



paths of power

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Paths of Shadows for Shadow of the Demon Lord

A field of magical energy envelops Urth and spreads out across the cosmos. A residual force left from the act of creation that brought this reality into being, this energy is the cause of nearly all the strangeness found in the world: from the bizarre monsters spawned within the foul slicks pooling in caves deep under Blötland to the hidden kingdoms of the faeries; it is responsible for the floating lands above the Desolation and countless other oddities one encounters when traveling the lands of Rûl and beyond.

This energy has even been harnessed and channeled into the creation of artifacts and relics of wondrous and terrible power. More common, however, than all of these supernatural phenomena and wonders are spells: magical effects discovered, codified, and devised by those people who make a study of magic in its many forms. From the destruction of the *fireball* spell to the awful glory of *hateful defecation*, spells offer staggering power to those individuals with the patience, cunning, and will to learn them.

The *Paths of Shadow* series expands and updates certain paths from *Shadow of the Demon Lord* to create new variations and possibilities. *Paths of Power* deals with the sorcerer, spellbinder, warlock, and wizard, and in most cases offers upgrades and enhancements to make them even more exciting to play. In addition, this supplement introduces a new path: the occultist, a dreaded devotee of dark magic, who peers into places others fear to look.

OCCULTIST

Despite the efforts of the inquisitors and witch hunters—and, sometimes, even adventurers—dark magic remains a terrible threat to the world. There are always those willing to sacrifice their souls for the fleeting power it offers, the practice of which is almost always horrifying and corrupting in its effects. Among the worst of those who dabble in the blackest traditions are the occultists, for they make foul bargains with devils, offering up pieces of their souls in exchange for the power they desire.

As part of these bargains, occultists receive the service of lemures, damned souls sent from Hell and bound to the occultists as slaves. Desperate to be free from their diabolical tormentors, these lemures prove loyal and dedicated servants, knowing that the more they can push their “masters” farther down the path of darkness, the more favor they will curry with their true owners, in the pathetic hope of gaining some kind of reprieve from the torments awaiting them on their inevitable return to Hell.

Maniacally enthusiastic, these damned creatures delight in continuing their vile work, cackling with devilish glee as their masters inch closer, with each bargain made and spell cast, toward their own damnation.

OCCULTIST STORY DEVELOPMENT

d6 Story Development

- 1 You were or are possessed by a demon. You either pursue knowledge of the dark arts at the demon's insistence or as a desperate gamble to break the fiend's hold on you.
- 2 Frustrated by the limitations of other magical traditions, you hoped to increase your power by looking into dangerous places. Dark magic seduced you and now you cannot escape its clutches.
- 3 You were once a devout servant of a religious institution, but after witnessing the horrors in the world and the gods' impotence at dealing with the manifold threats, you rejected your faith and embraced the evil burning in your heart.
- 4 You scoff at the notion that some forms of magic are intrinsically evil—the instrument is neither good nor evil, only the hand that wields it. You explore the dark arts to gain a greater understanding of its power, but you have begun to fear its growing hold on you.
- 5 After encountering a vile user of dark magic and suffering from the hideous spells at his command, you decided to explore the dark arts to better protect yourself against them.
- 6 You just want to watch the world burn. Dark magic gives you the tools to realize your desires.

LEVEL 3 OCCULTIST

Attributes Choose two attributes and increase both by 1.

Characteristics Increase your Power by 1 and gain 1 Corruption.

Languages and Professions You can speak another language or gain a new area of scholarship.

Magic You either discover a new dark magic tradition or learn one spell from a dark magic tradition you have already discovered.

Lost Soul You no longer gain Corruption for discovering dark magic traditions or learning spells from those traditions.

Bound Lemure You bargained with the devils in Hell and bound a damned soul called a lemure to your service. (See below for statistics.) It appears as a naked elderly man or woman, whose body is covered in weeping sores and filth.

The lemure can speak any languages you know, but it speaks only in whispers, incessantly mumbling vile and terrible things about those around you, and sometimes even you.

The lemure takes a turn on each of your turns and you decide what it does. If the lemure moves beyond medium range from you it disappears, instantly returning to Hell. The lemure also returns to Hell if either of you become incapacitated.

