



CALLLED TO SERVE

Paths of Shadow for Shadow of the Demon Lord

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INTRODUCTION

In the center of a stone circle a druid kneels in prayer, beseeching the Old Gods for aid against the monsters stalking through the wild places. Elsewhere, a dour inquisitor stands over a thrashing young man in chains, the prisoner's eyes weeping black filth, the demon within barking impossible noises through a mouth stretched too wide. A gothi raises hands stained in a sacrifice's blood to one-eyed Grinnir to gain his blessing for the jotun who make ready their attack. And in the shadowed halls of a dwarfen holdfast, the priests of the Honored Dead recite all the wrongs that have ever been done them to prove to the shades of their ancestors that they remember.

Religion takes many forms in the lands of Rûl. The keepers of the Old Faith maintain customs and traditions going back to the dawn of civilization, while upstart faiths, such as the Cult of the New God, spread across the lands, bringing a message of salvation, rebirth, and war against the darkness festering in mortal hearts. Witches gather in secret places to honor the Lady and her Lord, while common folk whisper fervent prayers to their small household gods who watch over them. Despite their differences, religions offer salvation, explanation, hope, meaning, and so much more; in these dark times, people turn to the divine for shelter from the horrors unfolding around them.

The gods, as mortals know them, might or might not exist. Some people believe they are nothing more than figments of the imagination and the "miracles" performed by mortals serving these so-called deities are nothing more than the same spells used by secular magicians. Others claim the gods do exist, but their true nature is such that no mortal can apprehend it; what mortals believe is nothing more than the realization of efforts to understand them. Doubters and nonbelievers exist of course, but many must have gods to make sense of their world.

Called to Serve presents new options for players to build characters and develop them over the course of campaigns. Here, the focus is on priests and religion, expanding on the ideas first set out in *Shadow of the Demon Lord* and detailed in *Uncertain Faith*. Starting with an examination of the priest path and offering new ways to customize it, this book offers a variety of new expert paths that detail how the truly devout might better serve their gods.

This supplement references material outside the main rulebook. You can find details on the Death, Spiritualism, and Telepathy traditions in the *Demon Lord's Companion*. The Fey tradition is described in *Terrible Beauty*.



BECOMING A PRIEST

Many people heed the call to serve the gods, but few have the commitment required to harness the power of the divine. Priests display certainty in their beliefs, possessing unwavering faith in their gods' existence and purpose. Such individuals claim to have a direct channel to the powers they serve, being able to offer up prayers and receive aid in answer, aid that's revealed in the miracles they perform. Each prayer uttered and each astonishing intercession of the gods on their behalf only strengthens their confidence in the rightness of the causes they champion in accordance with their deities' wishes.

The gods can choose their servants at any time. Some people hear the call at the start of their careers and spend their lives working on behalf of their patrons. Others might come to the gods later in life, often from surviving a harrowing experience or witnessing divine power firsthand. The ranks of these devotees comprise all lifestyles and occupations: politicians, rebels, criminals, soldiers, hermits, or academics. Whatever they did before merely prepared them for the work they would perform as agents of the gods.

As a starting character, the events in your first adventure can suggest the priest path. You might find an altar and beg the gods for aid. You could recover an icon or some other religious symbol. Maybe you meet and befriend a priest who, as a reward for your service, offers to indoctrinate you into the faith. This path could offer a chance for redemption or a way to serve a power with matching interests—good or ill.

How you play your character and the choices you make determine your journey along the priest path. Many priests demonstrate great strength of character, making hard decisions to produce the greatest benefit. Some see their role as helpers and advisors, and work toward their companions' success. Others inspire through their courage and action, taking charge in dangerous situations and even sacrificing themselves to overcome enemies and serve the greater good. Of course, not all priests are good and virtuous people; some might skirt the line between light and dark, or even be greedy, violent, or evil.

The **Priest Story Development** table offers ways to explain why you followed the priest path. You can use the table if a lot of game time passes between your starting and novice adventures. You can also use the table if you're creating a character to join a higher-level group. Of course, you can always make up your own explanation, using the table results as inspiration or not.



PRIEST STORY DEVELOPMENT

d20 Story Development

- 1 After the priest of a local temple perished, you took it on yourself to maintain the holy site until a replacement came. After several months, you found you were suited to the role and officially joined the faith.
- 2 A druid or warden taught you the ways of the Old Faith. Whether you joined that religion or not, your instruction prepared the way for your priestly indoctrination.
- 3 You joined a coven of witches and participated in their rituals. In time, they ushered you into the deeper mysteries of their religion.
- 4 You received no formal training or indoctrination. Instead, your experiences strengthened your devotion to your god or gods, who invested you with the power to serve the divine cause.
- 5 Your god, or an agent of your god, came to you in a dream to explain your purpose and urge you to service.
- 6 After experiencing a strange supernatural event, you turned from the life you were leading to serve the divine in all things.
- 7 You received a formal education at a religious institution. Becoming a priest marked the culmination of your training.
- 8 You performed some foul deed that left your soul stained. You have struggled to make amends and purge the blight from your body. Now that you have succeeded, you pledge yourself to your faith to ensure you never stray again.
- 9 Your ancestor's shade appeared to you and warned you of some coming disaster. You turned to faith to help you avert the crisis.
- 10 Signs and portents directed you to don the priest's mantle.
- 11 Haunted by the horrors you have witnessed, you turned to religion to find peace.
- 12 A devil seduced someone you loved and led this person into darkness. You embraced religion in the hopes of saving your loved one.
- 13 A priest saved your life. You committed yourself to that priest's religion to repay the debt.
- 14 You stumbled upon a defaced shrine or temple and restored the place to its original purpose. You received a blessing from the god or gods who watched over the site.
- 15 You infiltrated a religious organization, pretending to follow their credo and uphold their beliefs. To your surprise, you found yourself able to work the same magic as the other priests.
- 16 You joined a fringe group of believers who followed the heretical teachings of their founder. You are convinced they know the truth.
- 17 Your research revealed an ancient and largely abandoned religion. Something moved you to restore this faith to its former greatness, and you're committed to seeing it happen.
- 18 Wronged by demons, devils, spirits, undead, or faeries, you wield religion as your instrument of vengeance.
- 19 You have strange beliefs and have been branded a heretic by other members of your faith. Despite your pariah status, you still command the power of your god.
- 20 At some point, a being entered your body and works through you to perform miracles.



