

## RESISTING INSANITY

Severity	Boon/Bane
Minor	1 boon
Moderate	-
Major	1 bane
Severe	2 banes
Extreme	3 banes



## MADNESS (P. 35)

### d20 Madness

- 1 Death. Your heart stops and you die.
- 2 Catatonia. You fall prone and become defenseless. At the end of each hour, roll a d6. A roll of 4 or higher ends the madness.
- 3 Self-Mutilation. You must use an action on your next turn to tear your eyes from your sockets unless you are prevented from doing so. You become blinded until your ruined eyes can be magically repaired. The madness ends at the end of the next minute.
- 4-5 Stricken. You become stunned. At the end of each minute, roll a d6. A roll of 5 or higher ends the madness.
- 6-7 Sickened. You become violently sick, vomiting and defecating uncontrollably until the madness ends. While sickened, you are dazed. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
- 8-9 Hallucinations. You believe vermin infest your body. Until the madness ends, you must use an action to cut or claw yourself unless you are prevented from doing so. Each time you use this action, you take 1 damage. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
- 10-11 Violence. Hate overwhelms you. Until the madness ends, you must take a fast turn each round and use an action to attack the creature nearest to you, regardless of whether it is a friend or a foe. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
- 12-13 Panic. You become frightened until the madness ends. While frightened this way, you must use an action to rush away from the source of the madness. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
- 14-15 Confusion. You become dazed until the madness ends. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
- 16-17 Rage. Until the madness ends, you make attack rolls using weapons with 1 boon, and your attacks with melee weapons deal 1d6 extra damage. At the end of each round, roll a d6. A roll of 4 or higher ends the madness.
- 18-19 Resolute. You make all attack rolls and challenge rolls with 1 boon until the end of the next round, at which point the madness ends.
- 20 Revelation. Reduce your Insanity total by 1d6. You permanently make all Will challenge rolls to resist gaining Insanity with 1 boon.

Note: Once the madness ends, reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

## shadow of the demon lord

## CORRUPTION (P. 35)

### Corruption Score

### Mark of Darkness

- 0-3 No Effect.
- 4-6 You make attack rolls to interact with other creatures in social settings with 1 bane. As well, animals become hostile around you and children might cry.
- 7-8 You take a -1 penalty on d6 rolls to decide your fate while you are incapacitated (see "Damage"). In addition, you exhibit a physical sign of Corruption, such as a sore that never heals, weird marks on the skin, loss of fingernails, or some other cosmetic change.
- 9 or more You die if you become incapacitated and you cannot be restored to life—your soul is trapped in Hell.

## MARK OF DARKNESS (P. 35)

### d20 Mark of Darkness

- 1 You never cast a reflection in mirrors.
- 2 You have a rattling cough and sometimes expel bloody maggots in a fit of coughing.
- 3 Your shadow appears enormous and monstrous, never matching your movements.
- 4 You can eat only rotting, spoiled food; you vomit up anything else within minutes.
- 5 Holy symbols burn your skin, dealing 1 damage per round of contact.
- 6 The inverted names of the Gods of the Old Faith appear just under the surface of your skin in a band around your left arm.
- 7 A pair of horns grows from your forehead.
- 8 A weeping red eye appears in the palm of each of your hands.
- 9 When you speak, a faint cry accompanies your words, as if from a soul in pain.
- 10 You weep blood.
- 11 You develop a nasty wound in your side that oozes stinking black sludge whenever you become angry. This wound never heals.
- 12 You grow a sixth finger on each hand and a sixth toe on each foot.
- 13 Your nose rots away, leaving a dark crater in your face that leaks bloody mucus.
- 14 Your eyes become pools of darkness; in the dark, they glow with an evil red light.
- 15 Animals are always hostile to you and attack you when you are within 6 yards of them.
- 16 Your reproductive organs shrivel and fall off or out of your body.
- 17 Grow a 2nd row of teeth in your mouth and a new row of teeth in an unexpected place.
- 18 A silver pentagram appears in the center of your forehead.
- 19 Your skin bloats and becomes feverish to the touch. When you perspire, you give off a foul, sweetish musk.
- 20 Once each week, a child within 1 mile of you sickens and dies.

