
- Insanity and Corruption scores
- All talents
- All traditions it has discovered and all spells it knows

forbidden



HORRID JOINING

Target Two creatures you can see within short range of each other and within medium range of you

The targets' forms become indistinct for a moment. Make an Intellect attack roll against each target's Strength. On a success, the target takes 3d6 damage and becomes impaired for 1 round.

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

Special If you get a success against both targets, their bodies permanently merge to form a single creature, which becomes impaired until after it completes a rest. The merged creature's appearance is up to you. The merged creature combines the attributes, characteristics, and other abilities of the targets as follows:

- It has the higher of the targets' Strength and the lower of their Agility scores. Each target retains its own Intellect and Will.
- It gains 2d6 Insanity, replacing the targets' Insanity scores (if any). The targets' Corruption scores, if any, are added together.
- The targets occupy the same space, adding their Sizes together. Add together the higher of the targets' Health and half the other target's Health. The merged creature's Speed becomes 6.
- The merged creature has the traits and talents of both targets, and it gains the horrifying trait if neither target already had that trait.
- Although they share one body, each target can take one turn each round. One must take a fast turn and the other a slow turn; if they can't decide, each rolls a d6 and the high roller chooses.

SHADOW 130

ATTACK 5