

priest



CONSECRATE

Target One temple, shrine, or monument to your religion you can see within short range

Duration 24 hours

The target and the area within 5 yards of it become holy ground for the duration, gaining the benefit described for holy ground for your religion. If your religion does not have such a benefit, this spell instead grants the following benefit:

While in the area of the holy ground created with this spell, whenever you cast an attack spell from a tradition related to your religion, you make the attack roll with 1 boon and creatures in the area make challenge rolls to resist the attack with 1 bane.

Permanence If you cast this spell in the same area each day for a month and a day, the effect becomes permanent.

ARCANA



SUPPRESS MAGIC

Area A sphere with a radius equal to your Power in yards centered on a point you can see within short range.

Duration 1 minute

You purge the area of magic for the duration. Creatures in the area take a -3 penalty to Power (minimum 0) for as long as they remain there.

Battle

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HEROIC SURGE

Duration 1 minute

If you are charmed or frightened, remove the affliction.

For the duration, you make attack rolls using weapons with 1 boon.

FAITH 44

UTILITY 1

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Battle

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INVOKE THE ANCESTORS

Requirements You must have the Prayer talent and must have chosen Honored Dead as your patron deity

Target One creature within short range

Duration 1 minute

The target makes an attack with a weapon.

For the duration, whenever you use your Prayer talent to grant 1 boon to an attack roll and the roll results in a success, the next attack you make before the end of the round deals 1d6 extra damage.

FAITH 44

UTILITY 1

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Battle

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INVOKE THE DARK GODS

Requirements You must have the Prayer talent and must have chosen the Dark Gods as your patron deities

Target One creature you can see within short range

Duration 1 minute

Until the end of the round, the target makes attack rolls with 3 boons.

For the duration, whenever you use the Prayer talent, you gain a cumulative +1d6 bonus to Health that lasts until the spell ends.

celestial



WALL OF LIGHT

Area A circle with a 1-yard radius, with any orientation, centered on a point within medium range

Duration 1 minute

Light spreads through the area and remains for the duration. From either side, the circle emits light into 5-yard-long cone-shaped areas.

celestial



INVOKE THE MAIDEN IN THE MOON

Requirements You must have the Prayer talent and must have chosen the Maiden in the Moon as your patron deity

Target One creature within short range

Duration 1 minute

Moonlight shines down on the target until the end of the round. While the target is illuminated in this way, attack rolls against the target are made with 1 bane.

For the duration, whenever you use your Prayer talent to grant 1 boon to an attack roll made using a spell or to a challenge roll made to resist an attack spell, you grant the target of the Prayer 2 additional boons.

celestial



HALO

Duration 1 minute

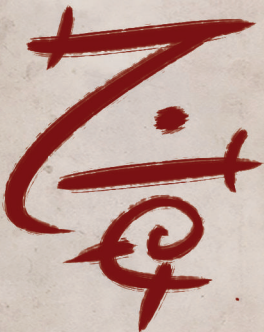
A celestial glow shines from around your head for the duration, filling a sphere with a 5-yard radius centered on you with light. Until the spell ends, whenever you take damage, each sighted creature within short range must get a success on a Perception challenge roll or become blinded for 1 round.

FAITH 44

UTILITY 2

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Target One creature within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. While cursed in this way, the target makes attack rolls and challenge rolls with 1 bane. In addition, whenever the total of the target's roll is 0 or less, one item it carries falls to the ground and moves 1d6 yards away from it.

Triggered When a creature you can see within short range makes an attack roll or a challenge roll, you can use a triggered action to cast this spell against the triggering creature. On a success, the effect lasts for 1 round instead of 1 minute.

death



INVOKE FATHER DEATH

Requirements You must have the Prayer talent and must have chosen Father Death as your patron deity

Target One incapacitated creature you can see within medium range

Duration 1 minute

The target heals damage equal to half its healing rate.

For the duration, whenever you use the Prayer talent to grant 1 boon to an attack roll, the attack deals 1d6 extra damage.

FAITH 45

UTILITY 1

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death



WRATH OF THANATOS

Target Any number of undead creatures within long range

Shadowy tendrils erupt from the center of your chest and streak toward each target, darting around or passing through obstacles in their paths. Each target takes 20 damage. A creature incapacitated by this damage dies instantly and is utterly destroyed.

Sacrifice You can expend a casting of this spell to cast the *death fog* spell from the Death tradition.

divination.



