



Death in the Night

Death Comes For All

It was a dark and stormy night as you arrive in the rotting village of Cleft. The wind howls like a beast imprisoned, clawing to be set free. The rain pelts your unprotected arms like a vicious, stinging nettle. The rupturing sound of the thunder detonate in a cacophony of explosions while the bright flash of lightning flails recklessly, leaving streaks of luminous wrongness across the blighted sky.

Finality comes this night to the unwary and unprotected; like an unnamed, wild and feral beast coming to claw at the flesh of the living in their constant thirst for fresh blood.

Fear for what will be lost; fear what lurks in the unknown and despair; fear for your very soul.

In the end, there is only **DEATH IN THE NIGHT**.

~CREDITS~

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THE STORY

In the outback the wild is a dangerous place for travelers. But havens of safety can be found where a warm bed and decent meal can be had and adventure can be enjoyed for those willing to set out and explore.

DEATH IN THE NIGHT is a **EXPERT** series of mini adventures for a group of players who are level 3 or 4. These materials may be played in a few hours over the course of one session.

The players will arrive in the town at the brink of evening during a thunderstorm. Groups may use Cleft as a way point and hear various rumors in their adventures or continue on into the wild, seeking their fortune as the new day breaks.

To run this adventure, you will need a copy of **SHADOW OF THE DEMON LORD** core book. The supplements **WEE FOLK, TERRIBLE BEAUTY** and **TRAPPED IN BONE AND FLESH** are not necessary to run the adventure but are highly recommended. All materials are available from [DriveThruRPG](#).

CLEFT

This poor and rundown village of Cleft is home to a sullen bunch of residents. The village rests within a cleft in the broken wilds between rising hills. This affords those here some small measure of safety from the elements and other hazards.

The townsfolk are stolid and mostly unwelcoming, but are civil and will hesitantly talk with the players. They mostly distrust any who make bold claims or draw too much attention.

RUMORS

Choose a number of rumors that various townspeople may tell the players as they interact with them:

Rumor

1 A red eyed watcher lurks beyond the safety of the Cleft on the road past the river way. I've seen those hungry eyes twice now staring at me from the old roadside. I would swear it barked at me and I fled back to the town as quickly as I could.

2 The other day I heard the sound of musical bells and something twinkling down by the river near where Winston cooks those cake things of his. Thought it might be some wind chimes, but then I saw that cat of his race across and gobble down something. That dang cat gets into nearly everything. Have to keep your windows closed or it will get in.

3 It's true, I seen em! The dead walk in the woods up yonder past the cemetery when the fog comes. Loping around without a purpose almost. Father Finch says he done blessed thangs and stuff, but he's too drunk to seen em fer wat they ar. Never know what you're going to get if you accept his hospitality. Nice guy, but I swear he caint cook nuttin right.

Rumor

4 Something isn't right in the head with that butcher. He's so cross all the time. Though, I never saw no one that could shave down a side of meat as fine as he can. I heard him mutter under his breath once something like, "I will cut you this close when I catch you. This is what you did to Agnes. How does it feel?" His eyes had murder in them!

5 A strange man came into town this past week. He was all dusty from the road and so thin like he hadn't eaten in months. His teeth were all black like he was chewing beetles and he smelled bad, like an old unwashed dog. I gave him five coppers, I felt so bad for him. He stopped at the well for a bit then went and bought some things at Warner's then left again down the road out past the cemetery. Odd, I don't remember him carrying a pack or anything like you lot. Hope that he's OK out there.

6 There is a sickness coming from the west. Them that homesteaded out past the gates there are long dead now. That young woman this past year and that husband of her'n. Bloody mess it were'n, too. She said that someone stole it; the baby, but she ain't'a gone her full term, says I. Well, dead and gone is good I say. The Good Father, he says they were just unfort'inate. But I knows, nothing grows out there past that tower!

7 Animals, they were animals! Some kind of monster, like a bull or goat or sum'n. Had horns is all I know. Saw em. Three of em ris'n up outta the water from my boat. When they started coming toward us we got outta there fast! Never rowed so hard in my life! Fish'n is better to th' north, but I ain't goin back there for a while I tell ya!