PRIEST CHECKLIST

If you played a starting character who performed any of the following activities, the priest path might be for you.

- ☐ You cast a spell from an incantation that was from a tradition associated with a religion.
- ☐ You convinced someone to do the right thing.
- ☐ You stabilized or healed an incapacitated character.
- ☐ You prayed at an altar, sought counsel from a priest, or performed a service for a temple.
- ☐ You destroyed a demon, undead, spirit, or some other abomination.

RELIGIOUS TRADITIONS

The main religions described in *Shadow of the Demon Lord* include the Cult of the New God, the Old Faith, Witchcraft, and the Dwarfen Ancestors, also known as the Honored Dead. *Uncertain Faith* builds on these and provides details about other faiths, such as worship of the Old Gods, Oceanus, the Devil, and others. The following table shows the traditions most commonly associated with these faiths.

RELIGIOUS TRADITIONS

Religion	Associated Traditions
Cult of the New God	Celestial, Life, Theurgy
Honored Dead	Battle, Earth or Rune, Life
Old Faith	Life, Nature, Primal
Father Death	Death, Protection, Shadow
Horned King	Primal, Spiritualism, Transformation
Maiden in the Moon	Arcana, Celestial, Time
Old Man Winter	Battle, Storm, Water
Revel	Enchantment, Fey, Illusion
Queen of Summer	Enchantment, Fey, Fire
The Seer	Curse, Divination, Telepathy
World Mother	Earth, Life, Nature
The Dark Gods	Battle, Destruction, Rune
Witchcraft	Alchemy, Curse, Enchantment, Fey, Life, Nature, Protection
Minor Powers	
The Dark Lady	Death, Necromancy, Shadow
One-Eyed Pete	Air, Storm, Water
Lords and Ladies	Enchantment, Fey, Illusion
The Devil	Enchantment, Fire, Shadow
Oceanus	Destruction, Storm, Water
Woad Spirits	Nature, Primal, Spiritualism

HERETICAL BELIEFS

Religions in Rûl are anything but monolithic. Most are riven by sects and cults divided over matters of dogma and cosmology. Given the sheer numbers of divisions within so many religions, some aspects of the gods might have different qualities, traits, and agendas, all of which have been projected on them by their worshipers. Although this rarely changes what capabilities are available to the priests who serve them, some splinter groups have drifted so far away from the orthodoxy that they might have access to traditions other than those normally associated with their religion. Such priests are almost assuredly considered heretics by other members of their faith and find little welcome from more mainstream members of the religion.

If you want to play a heretical member of a faith, you can swap out one associated tradition for a different one. However, it falls to you to create your sect and describe how it differs from traditional perspectives. For example, you might decide you belong to a heretical faction of the New God's cult, one driven to wage war against rival faiths until only your own remains. You might replace Life with Battle to demonstrate how members of your faction serve your deity.

LEVEL 1 PRIEST

Attributes Choose two attributes and increase each by 1

Characteristics Health +4

Languages and Professions Add one religious profession to your list of professions. Then, either speak another language or learn to read and write a language you can already speak.

Equipment Gain one basic weapon, vestments appropriate to a member of your religion, and an implement of magic (such as a holy book, a string of prayer beads, or a religious icon or symbol). You also have one of the following items: fine clothing, a dose of holy water, a *healing potion*, or an incantation of a rank 0 spell of your choice.

Magic Your religious indoctrination allows you to perform miracles. You discover one tradition associated with your religion. Then, gain one of the following options:

- Discover two traditions associated with your religion (as shown on the **Religious Traditions** table).
- Discover one tradition associated with your religion and learn one spell from either tradition you have discovered.
- Learn two spells from the tradition you discovered.

Shared Recovery You can use an action to heal damage equal to your healing rate. Then choose one target creature other than you that is within short range. The target creature heals damage equal to its healing rate. Once you use this talent, you must complete a rest before you can use it again.



LEVEL 2 PRIEST

Characteristics Health +4

Magic You continue your religious training. Choose one of the following benefits:

- Discover two traditions associated with your religion.
- Discover one tradition associated with your religion and learn one spell from a tradition you have discovered.
- Learn two spells from traditions you have discovered.

Prayer When a creature within short range makes an attack roll or challenge roll, you can use a triggered action to grant 1 boon on the triggering roll.

LEVEL 5 EXPERT PRIEST

Characteristics Health +4, Power +1

Magic Learn one spell from a tradition you have discovered.

Divine Strike When you use Prayer to grant a creature 1 boon on an attack roll made using a weapon, the creature's attack deals 1d6 extra damage.

LEVEL 8 MASTER PRIEST

Characteristics Health +4

Magic Learn one spell from a tradition you have discovered.

Improved Shared Recovery You can use Shared Recovery twice between rests.

Inspiring Prayer Each time you use Prayer to grant a creature other than you 1 boon on a roll, you make attack rolls and challenge rolls with 1 boon for 1 round.

ALTERNATIVE PRIEST PATHS

Uncertain Faith presents an assortment of variant priest paths to help differentiate the servants of the gods from one another. While the traditions to which priests have access go a long way toward this end, access to religion-specific talents makes these characters even more distinct and gives them stronger ties to the objects of their devotion. Of course, their use is entirely optional; rest assured that the spells available to a priest of the Old Faith are very different from those of priests of the New God or the Dark Lady.

EXPERT PATHS

When your group level reaches 3, you choose an expert path. Like the choice you made for your novice path, this choice ought to reflect your experiences before this point. Those challenges, victories, and defeats point your character toward a particular path, helping you to realize your place in the wider world. Expert paths ground you in the world by describing the sorts of activities you are likely to perform and by granting talents that improve your ability to carry them out.

Many expert paths already available in the game have strong appeal to characters who follow the priest path. In *Shadow*, the cleric, druid, oracle, paladin, and witch all express different ways characters might continue serving the gods. As well, *Demon Lord's Companion* presents the mystic, shaman, and warden paths. The avowed in *Terrible Beauty* rewards characters who serve the Lords and Ladies, while the apostate (from

Exquisite Agony) represents those characters who oppose any and all religion. In *Uncertain Faith*, followers of the Dark Gods might choose the gothi path to better commune with their violent patrons, while the *Freeport Companion* details celebrants, followers of One-Eyed Pete, and Drowned Ones, servants of Oceanus.