You can attempt to recall the lemure from Hell by concentrating for 1 hour, during which time you beseech the devils for the return of their foul gift. At the end of this time, make an Intellect challenge roll. On a success, you gain 1 Corruption and the lemure returns to an open space within short range. On a failure, the lemure does not reappear and you can't attempt to recall it again until after you complete a rest.

LEVEL 6 OCCULTIST

Characteristics Increase your Health by 2. Gain 1 Corruption.

Magic You either discover a new dark magic tradition or learn one spell from a dark magic tradition you have already discovered.

Howls of the Damned When you cast a dark magic spell, roll a d6. On an even number, your lemure howls with delight. Each creature within short range of it, other than you, that can hear it must get a success on a Will challenge roll or become frightened for a number of rounds equal to the spell's rank + 1. If the total of the roll was 0 or less, the creature also gains 1d3 Insanity.

LEVEL 9 MASTER OCCULTIST

Characteristics Increase your Health by 2 and Power by 1. Gain 1 Corruption.

Magic You either discover a new dark magic tradition or learn one spell from a dark magic tradition you have already discovered.

Dark Magic Mastery When you cast an attack spell from a dark magic tradition, you make the attack roll with 1 boon and the target makes the challenge roll to resist your spell with 1 bane.

Greater Thrall Your lemure gains a +2 bonus to Defense, a +10 bonus to its Health, and its claws and teeth deal 1d6 extra damage.

BOUND LEMURE

Size 1 frightening spirit

Perception 6 (-4); darksight

Defense 13; **Health** half your Health

Strength 12 (+2), **Agility** 9 (-1), **Intellect** 6 (-4), **Will** 9 (-1)

Speed 4

Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed

Eternal When a lemure becomes incapacitated, it collapses into a slick of stinking slime. It re-forms in Hell 24 hours later with no damage.

ATTACK OPTIONS

Claws and Teeth (melee) +2 with 1 boon (1d6 + 1)

SPECIAL ACTIONS

Regeneration If not incapacitated, the lemure heals 1d6 + 2 damage.

SORCERER

The Kalasans brought sorcery to Rûl in the days before the Empire's founding. Living weapons, these sorcerers spent their life in hoods and chains until such time they were needed to release their dread power. As instrumental as they were in defeating the Witch-King's legions, sorcerers were often as dangerous to their allies as they were to their enemies. So with the end of Gog came the end of sorcerers, the practice banned by imperial decree.

Sorcerers still walk the lands, however. Most discover their talent for the dangerous tradition by accident, often through some mishap or misfortune. A few, usually renegades or heretics, make a deliberate effort to learn the forbidden art of sorcery in order to wield its dread power.

Sorcery's allure comes from the ability to seize even greater amounts of magical energy than most other casters to empower their spells. Spells amplified by sorcery are harder to resist, deal more damage, have greater range, and affect larger areas. However, each time sorcerers tap into this energy, some remains trapped inside their bodies, causing great strain as it tries to escape. If their control slips, the pent-up energy explodes out from them in a destructive wave capable of blowing people and objects apart and leaving craters in the earth.

Given the technique's destructive potential, sorcerers are widely feared throughout the Empire, and stories often surface of people finding burning craters and scorched earth. The Cult of the New God and the Wizards of the Tower Arcane sometimes join forces in uneasy alliance to apprehend sorcery's most egregious practitioners, though such expeditions rarely end well for anyone.

SORCERER STORY DEVELOPMENT

d6	Story Development
1	Strangeness followed you your whole life until you discovered its source was within you, the result of the sorcerous gifts with which you were born.
2	Craving even greater power, you use sorcery to enhance your magical abilities. You find yourself tempted to use it often, often with disastrous effects.
3	You found a strange device that enabled you to harness even greater magical power. Using the object awakened new, destructive abilities within you.
4	A mishap with a spell revealed the sorcerer's path in the currents of magic flowing around you. You learned to seize them and bend them to your will.
5	A blast of raw, uncontrolled magic either endowed you with sorcerous ability or distorted your existing abilities so that they now behave in an unpredictable manner.
6	Research revealed the sorcerer's path and the temptation for greater power proved too much for you to resist.