8 Darndest thing, I say. Told em not to head out that'a way, but would they listen? Nope. Took that ol' mule and their cart and off they went west. This was, oh, a week or so ago. Had a cart packed to the gills looking for a better life. They were a handsome couple too. Sold em a blue dress with yellow trim I made and a leather vest that didn't fit Pa no more. Well, I hope they found it and didn't get thes'selves killed off, ya know?

9 I smell'd smoke out in the hills a ways north or so, so I know'd there are folks out there. They never come into town, but I've seen the smoke rising above the trees an hills now and again. Me'be just some old prospectors searching for riches. Who knows?

10 I seen strange lights from the old tower outside a town; not a week back as yet. Not yellowy and orangey and fine like firelight, but magical thangs. Greeny and purpley and dark like. The color of madness and death. I told the old Father, but he was too drunk to care. I watched them steal dead bodies from the graveyard! I got scared and fled. Their eyes; they had no eyes!!

TOWN LOCATIONS

Most of the town is insular but people do conduct a normal business on a daily basis.

1. TOWN GATE

Small gates are at each end of the village. **HAROLD MELMONT** is the local watch. He wears light armor, a metal helm and carries a spear. He may be at the southern entry gate or drinking in the Inn. The northernmost gate is always closed and overgrown, but locals ignore this and walk around it.

2. WELL

This well was here as an animal watering hole long before the village grew around it. It is simply a hole in the ground surrounded by several large rocks. A dying tree grows nearby and the local children often scatter seed and watch the chickens feed. The well is nearly dry and the water tastes mostly of sulfur.

Close inspection will reveal mystic symbols scrawled in animal blood on the stones hidden by grasses and plants. The symbols have no real meaning but are practice for a ritual to call something forth.

3. THE BEAVER'S DAM (COMMON HOUSE & INN)

LENORE LILYROSE and **HAMISH TALLOWICKY** operate a simple, but adequate Inn. It is clean but very rustic. A taxidermy of a beaver is displayed on the mantle. It has two pearls for eyes. The food here is affordable and filling. The beds are mostly comfortable but smell of soured and stale linen.

4. WOLFE'S BUTCHERY

This butcher shop is rather stark. **OBERT "WOLFE" BELLAMY** is a retired veteran from Nessus, he gets along well with any halflings but others find him a man of few words and somewhat acerbic. He bears a deep red scar down his face across the left eye. He can slice the flesh of beasts into very fine portions.

5. CORRAL

This plain corral and barn is manned by **EVAN CUPPERTON**, who is seeking marriage to **MARJORIE HOGARTH**. An honest young man, Evan works hard, is vibrant and strong and will make a good husband if he can get up his nerve.

6. WARNER'S WARES (GENERAL STORE)

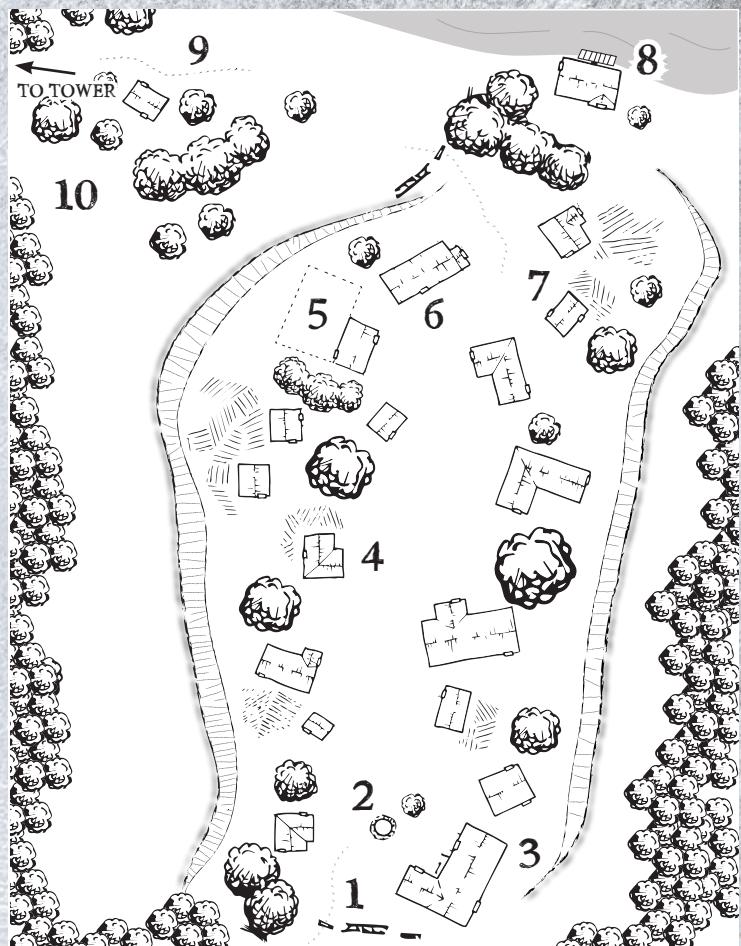
The local general store is operated by **AGNEW WARNER**, a thin and sniveling man in his middle age. Common items may be purchased here for a reasonable price.