Here, you'll find new expert paths tied to the various faiths detailed for the game. As with nearly all paths, none have requirements for you to fulfill in order to choose them and you can thus come from any novice path if you wish to serve a particular deity. This said, most who choose these paths come from the ranks of the priests.

CHRONICLER

Dwarfs live in the shadow cast by their ancestors, silent spectators who watch over their descendants until the time comes for them to return to the world once more in the bodies of newborn dwarfs. The faith devoted to the Honored Dead preserves their histories, ensures dwarfs live and act as their ancestors expect, and inspires them through the old tales to reach for heroic heights in all that they do. Priests hold an important place within dwarf culture, and when they speak, their authority equals that of the kings and queens.

Chroniclers emerge from the ranks of the Honored Dead's priesthood as the keepers of the old lore and commit to memory all the old tales and stories of their kind. They tattoo their flesh with their family's history, using every available place on their bodies to preserve the lore. This act of devotion earns them esteem from their ancestors and, when chroniclers call upon them for aid, the runic script covering their bodies flares to life, protecting, inspiring, and sustaining them.

While the chronicler expert path is intended for dwarfs who adhere to the tenets of the Honored Dead, you can adapt the path to any people who might venerate their ancestors.



CHRONICLER STORY DEVELOPMENT

d3 Story Development

- 1 A priest of the Honored Dead already, you became enamored with your people's history and vowed to preserve and add to it with those events you witness.
- 2 After monsters overran your ancestral home and destroyed much of the sacred writings, you used your body to recount what you remembered of your people's past.
- 3 The runes etched into your flesh describe all the wrongs done to you and your kind. You display the script so your enemies will know why you kill them.

LEVEL 3 CHRONICLER

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions Add the history area of scholarship to your list of professions. If you have this area of scholarship already, add a different one.

Magic Choose one of the following options:

- Discover the Battle, Life, or Rune tradition
- Learn one Battle, Life, or Rune spell

Faultless Memory You make Intellect challenge rolls to recall useful information with 1 boon.

Runescribed You record your story and the story of your people in the runes covering your body. The runes grant you a +1 bonus to Defense.

LEVEL 6 CHRONICLER

Characteristics Health +4

Magic You learn one spell.

Runic Might You can use an action and expend the casting of a spell you have learned to imbue the runes covering your body with power.

- If you expend a casting of a Battle spell, you can move a number of yards equal to twice the spell's rank (minimum 1 yard) and make an attack with a weapon you are wielding. You can substitute Intellect for the attribute you would normally use, you make the attack roll with 1 boon, and the attack deals 1d6 extra damage per rank of the spell expended (a rank 0 spell confers no extra damage).
- You can use an action or a triggered action on your turn to expend a casting of a Life spell, you heal 1d6 damage per rank of the spell expended (a rank 0 spell lets you heal 1d3 damage).
- If you expend a casting of a Rune spell, you impose a number of banes on attack rolls made against you equal to the rank of the spell expended (minimum 1 bane) for 1 round.
- If you expend a casting of a spell from any other tradition, you regain the casting of a Battle, Life, or Rune spell of the same or lower rank.

LEVEL 9 MASTER CHRONICLER

Characteristics Health +4, Power +1

Magic You learn one spell.

Swift Runic Might On your turn, you can use a triggered action to use your Runic Might talent.



CRUSADER

Those devotees who hear the New God's call to arms against the growing darkness take up the mantle of crusaders and become merciless slayers of the enemies of their faith. With certainty on their side, with no room for doubt in their minds, they pit themselves against demon and cultist, heretic and necromancer without hesitation. Crusaders know what's at stake if they should fail, so they never relent in their mission to purge the world of the darkening shadow.

CRUSADER STORY DEVELOPMENT

d3	Story Development
1	Monsters overran your village. You took refuge in the only thing you had left: your faith. You swore vengeance, and you'll stop at nothing to get it.
2	You spent time fighting in the Crusader States and became an inspiration to the soldiers who fought at your side.
3	An angel came and revealed to you your destiny. You had no choice but to fight in the name of your god.

LEVEL 3 CRUSADER

Attributes Choose two attributes and increase each by 1

Characteristics Health +5, Power +1

Languages and Professions You either speak another language or add a military profession to your list of professions.

Magic Choose one of the following options:

- Discover the Celestial, Life, or Theurgy tradition
- Learn one Celestial, Life, or Theurgy spell

Faithful Fury When you cast a Celestial, Life, or Theurgy spell, you make attack rolls with 1 boon for 1 round.

Bolstered by Belief When you would become frightened, you can use a triggered action to make a Will challenge roll. On a success, remove the frightened affliction from yourself and make all attack rolls with 1 boon for 1 minute.

LEVEL 6 CRUSADER

Characteristics Health +5

Magic You learn one spell.

Shield of God You can use an action or a triggered action on your turn to expend the casting of a Celestial, Life, or Theurgy spell you have learned and heal damage equal to 1d6 per rank of the spell. (A rank 0 spell lets you heal 1d3 damage.)

LEVEL 9 MASTER CRUSADER

Characteristics Health +5, Power +1

Magic You learn one spell.

Call to Arms When you become injured, you can use a triggered action to inspire others fighting at your side. Each member of your group within short range of you makes attack rolls with 1 boon and deals 1d6 extra damage for 1 minute.

Resilient Faith You can also use your Bolstered by Belief talent when you would be charmed or compelled, and a success on the challenge roll removes the affliction as well as granting the +1 boon on attack rolls.

DAUGHTER OF THE MOON

The Maiden in the Moon chooses young women with a talent for magic, welcoming her daughters into her arms and whispering to them the secrets of magic. These priestesses of the Maiden find refuge in secret places where the goddess's name is not yet spoken in derision. A few Daughters of the Moon leave their convents and temples to track down lost magic and potent relics, and to punish those who dabble in the dark arts. Nearly all show their devotion to the goddess by marking their bodies with the sign of the crescent moon. This tattoo shines when the light of Tarterus falls upon it.