LEVEL 3 SORCERER

Attributes Choose two attributes and increase both by 1.

Characteristics Increase your Health by 2 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Sorcery You learn the secrets of sorcery. Whenever you cast an attack spell, you can use this talent to make your attack roll with 1 boon or to impose 1 bane on challenge rolls made to resist your attack.

Each time you use this talent, you gain 1 strain, which represents your effort to contain the residual magical energy within your body. If you have any strain when you complete a rest, your strain total drops to 0.

Sorcerous Outburst At the end of any round in which you gained 1 or more strain, you must make a Will challenge roll with a number of banes equal to your strain total. On a failure, magical energy explodes from a point within your reach into a sphere with a radius in yards equal to your strain total. The energy deals 1d6 damage per point of your Power to everything in the area other than you. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage. Once you trigger your Sorcerous Outburst, your strain total drops to 0.

LEVEL 6 SORCERER

Characteristics Increase your Health by 2.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Greater Sorcery Your understanding of Sorcery improves. Greater Sorcery replaces the Sorcery talent. When you cast a spell, you can choose to gain 1 strain and apply any one of the following effects to the spell.

Empowered Spell If you cast an attack spell, this talent grants you 2 boons on your attack roll and imposes 2 banes on challenge rolls made to resist this spell.

Enlarged Spell If the spell affects an area, you double it. Thus, if the spell would affect a sphere with a 5-yard radius, you could affect a 10-yard radius instead.

Far Spell If the spell affects an area or a target other than you, you can increase the range from touch to short range, short range to medium range, medium to long, or long to extreme. Thus, if you would choose a point within short range, you can use this talent to choose a point within medium range instead.

Lasting Spell If the spell has a duration, you can use this talent to extend it. A duration of 1 minute becomes 10 minutes, 10 minutes becomes 1 hour, 1 hour becomes 8 hours, and 8 hours becomes 24 hours.

Potent Spell If you cast an attack spell that deals or heals damage, you can use this talent to increase the damage dealt or healed by the spell. If the spell deals damage or heals damage to one or more targets, each target takes or heals 2d6 extra damage. If the spell deals or heals damage over time, the spell instead deals or heals 1d6 extra damage.

LEVEL 9 MASTER SORCERER

Characteristics Increase your Health by 2 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Sorcerous Blast You can release your strain as a blast of magical energy. You must have at least 1 strain to use this talent. Use an action to reduce your strain by 1 and make an Intellect or Will attack roll against the Agility of one creature or object within medium range. On a success, the blast of energy hits and the target takes 2d6 damage.

SPELLBINDER

To even the odds against the iron-wielding trolls, the faeries devised the art of spellbinding, a technique that allowed them to channel magical energy into their weapons. Armed with bronze swords limned in eldritch flames and bows capable of loosing empowered arrows, the spellbinders could cut through their enemies' defenses, driving back or outright destroying their monstrous creations. Ultimately, spellbinding proved to be one of the most significant weapons used in the defeat of the hated trolls and their unspeakable armies. For centuries thereafter, the faeries guarded the secrets of spellbinding from other peoples to ensure their magic could not be used against them. It is not known whether it was revealed by unscrupulous fey or simply discovered by non-fey on their own, but eventually the spellbinding tradition became known by almost all peoples on Rûl.

The heart of spellbinding lies in a single spell, one which allows casters to imbue their weapons with magical energy that binds the weapon to them and enhances the weapon's deadliness. Spellbinders can call their empowered weapon to hand with a command, reassemble the weapon from fragments, and use the weapon as their implement to cast other spells. In time, spellbinders learn to channel even more magic through the weapon, making them truly formidable combatants.

SPELLBINDER STORY DEVELOPMENT

d6 Story Development

- | | |
|---|--|
| 1 | You stole a weapon affected by the <i>spellbound weapon</i> spell and held it long enough to figure out how the spell works. |
| 2 | Threads of magical energy from the spells you cast imbued your weapon with power, revealing to you how to cast <i>spellbound weapon</i> . |
| 3 | You bargained with a wizard or a witch to learn the secret of spellbinding. From this knowledge, you learned other spells to enhance your fighting techniques. |
| 4 | You serve or served a powerful spellcaster who taught you the techniques of this path. |
| 5 | The gods you serve granted you the knowledge of the spell to aid you in your divine work. |
| 6 | Your natural talent for using magic revealed itself in your ability to enhance your weapon. |

LEVEL 3 SPELLBINDER

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 3 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered. In addition, you learn the *spellbound weapon* spell, described below.