7. THE STOLID ANVIL (BLACKSMITH)

This simple and nondescript blacksmith is run by **ELKAS CHISELBREW**. A lone dwarf, he makes all manner of small farm-related metalworks. He is distrustful of those who are not dwarves.

8. THE MILL

WINSTON APPLEWERTH operates the mill down by the small river. He has a pixie named **SPARK** that helps him bake small cakes each day that he sells to the locals. People often hear him talking to "someone" but think that he is just simple and pay it little heed.



~ Town of Cleft ~

9. TEMPLE OF THE NEW GOD

This outlaying building is home to the local priest, **FATHER MATTHIAS FINCH**. Years past he was sodomized by a goblin during a moon ritual by witches and drinks to wash away the memory of it.

The building is made of flat river stones and timber from the forest. It is a fairly new construction and would indicate that the good father has not been in the town all that long.

Although a drunkard, he crafts healing potions that players may purchase for 2 silvers each (he has a supply of 10 potions). Once consumed, roll on the table for added results.

FATHER FINCH'S ELIXIRS

D6	Result
1	Heals 1/2 your healing rate. Perform a strength challenge or become poisoned until you rest.
2	Heals 1/2 your healing rate. Roll 1d6, on an even number your vomit out your meal during moments of stress, on an odd number you defaecate at inopportune times until you rest.
3	Heal your normal healing rate. You expectorate colorful saliva until you rest.
4	Heal your normal healing rate.
5	Heal your normal healing rate. You will have fruity flatulence until you rest.
6	Heals twice your healing rate. You have a beautiful smile and your breath smells minty fresh.

10. CEMETERY

This small cemetery sits beyond the Mill and slightly beyond the Temple at the edge of the northern part of town, outside of the protection of the cleft. Many persons have been buried here over the years, frequently travelers and others who are long forgotten. There are newly dug graves from the past year and Father Finch keeps it (mostly) clean and tidy.

A simple bier has been erected of stone with a bench as well as a flat stone pathway for those stopping to sit in repose.

BROKEN TOWER (NOT PICTURED)

Within sight of Cleft and beyond the cemetery is a long-forgotten, crumbling watch tower made of stone. No one ventures here or bothers with any upkeep. The background has essentially reclaimed it and it continues in disrepair and abandonment.

The Necromancer has raised a solitary **BONE GUARD** here that will dispatch the unwary or any who venture too close.

If the single-floored tower is searched, inscriptions written in dark speech are scrawled in animal blood on the inner walls that read, “*All will die.*”, “*Rise and consume the Unworthy.*” and “*Lord, come and devour the weak. We await your glory!*”

BURNED & WORN DOWN BUILDINGS

Further and beyond the cemetery are a few burned and worn down buildings. These buildings were abandoned long ago, but the occasional new resident will seek to update and repair them. Some speak of disease in the earth here.

One building along the western part of the roadway appears to be in better upkeep than the others and is mostly still intact. Until this past year, this was the unassuming home of a new-to-the-area farmer and his wife. Their newborn was stolen by faeries and they were killed by the Necromancer when they went to strike a deal with him for information about the lost child.

Small illustrations of rose maling adorn the door frames and windows showing that this house was a welcoming haven for the faerie folk.

THE ROAD

The roadway west and north of Cleft is mostly safe to travel. Ruttred and becoming progressively overgrown, use the “Hills” modifier, increasing all travel times by 1.5 and treat all other travel modifiers as “Forest” and “Hills” when traveling west, out and beyond Cleft (refer to page 187, “Travel” in *Shadow*).