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## ANATOMY OF A ROUND

Phase	Activities
Fast Turns	Use an Action OR Move Speed.
Slow Turns	Use an Action AND Move Speed.
End of Round	Resolve Effects

### ACTIVITIES USING ACTIONS

Activity	Pg
Attack with Melee Weapon	50
Attack with Ranged Weapon	51
Attack with Two Weapons	51
Attack with Item	51
Attack with a Spell	51
Cast a Utility Spell	48
Charge	52
Concentrate	48
Defent	48
Distract	51
End an Effect	49
Escape	52
Feint	52
Find	49
Grab	52
Help	49
Hide	49
Knock Down	52
Prepare	49
Pull	52
Reload	49
Retreat	49
Rush	49
Shove	52
Stabalize	49
Use an Item	49

### SPECIAL MOVEMENT

Activity	Page
Balance	47
Climb	47
Crawl	47
Fly	47
Jump	47
Ride	48
Sneak	48
Swim	48
Teleport	48



## RANGE AND DISTANCE

Range	Distance
You	Yourself
Reach	Size, Minimum 1 yard
Short	5 yards
Medium	20 yards
Ling	100 yards
Extreme	500 yards
Sight	Whatever can be seen

### ILLUMINATION

Type	Effect
Lit	Sighted creatures can see in area
Shadows	Area is partially obscured
Darknes	Area is totally obscured.

### OBSCUREMENT

Type	Effect
Partially	Rolls that depend on sight made with 1 bane.
Heavily	Rolls that depend on sight made with 2 banes.
Totally	Creatures in area are blinded.



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## SITUATIONAL BANES TO ATTACK ROLLS

Target is...	Effect
Half covered	1 bane
Three-Quarters covered	2 banes
Totally covered	Auto failure
In a partially obscured area	1 bane
In a heavily Obscured area	2 banes
In a totally Obscured area	3 banes *

\* You must gues the targets location (see Hide p.49)

## MELEE ATTACK OPTIONS

Type of Attack	Effect
Driving Attack	You make the attack roll with 1 bane. On a success, you and the target move a number of yards equal to your Strength modifier in the same direction.
Guarded Attack	You make the attack roll with 1 bane, but the next creature to make an attack roll against your Defense before the end of the round does so with 1 bane.
Lunging Attack	You can increase your reach by 1 yard, but you make the attack roll with 1 bane.
Shifting Attack	You make the attack roll with 1 bane. On a success, your movement does not trigger free attacks from the target until the end of the round.
Unbalancing Attack	You make the attack roll with 1 bane. On a success, if the target is your Size or smaller, it must make an Agility challenge roll. On a failure, the target falls prone.

## RANGED ATTACK OPTIONS

Type of Shot	Effect
Called Shot	You attack a specific location on the target's body. You can use this option only if the target has a physical body. Make the attack roll with 2 banes. On a success, the attack has an additional effect as determined by the GM. Attacking a creature's eyes might impose 1 bane on all rolls the target makes that rely on sight, for example.
Distance Shot	You can attack a target that is beyond your weapon's range, but no more than twice the weapon's range. You make the attack roll with 1 bane.
Staggering Shot	You make the attack roll with 2 banes. On a success, a target that is your Size or smaller must make an Agility challenge roll. On a failure, the target falls prone.

## BASELINE DAMAGE

Level	Unlimited	Limited
Starting	1d6	1d6+2
Novice	1d6+1	2d6+1
Expert	2d6	4d6
Master	4d6	8d6

## FALLING DAMAGE

Distance	- Surface -	
	Solid	Liquid
4 or less	-	-
5-9	2d6	1d6
10-14	4d6	2d6
15-19	6d6	3d6
20-24	8d6	4d6
25-29	10d6	5d6
30-34	12d6	6d6
35-39	14d6	7d6
40-44	16d6	8d6
45-49	18d6	9d6
50+	20d6	10d6

## INCAPACITATED CREATURES

A creature becomes incapacitated when its damage total equals its Health score and immediately falls prone. The creature remains incapacitated until its damage total no longer equals its Health. If it takes any damage while incapacitated, the creature dies. Creatures other than player characters that become incapacitated either die or fall unconscious for 1d3 hours, as the GM decides. Player characters, however, become disabled and make fate rolls to determine what happens to them. A fate roll is a roll of a d6

**Land Prone:** If you take damage from landing after a fall, you fall Prone.  
**Falling onto Other Creatures and Objects:** If you land on another creature or an object other than the ground, both you and the creature or object on which you fell take the half the damage from landing after the fall.

## Disabled Creatures

A disabled character is defenseless and makes a fate roll at the end of each round.

- On a 1, the character starts dying.
- On a 6, the character heals 1 damage and become impaired for 1 minute.
- Any other number has no effect.