LEVEL 6 SPELLBINDER

Characteristics Increase your Health by 3.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Invest Power You can use an action, or a triggered action on your turn, to invest greater power into the target weapon of your *spellbound weapon* spell. You touch the weapon and expend the casting of a rank 1 or higher spell. For 1 minute, eldritch flames dance across the weapon, lighting the area within 10 yards of it. While the flames dance, your attacks with the weapon deal 1d6 extra damage.

LEVEL 9 MASTER SPELLBINDER

Characteristics Increase your Health by 3 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Magic Weapon When you attack with the target weapon of your *spellbound weapon* spell, you make the attack roll with 1 boon and your attack deals 1d6 extra damage.

SPELLBOUND WEAPON

SPELLBINDER UTILITY ○

You touch one weapon you can reach and imbue it with magical power that lasts for 4 hours. Until the spell ends, you gain the following benefits with the target weapon.

- The weapon counts as your implement.
- The weapon grants you 1 boon on attack rolls you make with it.
- If the weapon is within 1 mile of you, you can use an action to teleport it to your hand or to your feet if your hands are full.
- You can use an action to touch the target weapon and remove all damage from it, even if the weapon is destroyed, provided you have at least a fragment of it.

Sacrifice You can use a triggered action to expend a casting of this spell. Until the end of the round, your attacks with the weapon deal extra damage equal to your Power.

WARLOCK

Warlocks, called oath-breakers by some, are counted by wizards as the most despicable of the users of magic, for they come by their power by underhanded means. Rather than study ancient texts or pledge their lives to a god or gods, warlocks steal their magic from anyone and everyone they can, be they dread agents of the underworld or from the minds of rival casters. With the talents and techniques to do so, warlocks take whatever power they want from whoever they wish.

Most warlocks come from magical backgrounds, having at least dabbled in magic. They include has-been or failed magicians, defrocked priests, or even rogues who managed to learn a few tricks. Whatever their origins, they pursue magical knowledge in fell places, making deals with devils, faeries, or any other being who might bestow on them the knowledge they crave. Not content with the gains they make through their bargains, warlocks eventually learn techniques to take spells from others directly. All they need to do is witness the spell being cast and they can pluck it from the air, causing the original spell to fizzle out and enabling them with the ability to cast it themselves.



WARLOCK STORY DEVELOPMENT

d6 Story Development

- 1 You made a pact with a devil, offering the dark faerie your soul in exchange for the secrets of magical power. You have reached the limits of your bargain and now steal spells from others.
- 2 You discovered a strange little statuette and became obsessed with it, keeping it near you when you slept. The statuette whispered to you in your dreams, teaching you the art of stealing spells.
- 3 You learned how to filch spells from the minds of others while enrolled at an institution of magical study, and you were kicked out when it was discovered you were doing so with impunity.
- 4 You made an enemy of a powerful spellcaster. You learned the warlock's techniques to protect yourself against what you see as their inevitable revenge.
- 5 You felt the sting of one spell too many and set out to find a way to protect yourself from magic. Stealing spells and sending them back at their casters will teach your enemies to use their magic more wisely.
- 6 You crave magical power, but lack the training to pursue it. You've learned enough to steal spells from others and gain their magic for yourself.

LEVEL 3 WARLOCK

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.

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

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Steal Spell When a creature within medium range casts a spell, you can use a triggered action to attempt to steal it. Make an Intellect attack roll against the triggering creature's Intellect. On a success, the cast spell has no effect. If your Power is high enough to cast the spell, you gain one casting of that spell. You retain this casting until you expend it to cast the spell or until you complete a rest, at which point the casting fades from your mind. Once you use this talent, you cannot use it again until you complete a rest.