Mounted soldiers from the east travel once or twice each year with workers to clear away and clean up the

road, repair bridges and generally patrol the environs. They do not continue on beyond Cleft to the north, so the roadway continues in disrepair.

The nearest town north and east is nearly a three day journey, but small wayside places of rest may be found within a single day of travel from Cleft.

Nothing but the wild is to the west. Journey through at your own peril. The players may continue along this road to other lands and adventures that are not covered herein.

CAMP OF THE BEASTMEN

Beyond the safety of Cleft and further to the east between the road and the river, beastmen roam the wild and uninhabited lands just north of what remains of the long road. They scout the area and will seek to capture anyone they can and return them to their camp to torture then eat them. The beastmen are vicious and cruel.

They avoid the faeries in the Ruins to the north and west. They know of and fear the Necromancer in the Cave, and will report anything they encounter to him. So far only fear of him has kept them from attacking the town.

NO REST OR RESCUE

Within the camp of the beastmen will be found bones and scattered remains of several wild animals (e.g., deer, boar, bear, cougar, etc.). Also among the bones will be found some human remains and a cart of scattered housewares (i.e., a table, two chairs, several plates, utensils, curtains, a broken crib, pots and pans, etc.) as well as the bit and bridle of a single mule.

THE LEADER OF THE TRIBE

If the beastmen follow a leader, it would be a Warg named **TAMOR**.

Tamor is a cruel and unplaceable taskmaster. He always seeks to maim and maul any prisoners the beastmen capture and return with. He revels in prolonged torture.

If a male is captured, he will taunt and torment the captive with a pair of very large female breasts and the braided hair from a recent killing. If a female, he will strut around the campsite wearing the engorged phallus of a man and cowbells in place of the testicles.

The rest of the beastmen will jeer and dance merrily in their raucous way as Tamor slashes and tears at the flesh of the captives. Any who witness these events must succeed on a Willpower challenge with 1 boon or gain 1 insanity.

While enjoying their dark delights the beastmen are easily surprised by any attacking their numbers during this time.

SAVAGE REMNANTS

Searching through the treasures of the beastmen will uncover six enchanted items (three potions, two random items and one enchanted object - see *Enchanted Objects* for descriptions) as well as any other treasure you deem fit to award. Also found will be a discarded blood stained blue dress with yellow trim with a lock of female hair and a ripped leather vest.

If the players have heard the rumor of the young couple, have them perform a Willpower challenge with 1 boon or gain 1 insanity.

THE RUINS

In the rough wilds to the north and west, about a half day journey in fair weather from Cleft, players may come across what remains of a clearing with a lonely tower and outlaying buildings in the wild.

These ruins and buildings form a small fairy henge. The river stones at the base of the buildings bear markings of a nature unseen in the mortal realm for ages. If a character with magical ability performs an Intellect challenge here, they can discover how to twist the air and open a gateway to the Faerie lands on a full moon.

The area is home to a **POOKA** and a small pack of **SPRITES**.

1. CLEARING

The earth becomes flat and calm here as the forest retreats in this unnatural, large clearing. Several small ruined structures form a mystical henge, of sorts, and those who enter the area can feel the energy rising here.