DAUGHTER OF THE MOON STORY DEVELOPMENT

d3 Story Development

- 1 Your parents gave you to the Daughters of the Moon to keep the old custom. Your elevation to Daughter marks your advancement in the faith.
- 2 The Maiden came to you in a dream, urging you to help her faithful weather the coming darkness.
- 3 You turned to the Maiden in the Moon to grow your understanding of magic.

LEVEL 3 DAUGHTER OF THE MOON

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add an area of scholarship to your list of professions.

Magic Choose one of the following options:

- Discover the Arcana, Celestial, or Time tradition
- Learn one Arcana, Celestial, or Time spell

Perceive Magic You can use an action to sense the presence or absence of magic around you out to a range of 5 yards. If you learned the *sense magic* Magician spell, you can expend a casting of that spell when you use this talent to double the range of this effect.

LEVEL 6 DAUGHTER OF THE MOON

Characteristics Health +4

Magic You learn one spell.

Secrets of Magic When you cast a spell, you can use a triggered action to expend the casting of another spell you have learned. If you cast an attack spell, you make the attack roll with 1 boon and creatures make the challenge roll to resist the spell with 1 bane. If you cast a utility spell, you double the duration of that spell if it has one.

LEVEL 9 MASTER DAUGHTER OF THE MOON

Characteristics Health +4, Power +1

Magic You learn one spell.

Maiden's Blessing When a creature attacks you with a spell, you impose 1 bane on its attack roll and you make the challenge roll to resist the spell with 1 boon.

GUARDIAN

Guardians work to slow the tide of civilization to preserve those sites sacred to their beliefs. These devoted men and women acquire their magical abilities from an initiation into the deeper mysteries of the Old Faith, a ritual that strips away their sense of self to enable them to adopt different animal forms. Becoming beasts lets guardians work more closely with their charges,

while also conferring the claws and fangs of predators to rend their enemies. Nearly all guardians have strong connections to the Old Faith and the Horned King, though some may have backgrounds in witchcraft.

GUARDIAN STORY DEVELOPMENT

d3 Story Development

- 1 Your strong ties to the natural world awakened an ability to assume different forms.
- 2 A circle of druids chose you to be their guardian and performed a sacred rite to imbue you with great magical power.
- 3 You forged a pact with the Horned King, who bestowed on you the gift to become a beast.

LEVEL 3 GUARDIAN

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add one wilderness profession to your list of professions.

Magic Choose one of the following options:

- Discover the Life, Nature, or Primal tradition
- Learn one Life, Nature, or Primal spell

Shapechange You learn the *animal shape* spell from the Transformation tradition, even if you have not discovered this tradition. You have a number of extra castings of this spell equal to your Power. You replenish your extra castings when you complete a rest.

LEVEL 6 GUARDIAN

Characteristics Health +4

Magic You learn one spell.

Persistent Transformation When you cast the *animal shape* spell, increase the duration to 1 hour.

LEVEL 9 MASTER GUARDIAN

Characteristics Health +4, Power +1

Magic You learn one spell.

Improved Shapechange Exchange the *animal shape* spell you learned from your Shapechange talent for the *improved animal shape* spell from the Transformation tradition. The extra castings from the Shapechange talent apply to this spell and, when you cast it, you increase the duration to 4 hours.

Recuperative Transformation When you use an action to end the casting of the *improved animal shape* spell, you heal damage equal to your healing rate.

HOLY MATRON

The wisest and most devout members of the World Mother's cult are known as the holy matrons, an elite society of women who have all borne and raised children before giving their lives to the goddess. With their familial obligations at an end, they work on behalf of the World Mother, traveling the lands to ease suffering and nurture the families they encounter, reinforcing the bonds of kinship with the goddess's blessing. Holy matrons work to settle disputes, help people put aside their grudges, and foster peace wherever they go.

Most, though not all, holy matrons are women past their childbearing years. They carry the idol of their goddess with them and whisper prayers over it whenever they invoke her power. Although this is a strictly female



society, the World Mother sometimes imparts the gifts she reserves for these devotees to men. Such individuals might be widowers who reared their children or who have a special connection to the goddess. Males who serve in this role are called esteemed husbands.

HOLY MATRON STORY DEVELOPMENT

d3 Story Development

- 1 You spied the World Mother bathing in a forest pool and became hers ever after.
- 2 You wed and had many children. To repay the goddess for her favor, you decided to spend your remaining years in her service.
- 3 You were brought up in the World Mother's cult, and becoming a holy matron reflects your continued advancement in the ranks.

LEVEL 3 HOLY MATRON

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add one of the following professions to your list of professions: farmer, gatherer, healer, nomad, or pioneer.

Magic Choose one of the following options:

- Discover the Earth, Life, or Nature tradition
- Learn one Earth, Life, or Nature spell

Hand of the Daughter You can use an action to expend the casting of a spell you have learned from the Earth, Life, or Nature traditions. Touch one target creature you can reach. The target heals 1d6 damage per rank of the spell whose casting you expended (minimum 1d6 damage).

LEVEL 6 HOLY MATRON

Characteristics Health +4

Magic You learn one spell.

Hand of the Mother You can use an action to expend the casting of a rank 1 or higher spell you have learned from the Earth, Life, or Nature traditions. Touch one target creature you can reach and remove one of the following afflictions from that target: deafened, diseased, fatigued, frightened, impaired, or poisoned. Alternatively, you can attempt to remove a curse from the target. Make a Will challenge roll with 1 bane per point of Corruption the target possesses. You remove the curse on a success, or gain 1d6 Insanity on a failure.

LEVEL 9 MASTER HOLY MATRON

Characteristics Health +4, Power +1

Magic You learn one spell.

Crown of the Crone You can use an action to expend the casting of a rank 2 or higher spell you have learned from the Earth, Life, or Nature traditions. A soft green light shines from your body into a 3-yard radius for as long as you concentrate, up to 1 minute. Creatures in the area of light take half damage from all sources and make challenge rolls to resist gaining Insanity with 1 boon.