After 3 rounds of being disabled, the character becomes unconscious for 1d3 hours and stops making the fate roll. When this time, the character heals 1 damage and becomes impaired for 1 minute.

## Dying Creatures

A dying character is unconscious and makes a fate roll at the end of each round.

- On a 1, the character dies.
- On a 6, the character becomes disabled.
- Any other number has no effect.



## AFFLICTIONS

Affliction	Effect
Asleep	A sleeping creature is prone and unconscious. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.
Blinded	A blinded creature cannot see. It treats everything else as totally obscured (see "Obscurement"). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in a failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower.
Charmed	A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks.
Compelled	A compelled creature cannot use actions or move. Instead, during each fast turn (see "Combat"), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf.
Dazed	A dazed creature cannot use actions.
Deafened	A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.
Defenseless	A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal.
Diseased	A diseased creature makes all attack rolls and challenge rolls with 1 bane.
Fatigue	A fatigued creature makes all attack rolls and challenge rolls with 1 bane.
Frightened	A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see "Combat").
Grabbed	The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or less than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction. If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See "Grab" for more information on how to grab, and "Escape" for how to escape a grab.)
Immobilized	An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon.
Impaired	An impaired creature makes all attack rolls and challenge rolls with 1 bane.
Poisoned	A poisoned creature makes all attack rolls and challenge rolls with 1 bane.
Prone	A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move only by crawling or use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane.
Slowed	A slowed creature can take only a slow turn (see "Combat"), its Speed is halved, and it cannot benefit from increases to Speed.
Stunned	A stunned creature cannot move or use actions. The creature automatically gets failures on all challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon.
Surprised	A surprised creature cannot use actions, cannot move, and automatically gets a failure on all challenge rolls it would make.
Unconscious	An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure.

## ENCOUNTER FREQUENCY

Threat level	Check
Extreme	Hourly
Major	Once per 4 hours
Moderate	Once per 8 hours
Minor	Once per day and night



## ENCOUNTERS

Encounter	- Threat Level -			
	Minor	Moderate	Major	Extreme
Helpful	20	20	-	-
Harmless	18-19	18-19	20	-
Environment	14-17	14-17	18-19	19-20
Nothing	6-16	8-13	14-17	17-18
Easy Combat	2-5	4-7	8-13	13-16
Average Combat	1	2-3	4-7	7-12
Challenging Combat	-	1	2-3	3-6
Hard Combat	-	-	1	1-2

## MOVEMENT BY PACE

Time	Cautious	Walk	Jog	Run
minute	30 yards	60 yards	120 yards	240 yards
hour	1 mile	2 miles	4 miles	8 miles
day	8 miles	16 miles	32 miles	-



## BASIC MELEE WEAPONS

Name	Dmg	Hands	Properties	Price	Availability
Axe	1d6+1	1	-	1ss	C
Club	1d6	1	-	5cp	C
Dagger/knife	1d3	Off	Finesse, Thrown, Rng(S)	5cp	C
Dart	1	Off	Thrown, Rng(S)	1cp	C
Hammer/Hatchet	1d3	Off	Thrown, Rng(S)	1ss	C
Javelin	1d3	1	Finesse, Thrown, Rng(M)	1ss	C
Sickle/Spear	1d6	1	Finesse	1ss	C
Staff	1d6+1	2	Finesse	5cp	C
Unarmed Strike	1	Off	Finesse	-	-

## RANGED WEAPONS

Name	Dmg	Hands	Properties	Price	Availability
Blowgun	1d3	1	Rng(M), needles	1ss	U
Bow	1d6	2	Rng(L), arrows	5ss	C
Crossbow	2d6	2	Rng(L), reload, bolts	1gc	C
Hand Crossbow	1d6	Off	Rng(S), reload, bolts	2gc	R
Longbow (Str 9+)	1d6+1	2	Size 1, Rng(L), arrows	1gc	U
Pistol	2d6	Off	Misfire, Rng(M), reload, bullets	5gc	E
Rifle	3d6	2	Misfire, Rng(L), bullets	10gc	E
Sling	1d3	Off	Rng(M), stones	5cp	C

## SHIELDS (REQUIRES STRENGTH 9 OR HIGHER)

Name	Dmg	Hands	Properties	Price	Availability
Small Shield	1	Off	Defensive +1	5 cp	C
Large Shield	1d3	Off	Size 1, Defensive +2	1 ss	C