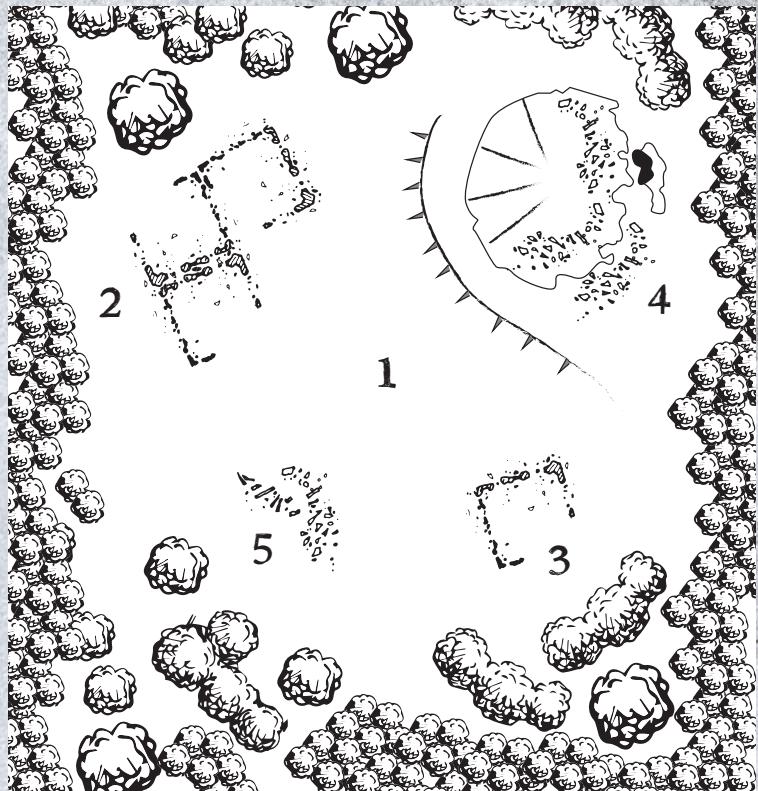
If the players choose to set up a camp, no amount of trying will reward them with a fire, it just will not ignite in this clearing. Also, the weather will remain calm and pleasant at all times of the year. Storms will not penetrate the area within the clearing and players may receive a peaceful nights rest, providing they risk staying. The moon is always full in the evenings.

2. RUINED BUILDING

This small building appears to have been a pleasant home for a family of halflings. Mostly collapsed and given to back to nature, small insects flutter and gape about the lovely flowers that sprout during all seasons here.

3. COLLAPSED WELL HOUSE

Within this collapsed well house is the humble residence of **TWEED**, a Pooka. She will appear to the players as a wizened old halfling midwife and wet nurse with overly large animal dugs that hang nearly to her waist. She may squirt the dripping



~ *The Ruins* ~

milk at players when they are not looking then laugh raucously at them at the lewd joke.

It is she who stole babies from Cleft over the years and has the pixies carry them into the faerie lands, often leaving a changeling in its stead.

She knows of and fears the Necromancer as he brings iron and charms that are proof against her powers, so she leaves him unchallenged. She will gladly provide aid to any player who openly challenges the Necromancer in her presence.

She can call a pack of **REDCAP** to her aid if pressed.

4. SMALL TOWER

This patch of thorny briars surrounding much of this tower must be cleared before entry can be gained. Players must perform three successive Agility challenge rolls with 1 bane or suffer 1d3 damage from being pricked by the thorns for each failure.

A pack of butterflies can be seen swarming near an opening at the top of the ramshackle tower.

These butterflies are actually a troupe of **SPRITES**. They will leave the players alone unless bothered or Tweed calls them to task.

The stairs leading to the top have long since rotted away, but players can perform Strength challenge rolls with 1 boon to climb the rugged walls to the half exposed floor above.

The floor here is very treacherous and any size 1 individual must succeed on an Intellect challenge roll with 1 boon or misstep and fall through the floor.

Found among the debris will be a very weathered infants blanket in a crushed crib. Among the wreckage is a small tin chest that contains a dried

daisy and a piece of crumpled parchment upon which is written a mother's letter to her child.

Reading the note will allow characters to perform a Willpower challenge with 1 boon and recover 1d3 Insanity.

5. RUBBLE

Only rubble remains of this fallen rune-inscribed obelisk. If the players disturb the area it will draw the attention of Tweed who will come to investigate and potentially agitate them.

If they pile the stones atop each other in an effort to repair the obelisk, Tweed will reward them with a rest and a meal of flowers, nuts and berries.

Fresh water will be found bubbling beneath the rubble when the players awaken.

THE CAVE

This ancient cave is the refuge of the person known as the Necromancer. At one time it was used as a mining camp. Today, it is still inhabited as anyone approaching down the box canyon can see persons roving about a rough campsite hanging laundry, moving around supplies and performing menial chores.

What they actually see are several animated corpses going about their mindless chores they performed in life. The observant player will notice that the workers are very dirty and move in slow, jerky motions.

The pretty white flowers crown your beautiful golden hair. Your joyous laughter is like a thousand butterflies dancing in the sun.

Close your tired, tear-stained blue eyes and know that my light shines all around you. Sleep peacefully wrapped in my arms as your chest rises and falls with your gentle breath.