PRAYER OF THE SEER

Requirements You must have the Prayer talent and must have chosen the Seer as your patron deity

Target One creature within short range

Duration 1 minute

Until the end of the round, you turn any success on an attack roll against the target into a failure.

For the duration, whenever you use the Prayer talent and the triggering roll results in a success, you make attack rolls and challenge rolls with 1 boon until the end of the round.

divination.



SOOTHSAY

Requirement You must use implements of divination such as cards, dice, tea leaves, or notched sticks

Describe a course of action, a goal, or an event that will happen at some point during the next week. If you concentrate on what you described for 1 minute, the GM gives you a useful piece of advice about the action, goal, or event. The GM might simply tell you something, or the information might be presented as a short phrase or a cryptic rhyme.

Sacrifice You can expend a casting of this spell to cast a rank 2 or lower spell from the Divination tradition.

earth



OPEN PASSAGE

Target A point you can reach on an object at least 2 yards wide and 2 yards tall

You touch the target and cause a cube of open space to appear centered on the point. The open space is up to 2 yards tall and 2 yards wide. It extends into the object a number of yards equal to 5 + your Power score, or until it reaches another open space.

Sacrifice You can expend a casting of this spell to cast the earthquake spell from the Earth tradition.

enchantment.



INVOKE REVEL

Requirements You must have the Prayer talent and must have chosen Revel as your patron deity

Target One creature within short range

Duration 1 minute

You remove one of the following afflictions from the target: charmed, compelled, or frightened.

For the duration, when you use your Prayer talent to grant 1 boon to an attack roll and the attack roll results in a success, the target of the triggering attack becomes charmed for 1 round.

FAITH 45

UTILITY 1

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enchantment.



INVOKE THE QUEEN OF SUMMER

Requirements You must have the Prayer talent and must have chosen the Queen of Summer as your patron deity

Target One creature within short range

Duration 1 minute

For 1 round, while the target is within short range of you, attack rolls against you are made with 1 bane.

For the duration, whenever you use the Prayer talent and the triggering roll results in a success, the target heals 1 damage.

FAITH 45

UTILITY 1

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enchantment.



BEGUILE

Target One living creature within short range

Make an Intellect attack 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 becomes charmed until you complete a rest. While the target is charmed in this way, you can use a triggered action when the target would take a turn and is within short range of you to decide what the target does on its turn.

enchantment.



INCITE MADNESS

Target One creature within medium range

You shatter the target's reality. Make an Intellect attack roll against the target's Intellect. Against a target with Health 20 or less, your attack roll results in an automatic success. Against a target with Health 50 or more, you make the attack roll with 1d3 banes. On a success, the target gains Insanity equal to its Will score.

FAITH 45

ATTACK 5

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MADDENING REVEL

Duration 1 minute

The scent of wine fills a sphere with a 5-yard radius centered on you and moves with you for the duration. When a living creature in the area makes an attack roll, it can choose to gain 1 Insanity to make the attack roll with 1d3 boons. The spell grants boons only to creatures who gain the Insanity. Gaining Insanity in this way does not cause a creature to become frightened. Furthermore, a creature that goes mad as a result of gaining insanity from this spell rolls 3d6 instead of a d20 to determine the form the madness takes.

FAITH 45

UTILITY 2

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FLAMES OF PASSION

Target Up to three creatures you can reach

Duration 1 minute

You touch each target to imbue it with the fire of your faith. For the duration, each target sheds light in a 5-yard radius and makes attack rolls and challenge rolls with 1 boon.

FAITH 45

UTILITY 1

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Life



INVOKE THE WORLD MOTHER

Requirements You must have the Prayer talent and must have chosen the World Mother as your patron deity

Target One creature within short range

Duration 1 minute

The target heals damage equal to half its healing rate.

For the duration, whenever you use your Prayer talent, you or a creature you choose within short range heals damage equal to your Power score.

FAITH 46

UTILITY 1

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Life



REVIVE

Target One creature, killed no longer than 1 minute ago, that you can reach

You touch the target and restore it to life. The target must make a Strength challenge roll. On a success, it heals 1 damage and gains 1d6 Insanity. On a failure, it dies.

Sacrifice You can expend a casting of this spell to cast the moderate healing spell from the Life tradition.