HORNED ONE

Leading the savage cult of the Horned King are the Horned Ones, devotees steeped in the traditions of their deity and charged with safeguarding the beasts in their patron's demesne. Most Horned Ones live little differently than wild animals, surviving in the wilderness and using their magic to give them claws and teeth to defend themselves. Others clad themselves in the gifts taken from the beasts they protect and at least consider giving a warning before calling upon the full power of their faith to rend their foes limb from limb.

HORNED ONE STORY DEVELOPMENT

d3	Story Development
1	Having spied the Green Stag, you were initiated into the cult of the Horned King. Becoming a Horned One reflects your advancement in the cult's ranks.
2	As a devotee of the Old Faith, you found yourself drawn to the Horned King and eventually abandoned your faith to champion your patron.
3	The Horned King came to you in the guise of a beast and chose you to become his servant.

LEVEL 3 HORNED ONE

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add one wilderness profession to your list of professions.

Magic Choose one of the following options:

- Discover the Primal, Spiritualism, or Transformation tradition
- Learn one Primal, Spiritualism, or Transformation spell

Beastfriend Animals are friendly to you until you use an action to attack them.

Empowered Animals Each animal that is friendly to you and within short range makes attack rolls and challenge rolls with 1 boon.

Stealthy You make Agility rolls to hide and move silently with 1 boon.

LEVEL 6 HORNED ONE

Characteristics Health +4

Magic You learn one spell.

Power of the Horned King When you cast a Primal, Spiritual, or Transformation spell, you make your next attack roll before the end of the next round with 1 boon and the attack deals 1d6 extra damage.

LEVEL 9 MASTER HORNED ONE

Characteristics Health +4, Power +1

Magic You learn one spell.

Invisible from Beasts You can use a triggered action and expend a casting of any Primal, Spiritual, or Transformation spell you have learned to become invisible to all animals for 1 minute or until you use an action to attack.

ICE APOSTLE

Prowling the wastes of the Blasted Lands, the Ice Apostles display their disdain for the wider world, preferring the chill, barren expanse to the comforts found in the north. They believe their faith sustains them and, to some extent, protects them from the biting wind and slashing ice. Crazy servants of Old Man Winter, the Ice Apostles have proven themselves worthy of their god's gifts, earning incredible power over the elements and carrying winter with them wherever they go. Like lesser priests, Ice Apostles tend to be a bit unhinged and given to savagery, raiding, looting, and killing as they bring the winter north with them.

ICE APOSTLE STORY DEVELOPMENT

d3 Story Development

- 1 You spent a night out in freezing temperatures without clothes or fire to warm you. That you survived showed the world you were a scion of Anemoi, Old Man Winter.
- 2 You wandered the Blasted Lands for a time before your god came to you, urging you on a great quest into the north to help purge the shadow from the world.
- 3 Priests of Old Man Winter hauled you out of the sea when your ship was dashed against the rocks. They fed you, nursed you back to health, and taught you their ways.

LEVEL 3 ICE APOSTLE

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Magic Choose one of the following options:

- Discover the Battle, Storm, or Water tradition
- Learn one Battle, Storm, or Water spell

Gift of Anemoi You take half damage from cold. In addition, you move at full speed across difficult terrain caused by snow and ice.

Winter's Shield When you cast a Battle, Storm, or Water spell, you gain a +1d3 bonus to Defense that lasts until the end of the round.

LEVEL 6 ICE APOSTLE

Characteristics Health +4

Magic You learn one spell.

Weapon of Frost You can use an action, or a triggered action on your turn, to expend the casting of a rank 1 or higher spell you have learned to imbue one target weapon you are holding with the power of winter. For 1 minute, your attacks with the weapon deal 1d6 extra damage from the cold radiating from it. In addition, snow swirls around you, partially obscuring your space until the effect ends.

LEVEL 9 MASTER ICE APOSTLE

Characteristics Health +4, Power +1

Magic You learn one spell.

Hatred of Winter When you attack a creature that is immune to damage from cold, the creature loses this immunity until it completes a rest.

JUSTICIAR

Most associate the Seer with oracles, diviners, and fortunetellers, individuals who read the skein of reality to follow the threads of fate and untangle the possible futures. Most priests of the Seer have withdrawn from the world, dwelling in isolation to commune undisturbed with their deity and to consider the information they gain. Yet the Seer has ever been more than the father of fates, the author of dooms. He also champions justice in the world, his named invoked by judges and nobles alike to gain his wisdom when passing judgment on the guilty.

Before the rise of the New God's cult, servants of the Seer called justiciars traveled the lands of the Empire to weigh in on criminal cases and lend their expertise to solving crimes and ascertaining the guilt of the accused. As Astrid's following has grown, though, so too has intolerance for the old ways; the justiciars found themselves unwelcome and, in time, largely vanished. A few remain, though, and they have the vision and cunning to get to the truth of almost any matter.

JUSTICIAR STORY DEVELOPMENT

d3	Story Development
1	You apprenticed to a traveling justiciar, learning the tenets of the faith and the methods used to discern guilt.
2	You served the Seer as one of his sibyls, but after a series of disturbing visions, you left that service to help fight against the darkness spread across the world.
3	You were to be executed for a crime you did not commit, but a passing priest of the Seer interceded on your behalf, thus saving your life. In return, you pledged to serve the Seer and liberate others from wrongful incarceration and unjust punishments.



LEVEL 3 JUSTICIAR

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions

You either speak another language or add an area of scholarship to your list of professions.

Magic Choose one of the following options:

- Discover the Curse, Divination, or Telepathy tradition
- Learn one Curse, Divination, or Telepathy spell

Word of the Seer You do not gain Corruption from discovering the Curse tradition, nor are you at risk of gaining Corruption from learning Curse spells.

Weigh Guilt You can use an action to determine the guilt or innocence of one target creature you can see within short range. Make an Intellect challenge roll. On a success, you learn all of the following information about the target:

- Its name and general identity
 - Its Corruption score, if any
 - Whether it has stolen, murdered, assaulted, or committed an act of similar violence at any time within the last 24 hours
- If the target has a

Corruption score or committed

an act of violence, for 1 minute, you make attack rolls against the target with 1 boon and the target makes challenge rolls to resist your attacks with 1 bane.

LEVEL 6 JUSTICIAR

Characteristics Health +4

Magic You learn one spell.