My love is here and will protect you, my precious little one.

~ Angelique

~ A Crumpled Note ~

The Necromancer came to this area some time ago and built his "family" to serve his needs. A solitary individual, he does not require the company of captives or talkative slaves; he is very satisfied with his undead laborers.

THE WAY AHEAD IS DEAD

As the explorers locate the start of a lonely box canyon and the area of the hidden cave, they will find a pair of **BARROW WIGHTS** that will protect and preserve the privacy of the Necromancer.

1. BUSY, BUSY UNDEAD

Several **ANIMATED CORPSE** mill about the exterior of this camp performing the tasks set to them by the Necromancer. They uselessly dig holes and deposit old odds and ends into them, move heavy boxes of stolen goods and stack them then unstack them, stir empty cooking pots, attempt to "clean" clothing and rugs, using dirt.

Several tents have been set up here in a ramshackle fashion for the pleasure of the dead, helping to give the semblance of a mining camp.

2. DRESSING DOWN

Several tall mirrors have been placed on the rough walls of this room. Elegant carpets have been arranged on the floor and a few divan and chairs are situated throughout the room as if to help stimulate conversation. Two low tables are to the side and contain an ashtray and smoking pipe with a small package of tobacco and several scattered pieces of parchment with medical notations and drawings of anatomy on them.

Six **ANIMATED CORPSE** stand along the walls of the small tunnel off this room. The Necromancer uses this as a closet so his robes do not wrinkle. If searched, in the pocket of one of the corpses will be found a forgotten enchanted object (see *Enchanted Objects: Wand of Burning Beam*).

Various pairs of shoes, cloaks and other general items of clothing will be stored here among and on the dead. A thick, dried mud covered, dull curtain gives the appearance the tunnel ends at the far end.

3. OPEN LIBRARY

Shelves are along the wall on the left and a pedestal is placed in front of them upon which a large, foul smelling tome of flesh is closed. This tome is known as the *Morbus Kytos*. A successful Intellect challenge roll will reveal details about the ancient tome. Small chains secure the tome to the pedestal. Anyone reading from this gruesome tome must perform a Will challenge with 1d3 banes or gain 1d3 + 1 Insanity after 1 hour of reading.

A writing desk is to the side and contains all the necessary materials to inscribe.

The Necromancer's spell book is also here and characters who take it may learn this forbidden knowledge at their peril.

The shelves also contain three random incantations the Necromancer has stored here (see *Enchanted Objects*).

4. FLY AND MAGGOT PILE

This portion of the caves is where most of the unusable bodily remains are discarded. A **SWARM OF FLIES** (see page 217 of *Shadow*) moves over this heap and will attack any living person until they are forced to flee the area.

Several giant **MAGGOTS** are revealed among the fly infested carcasses and gore (see page 217 of *Shadow, Tiny Animal*).

Anyone searching through the pile of remains must perform a Strength challenge with 2 banes or contract a disease.

5. SMALL LABORATORY AND STORAGE

The door to this room is inscribed with sigils and other magical designs. The small room serves as a minor laboratory and storage room for the Necromancer. Here he has placed much of his magical paraphernalia, bone saws, various relics of the former living and other items to be used in the crafting of his undead.

Limbs and organs adorn the shelves in boxes and all manner of jars filled with ochre liquid along one wall and several skulls (both human and animal) rest in various states of repose on another shelf opposite.

The area here is cool and smells of rotten flesh. Mystic sigils have been inscribed along the walls to help preserve the body parts.

Four goose eggs have been placed on a lower shelf in a small nest of grasses and moss. The eggs are spoiled and completely rancid.

6. DOOR TO THE NECROMANCER

The door to this small hallway is very secure (Strength challenge with 1 bane to open) and reinforced with iron bands. It is kept locked at all times (Agility challenge with 1 bane to unlock). The Necromancer wears a heavy iron key to this door around his neck.

A lone **ANIMATED CORPSE** is on the inside and will open the door when it is unlocked.

7. THE ENCAGED ONE

This room contains the fruits of the Necromancer's labors. A large machine of cables, dials, levers, nobs and switches and tesla coils dominates the western wall. The cables trace back to a large vat on the northern wall of acid.

A weak **OOZE** is within the large vat. The Necromancer uses this ooze to help power his machine.