Nature



HEALING POULTICE

Requirements You must spend 1 hour foraging for herbs in a wilderness environment where such herbs might grow

Target The herbs you foraged

Duration 24 hours

The target herbs become a healing poultice. At any time before you complete a rest, you can use an action to administer the poultice to a creature you can reach. When the creature completes a rest while wearing the poultice, it heals extra damage equal to half its healing rate. A creature can benefit from just one poultice at a time.

Nature



INVOLVE THE OLD FAITH

Requirements You must have the Prayer talent and must have chosen the Old Faith as your religion

Target One creature within short range

Duration 1 minute

The target heals damage equal to half its healing rate.

For the duration, whenever you use your Prayer talent, you can also cause overgrowth to cover a square patch of ground, 2 yards on each side, within short range. The area becomes difficult terrain.

Nature



FACE IN THE FOREST

Target One Size 2 or larger tree you can reach

Duration Concentration, up to 1 hour

You touch the target and become aware of the exact position of each tree within 1 mile of it. This knowledge lasts for the duration, during which time you must maintain contact with the tree. Each time you use an action to concentrate on the spell, you can choose to perceive from the space occupied by a Size 2 tree whose position you learned from this casting of the spell. Your visage appears in the bark of the affected tree and allows you to see and hear from that tree's space using your normal senses. If the tree from which you perceive is destroyed, the spell ends and you gain 1 Insanity.

FAITH 46

UTILITY 2

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Nature



CALL SPRIGGANS

Area A cube of space, 3 yards on a side, originating from a point within medium range and resting on a solid earthen or rocky surface

Duration 1 minute

The ground in the area trembles as 1d3 spriggans rise from it, shaking off dirt and rocks as they do. Each spriggan must make a Will challenge roll. You impose 2 banes on the roll if only 1 spriggan appears, or 1 bane if only 2 spriggans appear. On a failure, the spriggan becomes compelled for the duration. The spriggans remain until the spell ends, at which point they sink back into the earth.

Nature



AWAKEN TREE

Target One tree you can reach

Duration 1 minute

You touch the target tree and imbue it with magical power. The tree uproots itself and becomes a compelled monster of its Size with the following additional traits:

Defense +3

Immune asleep, blinded, dazed, fatigued, frightened, stunned; the monster cannot be moved against its will or knocked prone while it stands on the ground

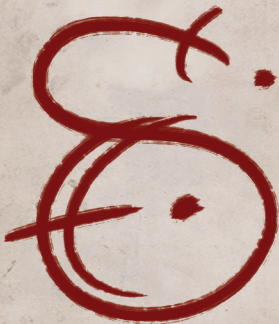
Fire Vulnerability The monster takes double damage from fire.

FAITH 46

UTILITY 5

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primal



EYE OF THE HUNTER

Duration 1 hour

Emerald light shines from your eyes for the duration. When you cast the spell, choose one creature you can see within medium range. You make attack rolls against the target creature with 1 boon. If the creature is in an obscured area, your attack rolls against the creature ignore banes imposed by that obscured area.

Triggered You can use a triggered action to cast this spell on your turn. If you do so, the duration becomes 1 minute.

FAITH 46

UTILITY 1

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primal



INVOKE THE HORNED KING

Requirements You must have the Prayer talent and must have chosen the Horned King as your patron deity

Target One creature within short range

Duration 1 minute

The target makes attack rolls with 2 boons until the end of the round.

For the duration, whenever you use the Prayer talent to grant a boon to an attack roll, the triggering creature can move up to half its Speed after the attack without triggering free attacks.

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RUNIC ARMOR

Target One suit of armor worn by a creature you can reach

Duration 1 minute

You inscribe a gleaming rune on the target armor that remains for the duration. While the armor bears the rune, attack rolls against the creature wearing the armor are made with 2 banes.

FAITH 46

UTILITY 5

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shadow

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GRAVE VISAGE

Duration 1 minute

You mask your true appearance with shadows so that you appear to be a corpse for the duration. Each living creature within short range of you that can see you and is not a member of your group must get a success on a Will challenge roll or become frightened for 1 round.

Until the spell ends, undead do not attack you unless you attack them first.

FAITH 47

UTILITY 1

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shadow

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GATE TO THE UNDERWORLD

Requirement You must have one specially prepared skull worth 1 ss you can reach

Target A point in space you can see within medium range

Duration 1 hour

You must concentrate for 1 minute while casting this spell, during which time you must maintain contact with the skull, causing runes scrawled on the skull to flare with green light. At the end of this time, the skull moves to the target point and disappears, leaving behind an oval-shaped opening to the Underworld that remains open for 1 hour. The opening is 1 yard wide and 1 yard tall. It can have any orientation you choose. It has a front, but it does not have a back.