## MILITARY MELEE WEAPONS (REQUIRES STRENGTH 11 OR HIGHER)

Name	Dmg	Hands	Properties	Price	Availability
Battleaxe, flail, morning star, pick, or sword	1d6+2	1	-	5ss	U
Glaive, Halberd, Poleaxe	1d6+2	2	Reach +1	1gc	U
Lance	1d6+1	2	1 handed while mounted, Reach +2	5ss	U
Mace	1d6	Off	-	5ss	C
Bastard Sword, warhammer	2d6	2	Cumbersome	1gc	R
Pike	1d6	2	Size 1, Reach +2	5ss	U
Spear	1d6	1	Finesse, Rng(S)	1ss	C
Trident	1d6	1	Thrown, Rng(S)	5cp	U

## SWIFT MELEE WEAPONS (REQUIRES STRENGTH OR AGILITY 11 OR HIGHER)

Name	Dmg	Hands	Properties	Price	Availability
Chain, cutlass, long knife, scourge, or small sword	1d6	Off	Finesse	5 ss	U
Rapier, Saber, Scimitar	1d6+1	One	Finesse	1 gc	U
Whip	1d3	Off	Finesse, Reach +1	5 ss	U

## HEAVY MELEE WEAPONS (REQUIRES STRENGTH 13 OR HIGHER)

Name	Dmg	Hands	Properties	Price	Availability
Bastard Sword or warhammer	2d6	One	Cumbersome	1 gc	R
Greataxe, greatsword, or maul	3d6	Two	Cumbersome	2 gc	R

## CLOTHING AND ARMOR

Name	Defense	Price	Availability
Clothing (No Strength Requirement)			
Clothing	Agility	Varies	C
Soft Leather	Agility +1	2 ss	C
Light Armor (Requires Strength 11 or higher)			
Hard Leather	Agility +2	5 ss	C
Brigandine	13	5 ss	C
Medium Armor (Requires Strength 13 or higher)			
Mail	15	1 gc	U
Scale	16	2 gc	U
Heavy Armor (Requires Strength 15 or higher)			
Plate and Mail	17	5 gc	R
Full Plate	18	25 gc	E

## AMMUNITION

Ammunition	Price
Arrows (5)	5 cp
Bolts (5)	5 cp
Bullets and Black Powder (5)	1 ss
Dart (5)	5 cp
Stones (5)	5 cp

## WEAPON PROPERTIES

Properties	Special Rules
Cumbersome	When you attack with this weapon, you make the attack roll with 1 bane.
Defensive +#	You add the number to your Defense while you wield this weapon.
Finesse	You can make a Strength attack roll or an Agility attack roll for attacks made using this weapon.
Misfire	When you attack with this weapon and the total of your attack roll is 0 or less, the weapon misfires. Roll a d6. On an even number, the weapon simply misfires and can be fired again once you spend 1 minute using tools to clear the barrel and repair the weapon. On an odd number, the weapon explodes and you take 2d6 damage.
Range (Short, Medium, or Long):	This entry describes the normal range for the weapon. For details on the ranges used in the game, see Range and Distance in Chapter 2.
Reach +#	You add the listed number to your reach when you attack with the weapon.
Reload	You can attack with the weapon only if it's loaded. See Reload in Chapter 2.
Size 1	You must be Size 1 or larger to wield this weapon.
Uses [ammunition]:	The weapon loses or fires a piece of ammunition of the type indicated. You must have a piece of ammunition for each attack you make with the weapon.
Thrown	You can make a ranged attack with this weapon by throwing it.









# The Northern Reach

And its surrounding environs

THE DESOLATION

IRON PEAKS

Spider Woods

BONE MARSH

VANGUARD

HIGH WATCH

FOUNDRY

NEVERFALL

MARTYR'S POINT

WEST HOLD

CRUSADER STATES

CROSSINGS

THORPE

MIRROR LAKE

GATEWAY

NORTHERN REACH

BARRONS

DARK FOREST

ALTHEIM

SOLDIER FOREST

WATERS PATROLLED BY THE KINGDOM OF SATHS

MOUNT FEAR

SHIELD MOUNTAINS

HIGH STONE

SIXTON

GOOD FORTUNE

LANDFALL

THE TEETH

ENDLESS STEPPES

TUMBLE DOWNS

FREEHOLD OF NAR

TEAR

OLD EDENE

HOLY KINGDOM

SOUTH



BURNING VAULTS

TROOP MOUNTAINS

NORTHERN REACH

LOWLANDS