WEAK OOZE

DIFFICULTY 10

1/2 ooze

Perception 14 (+4); sightless

Defense 10; **Health** 30

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 5 (-5), **Will** 13 (+3)

Speed 6; climber

Immune damage from acid; gaining Insanity; blinded, charmed, dazed, frightened, immobilized, prone, stunned, or any effect that would change the ooze's shape

ATTACK OPTIONS

Pseudopod (melee) +2 with 1 boon (1d6 +1; no damage to metal or stone)

SPECIAL ACTIONS

Swift Attack When a creature within 1 yard of the ooze moves, the ooze can use a triggered action to attack the triggering creature with its pseudopod.

Elude When a creature gets a failure on an attack roll against the ooze's Defense or Agility, the ooze can use a triggered action to retreat.

Salak works on creating the "perfect being", instead he has succeeded in creating an **ENCAGED** (see page 11 of the *Trapped In Flesh and Bone* supplement). This clever creature hates all life. It will use the items in the room for cover if attacked from range. It greatly fears the Necromancer and most of all, "the machine". If it attacks any character wearing robes, it will suffer 1 bane on all attacks against them, thinking he is attacking the Necromancer.



~ The Cave ~

The creature is chained to the operating table, but can reach all but those in a range of 2 from the southern wall.

When defeated, it will reach up and cup the head of any character nearby and utter a thanks, then the all stitching keeping its person and face together will fall apart, exposing its structure and remaining components. Any witness to this event must perform a Will challenge or gain 1 insanity.

8. THE CORPSE BRIDE

This dry and functional cubby is where **SALAK DERVUN**, the Necromancer, calls home. He has made it as comfortable as possible, bringing in a large bed, a modest chest of drawers and various items of bedroom decor. A large and thick curtain hangs across the entry way. The air is very pungent of pine and other spices that are burning in an incense burner to the side of the entrance. The room is smokey and dark.

Here he keeps an **ANIMATED CORPSE** of a woman in his grand but ancient bed. Her chest is exposed and shows her beating heart between her gnarled breasts. The corpse wears a wedding dress and a plain ceramic face mask and has ceramic prosthetic hands. The Necromancer uses this corpse for his sexual fantasies and lavishes it with his ill gotten treasures.

SALAK DERVUN

DIFFICULTY 25

Size 1 human

Perception 12 (+2)

Defense 10; **Health** 29

Strength 9 (-1), **Agility** 10 (+0), **Intellect** 14 (+4), **Will** 15 (+5)

Speed 10

Counterspell When a creature you can see attacks you with a spell, you can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane and you make the challenge roll to resist it with 1 boon.

Spell Recovery You can use an action to heal damage equal to your healing rate and regain one casting you expended of a spell you learned. Once you use this talent, you cannot use it again until after you complete a rest.

ATTACK OPTIONS

Staff (melee) +0 (1d6 + 1)

MAGIC

Power 3

Arcana Arcane Armor (4), Magic Dart (4), Arcane Shield (1), Empowered Magic (1)

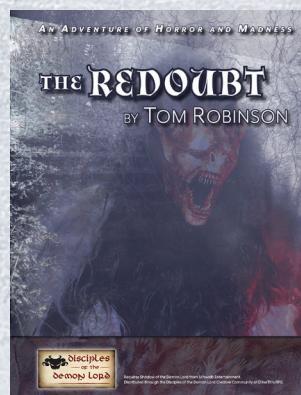
Necromancy Hide from Undead (4), Spectral Grasp (4), Animate Corpse (1), Shrieking Skull (1), Cannibalize Magic (1)

Transformation Flowing Form (4), Mask (4), Murmuration (1), Improved Animal Shape (1), Speed Healing (1)

Magician Sense Magic (4)



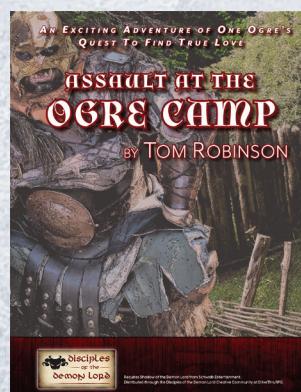
If you enjoyed this adventure, be sure to check out my other items on DriveThruRPG!



