

teleportation



## DISMISS

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**Target** One Size 1 or smaller object you are holding

The target teleports to an open space within medium range.

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## FETCH

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**Target** One object you could hold in one hand that is within medium range

The target teleports to your hand, or lands at your feet if your hands are full.

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## DIVISION

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

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 damage. If the target becomes incapacitated by this damage, pieces of its body fly apart, killing it instantly.

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

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# HOLE OF GLORY

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**Area** Two cubes, each 1 yard on a side, within medium range

**Duration** 1 minute

A 1-foot-wide portal opens in the center of each cube and remains for the duration. The portals have no thickness; anything placed in one instantly comes out the other. When the effect ends, the portals close, possibly severing whatever is in them (as determined by the GM).

**SHADOW 144**

**UTILITY 1**

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## SWAP

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**Target** One creature within long range

You and the target teleport to exchange positions. An unwilling target can make a Will challenge roll, negating the effect on a success.

**Triggered** You can use a triggered action on your turn to cast this spell. If you do, the target must be within short range.

teleportation



## REMOVE

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**Target** One creature you can reach

Make an Intellect attack roll against the target's Agility. On a success, you touch the target and it teleports to an open space on a solid surface you can see within medium range.

**Attack Roll 20+** The open space is instead within extreme range.

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## SHORTCUT

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You teleport to an open space you can see within long range.

**Triggered** You can use a triggered action on your turn to cast this spell. If you do, the open space is instead within medium range.

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## BOUNDLESS STEP

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**Duration** 1 minute

On each of your turns for the duration, you can use a triggered action to teleport to an open space you can see within medium range.

**SHADOW 144**

**UTILITY 3**

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## FUSE

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**Target** One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target teleports to an open space on a solid surface within medium range of you, part of it fusing with the surface. It takes 6d6 damage and becomes immobilized. The only way to remove this affliction is either to destroy the object in which the target is fused or to take an action to saw off an imprisoned limb (dealing damage to the target equal to twice its healing rate).

**Attack Roll 20+** The target takes 2d6 extra damage and is also stunned for 1 round.

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# PORTALS

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**Area** Two cubes, each 2 yards on a side, one originating from a point you can reach and the other originating from a point within extreme range

**Duration** 1 minute

A portal opens in the center of each cube and remains for the duration. Each portal is 1 yard wide and 2 yards tall, but has no thickness. A portal has a front and a back, and it can have any orientation. Anything entering the front of one portal instantly exits into an open space from the back of the other, and vice versa.

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## TRAVEL

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**Target** Up to five willing creatures you can reach

You touch each target and name one destination. Make an Intellect challenge roll. The GM might impose one or more banes on the roll, based on your familiarity with the destination. If you name a place that does not exist, the spell fails and the casting is wasted.

On a success, the targets teleport to the destination.

On a failure, each target teleports separately to a location within 1d20 miles of the destination, as chosen by the GM. If the total of the roll is 0 or less, each target also takes 10d6 damage and gains 1 Insanity from the spell going horribly wrong. If the destination space is not large enough to accommodate a target, the target takes 5d6 damage, gains 1 Insanity, and returns to the space it left. A creature incapacitated by this damage is slain on arrival, reduced to a heap of blood, bone, and tissue. If the destination space is not open—such as inside a wall—the target fuses with the material filling the destination and dies instantly.