All natural light, as well as any light created by a rank 4 or lower spell within medium range of the opening, becomes shadows for the duration.

A creature can move through the opening and enter the Underworld. In the same way, creatures in the Underworld can move out from the opening where it appears there.

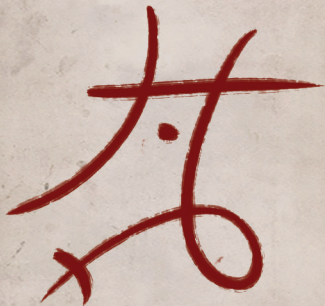
While the opening exists, you can speak the name of any dead creature. If that creature's soul resides in the Underworld, it comes to the edge of the opening at the end of the next round, remaining there until the spell ends. If you offer the creature an ounce of warm, fresh blood, it will answer up to three questions, though it is limited to what it can remember from its life.

FAITH 47

UTILITY 4

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spiritualism



SPIRIT OF THE HORNED KING

Target One creature you can see within medium range

Duration 1 minute

A shadow of the Horned King appears behind the target and moves into its space, then disappears. Until the spell ends, the target gains all of the following benefits:

- The target has darksight.
- The target gains a +10 bonus to Health.
- The target gains a +4 bonus to Speed.
- The target makes Strength and Agility attack rolls and challenge rolls with 1 boon.
- The target's weapon attacks deal 1d6 extra damage.

In addition, whenever a creature gets a failure on an attack roll against the target, you can use a triggered action to move the target up to a number of yards equal to twice your Power.

FAITH 48

UTILITY 5

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telepathy.



DREAM WALK

Duration 8 hours

You must concentrate for 1 minute while casting this spell. At the end of that time, you fall asleep for the duration.

If you were holding a bit of nail, flesh, or hair from a creature when you cast the spell, you can enter a dream of that creature regardless of your distance from it. You enter the dream and observe what happens in it, and you cannot be detected for the duration. Until the spell ends, you can visit the dreams of any number of creatures, though it takes 10 minutes to move from one dream to another, and you must have a bit of nail, flesh, or hair from each creature you visit. While in a creature's dream, you can incorporate yourself into the dream and communicate with the creature, provided the creature knows at least one language.

When inside a creature's dream, you can take control of the dream by making an Intellect attack roll against the creature's Will. On a success, you cause the creature to dream whatever you want it to dream. If you force the creature to experience something it would find disturbing, the creature can make a Will challenge roll. On a success, the creature forces you out of its dream and can wake up if it chooses. On a failure, the creature gains 1 Insanity and derives no benefit from having rested when it finally awakes.

FAITH 48

UTILITY 5

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theurgy



INVOKE THE NEW GOD

Requirements You must have the Prayer talent and must have chosen the New God as your patron deity

Target One creature you can see within short range

Duration 1 minute

The target gains a +1d6 bonus to Health for the duration. While the target has this bonus, once per round when you use the Prayer talent, you regain the ability to use a triggered action.

water



ICE ARMOR

Duration 1 minute; see the effect

You become fully sheathed in ice for the duration. Until the spell ends, you have a +2 bonus to Defense and you are immune to damage from cold or ice. The next time you take damage from fire, you take half damage and this effect ends.

FAITH 48

UTILITY 1

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water



INVOKE OLD MAN WINTER

Requirements You must have the Prayer talent and must have chosen Old Man Winter as your patron deity

Target One creature within short range

Duration 1 minute

You hurl a stream of freezing water at the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d3 damage and becomes immobilized for 1 round.

For the duration, whenever you use the Prayer talent to grant a boon to an attack roll and the attack roll results in a success, a burst of cold erupts in a 1-yard radius around the target of the attack. Each creature in the area takes 1d3 damage.

FAITH 48

ATTACK 1

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water



BLIZZARD

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

Duration 1 minute

Snow spreads through and heavily obscures the area for the duration. Creatures treat the area as difficult terrain.

When you cast the spell and at the end of each round for the duration, each creature in the area must make a Strength challenge roll. On a failure, a creature takes 5d6 damage and becomes impaired for 1 round , or just takes half the damage on a success. While impaired in this way, a creature is slowed. A flying creature that gets a failure on this roll also falls prone.

FAITH 48

ATTACK 5

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