Pass Judgment When a creature you can see deals damage, you can use a triggered action to pass judgment on the triggering creature. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute, until you use an action to lift the curse, or you use this talent again. For the purpose of removing curses, this effect counts as a spell of a rank equal to your Power score. While cursed in this way, the target is impaired and slowed. Once you use this talent, you must make a Will challenge roll. On a failure, you lose the talent until you complete a rest.

LEVEL 9 MASTER JUSTICIAR

Characteristics Health +4, Power +1

Magic You learn one spell.

Burden of Guilt You can use an action to expend the casting of a rank 1 or higher spell you have learned to punish the guilty. Each creature cursed by you takes 1d6 damage per rank of the spell you expended. A creature that would take this damage can make a Will challenge roll, taking half the damage on a success.

MALEFICANT

Although generally considered a benevolent and good religion, witchcraft has a dark side, and those who embrace that aspect manipulate black magic for diabolical ends. Most witches reject the maleficants, witches who follow the left-hand path, seeing them as pariahs and enemies of their faith. These black witches pursue forbidden knowledge and learn spells from dark magic traditions as a means to an end, usually to protect themselves against anyone they deem an enemy, whether an overzealous inquisitor or a tyrannical noble who torments the people living under his or her rule. Others embrace wickedness for the power it offers.

MALEFICANT STORY DEVELOPMENT

d3	Story Development
1	Hatred and bitterness led you down a dark path, one that promised you the vengeance you so desperately crave.
2	You bargained with a devil for power in exchange for your soul. The talents you gained as a maleficant reflect the rewards of your dread pact.
3	You chose the left-hand path to better fight the horrors threatening the world. An afterlife in Hell is a price you are willing to pay in order to protect your lands from the monsters that threaten to overwhelm them.

LEVEL 3 MALEFICANT

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1, Corruption +1

Languages and Professions Add Dark Speech to the list of languages you can speak.

If you already know this language, you can either speak another language or add a profession to your list of professions.

Magic Choose one of the following options:

- Discover the Curse or Enchantment tradition
- Learn one Curse or Enchantment spell

Bitter End When you die, green flames consume your body and then streak off to carry your soul to Hell. Each creature you choose within short range of where you fell must get a success on an Agility challenge roll or be struck by the flames, taking 1d6 damage per point of your Power score.

Spite When a creature within short range would make an attack roll or a challenge roll, you can use a triggered action to impose 1 bane on the triggering roll.

Stain of Wickedness You gain a random mark of darkness.

LEVEL 6 MALEFICANT

Characteristics Health +4

Magic You learn one spell.

Horrid Poppet If you carry a control doll (see *Shadow*, page 123) of a target creature, you can use your Spite talent against that creature regardless of its distance from you. In addition, the benefits of using a control doll apply to spells of any tradition you cast against the target. Finally, when you cast a Curse attack spell against a target from which you have made a control doll, you increase the number of boons granted and banes imposed by 1.

LEVEL 9 MASTER MALEFICANT

Characteristics Health +4, Power +1

Magic You learn one spell.

Bind Servant You can use an action to bind one target creature you can see within short range from which you made a control doll. Make an Intellect attack roll against the target's Will. If the target's Health score is 30 or less, you make the roll with 1 boon. On a success, the target becomes bound to you until you die, the target dies, or you use this talent again.

Until this effect ends, you can use an action to perceive from the target's space as if you were in that space for as long as you concentrate. While perceiving in this way, you are insensate in regard to your own space.

In addition, you can use an action to give the target 1d3 Insanity in order to heal damage equal to your healing rate.

Finally, you can use an action to cause an image of the target to appear on a reflective surface you can see within short range and remain there for as long as you concentrate. The image reveals the target and the area within short range of it.

REVELER

The Laughing God attracts people who have rid themselves of any sense of propriety, restraint, and responsibility. For these devotees, life is to be enjoyed to the fullest and anything that interferes with the pursuit of pleasure is to be shunned. Although most deride Revel's followers as unabashed hedonists, people of low character and no control, in truth Revel draws devotees from nearly all walks in life, from courtesans and drunkards to nobles, disgraced priests of other faiths, and artists of all kinds. Revel offers escape from the drudgery of life and the pain of existence, and to know Revel is to embrace true freedom.

Priests of Revel can pursue a wide range of paths, becoming crazed berserkers or holy oracles who welcome their mad patron into their bodies. Some, though, continue in the cult's service as revelers, individuals who have no desire beyond continuing to sample the many pleasures their master offers. Revelers take charge of local cults, hosting celebrations and parties so they can infect their congregations with the same feverish desires they experience themselves. Few emerge from such gatherings with their sanity intact.

REVELER STORY DEVELOPMENT

d3 Story Development

- 1 After several years spent drinking and debauching, you found you had won the Laughing God's favor.
- 2 You dedicated your brothel, drug den, or tavern to Revel and used the place to recruit new members to your faith.
- 3 After suffering a series of terrible setbacks, you went mad and lost yourself in the wilderness. There you took up with fauns who revealed to you the path to Revel, whose laughter, madness, and excess could blunt the pain you carry within.

LEVEL 3 REVELER

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add carouser to your list of professions.

Magic Choose one of the following options:

- Discover the Enchantment, Fey, or Illusion tradition
- Learn one Enchantment, Fey, or Illusion spell

Drunken Clarity While you are impaired, instead of making attack rolls with 1 bane, you make attack rolls with 1 boon and your attacks deal 1d6 extra damage.

Revel's Madness When you go mad, you can roll an extra time and choose which result to use.

LEVEL 6 REVELER

Characteristics Health +4

Magic You learn one spell.

Inspire Frenzy You can use an action, or a triggered action on your turn, to bestow a gift from the Laughing God on a target creature you can see within short range. Make an Intellect attack roll against the target's Will. On a success, the target gains 1 Insanity. If the total of your roll was 20 or higher and you beat the target number by at least 5, it gains 1d3 Insanity instead. Rather than become frightened from gaining this Insanity, the target becomes impaired for a number of rounds equal to its Insanity total. While impaired from this effect, instead of making attack rolls with 1 bane, the target makes attack rolls with 1 boon, and its attacks deal 1d3 extra damage. When the effect ends, the target becomes fatigued for 1 minute. You can use Inspire Frenzy a number of times equal to your Power score. You regain expended uses when you complete a rest.