Vanish When you take damage, you can use a triggered action to become invisible for 1 round or until you attack. If you have a casting of a spell from your Steal Spell talent, you can expend that casting to remain invisible for 1 minute.

LEVEL 6 WARLOCK

Characteristics Increase your Health by 2.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Elude Divination You cannot be perceived by Divination spells.

Expert Spell Thief You can now use your Steal Spell talent twice.

LEVEL 9 MASTER WARLOCK

Characteristics Increase your Health by 2 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Spell Thief Mastery You can now use your Steal Spell talent three times. As well, you always steal the triggering spell and can cast it, regardless of your Power.

Vanishing Escape When you use your Vanish talent, you can also teleport to an open space within short range.

WIZARD

The most scholarly of magic-users, wizards confront magic as a science, believing the field of energy enveloping the world obeys certain laws and principles. Only by rigorous study and practice can one ever hope to attain true mastery over magic. Thus, wizards spend years poring over the writings of their predecessors, experimenting with strange spells, hunting down elusive relics, and collecting bizarre ingredients they believe can open new areas of study and produce new magical effects. Most wizards consider all strains of magic to be fair game in their research, making them some of the greatest heroes or the darkest villains the world has ever known.

Wizards record their research and discoveries in a “Grimoire,” an overly large book, its size necessary to contain all of the arcane knowledge you have acquired. It is these huge books that make their profession quite obvious to any who see them, for no wizard ever travels without one or more of these weighty tomes. As they accumulate more and more knowledge, wizards must create additional Grimoires, filling their libraries with countless volumes of incredibly valuable and powerful tomes.



WIZARD STORY DEVELOPMENT

d6 Story Development

- 1 You began your training in a religious setting. You might have been apprenticed to a witch or served as an acolyte in a temple dedicated to the New God. You discovered early on that there was more to magic than your faith claimed, and this discovery has given you an appetite for more knowledge and power.
- 2 Your academic approach to magical knowledge made it easy for you to expand your studies and learn new spells.
- 3 You have a keen mind and an innate understanding of how magic works. You might have come late to the study of spells, but your quick wits and natural talent made learning them very easy.
- 4 You always intended to become a wizard, and your success reflects your commitment to mastering magic and understanding its many different forms.
- 5 You are an avid scholar by nature, and magic is just another area to study. You have become a wizard to achieve a greater understanding of its workings.
- 6 You have achieved a rank among the Wizards of the Tower Arcane, a fabulous institute of magic that hovers above the Empire's capital city. As a member of this powerful organization, you dress yourself in clothes made of only one color that you choose (except white, which is reserved solely for the Archmage).

LEVEL 3 WIZARD

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.

Languages and Professions You can speak another language or add another area of scholarship.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Grimoire You acquire a tome filled with magical lore. The tome grants 1 boon on Intellect challenge rolls you make to recall information about magic. In addition, the tome also contains spells you have discovered during your travels.

Your Grimoire holds three spells of a rank you can cast. The spells can belong to any tradition, even a tradition you have not yet discovered. For the purpose of gaining Corruption from learning certain spells, choosing a spell to include in your Grimoire counts as learning it. Finally, if you learn a spell already in your Grimoire, you can add another spell to your Grimoire of a rank you can learn and cast.

You can create additional Grimoires to hold more spells or to replace a Grimoire you have lost. To create a Grimoire, you must spend 48 hours creating a book using exotic materials worth 5 gc. When you complete your work, you can inscribe any three spells of a rank you can cast inside the book.

Grimoire Casting If you are holding a Grimoire, you can cast a spell it contains by expending the casting of a spell you have learned of the same or higher rank.

LEVEL 6 WIZARD

Characteristics Increase your Health by 2.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Spell Expertise Increase by 1 the number of castings for all rank 0 and rank 1 spells you have learned.

LEVEL 9 MASTER WIZARD

Characteristics Increase your Health by 2 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Spell Mastery You master the art of casting spells and can express this mastery with 6 spell points. When you cast a spell, you can spend a number of spell points equal to the spell's rank (minimum 1 point) to cast the spell without expending a casting, or to cast a spell for which you have no castings remaining. You replenish all spell points spent when you complete a rest.