LEVEL 9 MASTER REVELER

Characteristics Health +4, Power +1

Magic You learn one spell.

Revel's Protection Whenever you would gain an affliction, you can use a triggered action to make an Intellect challenge roll. On a success, you swap out the affliction gained for the impaired affliction. Once you use this talent, you must wait at least 1 minute before you can use it again.

RUINER

The religion of the Dark Gods has little formal structure. The myths and beliefs underpinning it bend to conform to the expectations of their followers. Priests of the faith are as much warriors as they are religious leaders, and they offer the carnage they create as prayers to the mad gods who watch over them. Most priests of the Dark Gods go on to become gothi, religious battle leaders and advisors to the chieftains and thanes. Some priests and other warriors as well, though, the Dark Gods single out for another purpose: to become ruiners, avatars of their destructive impulse.

Like berserkers, ruiners hew their way across battlefields, heedless of the injuries they sustain along the way. As they rush down the path of rage and ruin, these crazed individuals become divorced from their kith and kin, driven by supernatural impulse to create chaos and kill. As a result, ruiners are feared by other members of their faith. They are most common among orc followers of the Dark Gods.

RUINER STORY DEVELOPMENT

d3 Story Development

- 1 The Dark Gods are the only gods that matter. It falls to you to tear down the altars of lesser divinities and put their weak and corrupt priests to the sword.
- 2 You saw your doom in the entrails of a sacrificed sheep. You set out to find it in the world.
- 3 You follow a three-eyed raven that only you can see. The messenger of the Dark Gods teaches you the magic you use to destroy your enemies.

LEVEL 3 RUINER

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add a military or wilderness profession to your list of professions.

Magic Choose one of the following options:

- Discover the Battle, Destruction, or Rune tradition
- Learn one Battle, Destruction, or Rune spell

Cowards Wear Armor If you wear armor, your Power score drops to 0 and you make attack rolls and challenge rolls with 1 bane.

Dark Savagery When you attack with a weapon, you can use a triggered action to expend a casting of a Battle, Destruction, or Rune spell. If you do, you make the attack roll with 1 boon and the attack deals 1d6 extra damage per rank of the spell expended. If you expended a casting of a rank 0 spell, the attack deals 1d3 extra damage.

Fearsome Might When you expend the casting of a rank 2 or higher spell using Dark Savagery, each creature you choose with 1 yard of you must get a success on a Will challenge roll or become frightened for 1 minute.

LEVEL 6 RUINER

Characteristics Health +4

Magic You learn one spell.

Ruinous Aura You can use an action, or a triggered action on your turn, to invoke the destructive wrath of the Dark Gods. For a number of rounds equal to your Power score, you emit an invisible field of destructive energy in a radius centered on a point in your space that extends out a number of yards equal to 1 + your Power score. Until the effect ends, when a creature in the area other than you takes damage, it takes 1d6 extra damage.

LEVEL 9 MASTER RUINER

Characteristics Health +4, Power +1

Magic You learn one spell.

Divine Fury Whenever you cast a rank 1 or higher spell from the Battle, Destruction, or Rune traditions, you can choose to gain Insanity equal to the spell's rank. You do not become frightened from gaining Insanity in this way. Instead, you make attack rolls with 1 boon for a number of rounds equal to your Insanity score. If gaining this Insanity would cause you to go mad, you must move up to your Speed toward the nearest creature and attack that creature with a weapon you are wielding. You make the attack roll with a number of boons equal to your Power score and the attack deals 2d6 extra damage. You then determine your madness as normal.

SOLEMN ONE

Father Death attracts peculiar people to his cult. Finding a place there requires a fascination with death and dying, a commitment to the cycle of life and death, and an opposition to anything that would subvert the proper order of things. Most priests of Father Death watch over cemeteries, ease the ends of the sick and dying, and guard against the undead and those who would create them.

Among the higher-ranked members of the cult stand the Solemn Ones, men and women who spend much of their time in quiet contemplation over the nature of mortality, communing with Father Death and visiting the Underworld in their dreams. When the cult faces a crisis, the Solemn Ones step forward to restore order and eradicate any undead by whatever means they have. Most priests follow this path after climbing through the ranks of the cult, but the religion makes exceptions for individuals who have demonstrated a lifelong commitment to Thanatos.

SOLEMN ONE STORY DEVELOPMENT

d3	Story Development
1	After a near-death experience, you devoted your remaining life to Father Death in the hopes of putting off your eventual end.
2	Your accomplishments won you favor from Father Death's cult and you were initiated into the inner circle.
3	Your war against undead attracted attention from the grim deity, who revealed himself to you. Your encounter with the divine altered your course or reaffirmed your decision to serve the Lord of the Underworld.

LEVEL 3 SOLEMN ONE

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add a religious profession to your list of professions.

Magic Choose one of the following options:

- Discover the Death, Protection, or Shadow tradition.
- Learn one Death, Protection, or Shadow spell.

Death's Chosen You do not gain Corruption from discovering the Death tradition or from learning Death spells. In addition, when you cast a Shadow attack spell that would require you to make an attack roll, you can use Intellect or Will for that roll. If you already have this talent, you also gain the following benefit: When a creature attacks you with a Death spell, you impose 1 bane on the triggering attack roll and you make the challenge roll to resist the triggering spell with boon.

Lay to Rest You target and affect undead creatures in addition to living creatures with Death attack spells you cast.

LEVEL 6 SOLEMN ONE

Characteristics Health +4

Magic You learn one spell.

Hand of Death Whenever you cast a Death, Protection, or Shadow spell, you can use a triggered action to choose one target creature within short range. The target must get a success on a Strength challenge roll or take 1d6 damage.

LEVEL 9 MASTER SOLEMN ONE

Characteristics Health +4, Power +1

Magic You learn one spell.

Spared from Death When you would become incapacitated, you can use a triggered action to expend the casting of a Death, Protection, or Shadow spell. You immediately heal damage equal to the spell's rank (minimum 1 damage). Once you use this talent, you must wait 1 minute before you can use it again.

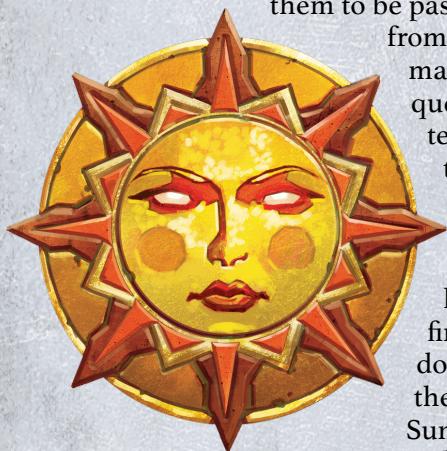
SUMMER CHILD

The Queen of Summer urges her mortal servants to create and foster beauty in the world, to inspire artists and celebrate their achievements, and to bring out the best in everyone they encounter. Despite their tolerance and acceptance, the cult holds initiates to exacting standards, expecting

them to be passionate, creative, and bright people, free

from the negative emotions that weigh down so many others. Any display that would call into question their commitment to the goddess's teachings sees these initiates eased out of the inner circle to become congregants once more.

The inner circle of priests belongs to the Summer Children, devotees who have had encounters with the goddess or seen first-hand her workings in the world. Not only do they enjoy high standing in the cult, but they can also call directly upon the Queen of Summer to aid them, becoming mirrors of her astonishing beauty and goodness.



SUMMER CHILD STORY DEVELOPMENT

d3 Story Development

- 1 You spied the Queen of Summer bathing in a pool and became forever after enamored of her.
- 2 You hope to win the Queen of Summer's hand by being her champion.
- 3 You discovered your purpose when a fire swept through your home, claiming everyone but you. In those flames, amid the screams of your dying loved ones, you glimpsed the goddess and followed her to safety.

LEVEL 3 SUMMER CHILD

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add one artist profession to your list of professions.

Magic Choose one of the following options:

- Discover the Enchantment, Fey, or Fire tradition
- Learn one Enchantment, Fey, or Fire spell

Confounding Charm When you cause a creature to become charmed from a spell you have cast, the creature also becomes compelled for 1 round.



LEVEL 6 SUMMER CHILD

Characteristics Health +4

Magic You learn one spell.

Flames of Passion You can use an action and expend the casting of a rank 1 or higher spell to harness the essence of the Summer Queen for a number of rounds equal to the rank of the spell whose casting you expended. Your hair becomes fire and your eyes glow like the sun at dawn. Each living creature within short range must make a Will challenge roll or become charmed until this effect ends. Whenever a creature charmed by this effect makes an attack roll or a challenge roll, you can use a triggered action to grant 2 boons to the triggering roll, and the attack roll benefiting from the boons also deals 1d6 extra damage. You can use Flames of Passion a number of times equal to half your Power score (minimum 1). You regain expended uses when you complete a rest.

LEVEL 9 MASTER SUMMER CHILD

Characteristics Health +4, Power +1

Magic You learn one spell.

Flames of Summer While you are under the effects of your Flames of Passion talent, your attacks with Fire spells deal 1d6 extra damage.

WISDOM



Standing outside the major faiths in the lands of Rûl, witchcraft lacks the orthodoxy one might expect from an established faith. Many different factions separate witches from one another. Some practice their faith alone, while others form covens for fellowship and to grow their understanding of what the Lord and Lady wish for them. Although the particulars vary, witches follow one of three paths: the left-hand path followed by malificants (see page 18), the right-hand path followed by wisdoms, and the middle path, followed by most witches (see *Shadow*, page 75).

Followers of the right-hand path practice white magic, which they use to promote health and healing, to help others, and to steer people away from

wickedness. Wisdoms might serve a community, acting as midwives, healers, advisors, and, when danger threatens, protectors. However, a few leave behind the responsibilities of their towns and villages and use their talents to help everyone they can.

WISDOM STORY DEVELOPMENT

d3 Story Development

- 1 You studied under a witch, who taught you the ways of the faith. You wanted to help others and so chose the right-hand path, devoting yourself to healing and nurturing.
- 2 You were brought up to become your community's next wisdom and learned all the skills you needed to care for your community.
- 3 After you were seriously wounded in a fight, a wisdom found you and nursed you back to health. Intrigued by the healing arts, you remained behind, studying the wisdom's methods until you mastered them.

LEVEL 3 WISDOM

Attributes Choose two attributes and increase each by 1

Characteristics Health +4, Power +1

Languages and Professions You either speak another language or add an academic, common, religious, or wilderness profession to your list of professions.

Magic Choose one of the following options:

- Discover the Divination or Life tradition
- Learn one Divination or Life spell

Brew Simple You begin each adventure with a number of simples you have brewed equal to 1 + your Power. These simples lose potency when you complete the adventure. As a minor activity, you can apply a simple to one target living creature you can reach. The target either heals damage equal to its healing rate or removes the diseased, fatigued, or poisoned affliction from itself.

Committed to the Light You take a -3 penalty to Health for each point of your Corruption score.

LEVEL 6 WISDOM

Characteristics Health +4

Magic You learn one spell.

Bestow Wisdom You can use an action to bestow your wisdom on one target creature that can see and hear you, and is within short range. If the target is willing, it makes attack rolls and challenge rolls with 1 boon and its attacks deal 1d6 extra damage. The effect lasts for 1 minute or until the target gets a failure on an attack roll or challenge roll.

LEVEL 9 MASTER WISDOM

Characteristics Health +4, Power +1

Magic You learn one spell.

Invoke the Lord and Lady You can use an action to invoke the Lord and Lady, becoming a radiant being for 1 minute. You gain the following benefits until the effect ends.

- The inner light shines from you, illuminating the area within 10 yards of you.
- Each creature you choose within the area of light must get a success on a Will challenge roll with a number of banes equal to your Power or become frightened. While frightened in this way, the creature must use its action each round to rush away from you. At the end of each round, the creature can repeat the challenge roll and removes the frightened affliction on a success.
- When you cast an attack spell, you make the attack roll with 1 boon and you impose 1 bane on challenge rolls made to resist the spell.
- You impose 2 banes on attack rolls made against you by creatures that can see you.

You can use this talent a number of times equal to your Power score. You replenish your uses when you complete a rest.

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