THE REDOUBT

by Tom Robinson

Deep within the barren wilds and marshes of Canterfell in Old Edene an evil has awakened. An evil not seen in the land before the coming of mankind. In the places deep and dark, it has been waiting for its day; waiting for a sign. Blood will flow and death will visit the realm of man once again.



ASSAULT AT THE OGRE CAMP

by Tom Robinson

Players will investigate an abandoned palisade and mining camp inhabited by Ogres with a malevolent leader wreaking havoc through the surrounding countryside and capturing would-be lovers. If they are lucky, they may just find a small amount of unrequited love... in all the wrong places.

Shadow of the Demon Lord

QUICK SHEET

ACTIONS

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. Other creatures make attack rolls with **1 BANE** 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**, 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. 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**.

FATIGUED: A fatigued creature makes all attack rolls and challenger rolls with **1 BANE**.

FRIGHTENED: A frightened creature makes all attack rolls and challenge rolls with **1 BANE**. In addition, frightened creatures cannot take **FAST TURNS**.

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**.

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 BANE**.

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 BANE**, 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**, 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 BANE**.

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.

ATTACK Use a weapon, an attack spell or something else to harm or hinder another.

- Driving Attack** - Make an attack with **1 BANE**. Success, you and the target move a number of yards equal to your **STRENGTH** modifier, in the same direction.

- Guarded Attack** - Make an attack with **1 BANE**. The next attack you are subject to vs. Defense until the end of the round does so with **1 BANE**.

- Lunging Attack** - Increase your attack reach by 1 yard, but perform the attack with **1 BANE**.

- Shifting Attack** - Make an attack roll with **1 BANE**. Success, your movement does not trigger a free attack from the target.

- Unbalancing Attack** - Make an attack with **1 BANE**. Success, the target your size or smaller must do an **AGILITY** challenge or fall **PRONE**.

CAST A UTILITY SPELL Cast a spell that does not count as an attack and resolve its effects.

CONCENTRATE The effect will continue until the end of the next round. (see *Shadow page 48*)

DEFEND All attack rolls made against you are subject to **1 BANE** and you make all challenge rolls with **1 BOON**.

END AN EFFECT One effect you created with a spell or talent ends.

FIND Attempt to locate a hidden creature or object. **PERCEPTION** vs. **AGILITY** test.

HELP Perform an **INTELLECT** challenge. One creature within 5 yards gains **1 BOON**.

HIDE Perform an **AGILITY** challenge roll. While hidden, other creatures may not perceive you. Attacks against you suffer **3 BANES**. If attacking, you gain **1 BOON** against **DEFENSE** or **AGILITY** of targets from which you are hidden.

PREPARE Prepare an action to perform, describe the parameters; this becomes the trigger.

RELOAD Perform the triggered action with **1 BANE** if trigger occurs.

RETRAIT Choose a weapon within reach that has the reload property. You reload the weapon.

RUSH Move up to 1/2 your **SPEED**. This movement does not trigger free attacks.

STABILIZE Move up to twice your **SPEED**.

USE AN ITEM Perform an **INTELLECT** challenge (**1 BANE** if creature is dying) on one incapacitated creature within your reach. If successful the creature heals 1 damage.

INTERACT Interact with an item you are holding, wearing or that is within your reach.

RANGED ATTACK OPTIONS

CALLED SHOT

Attack a specific body section with **2 BANES**. GM determines the result on a success.

DISTANT SHOT

Make an attack beyond the weapons range, but no more than twice the range, with **1 BANE**.

STAGGERING SHOT

Make an attack roll with **2 BANES**. Success, the target your size or smaller must do an **AGILITY** challenge or fall **PRONE**.



Requires Shadow of the Demon Lord from Schwab Entertainment.
Distributed through the Disciples of the Demon Lord Creative Community at DriveThruRPG.

FAST TURN

- A creature that takes a **FAST TURN** can either use an **ACTION** OR **MOVE** up to its **SPEED**. You cannot do both. You may perform **ONE** minor activity.

SLOW TURN

- A creature that takes a **SLOW TURN** can use both an **ACTION** AND **MOVE** up to its **SPEED**. You can use an **ACTION** at any point during the **MOVE**. You may perform **TWO** minor activities.

IMPROVISED WEAPONS

Make an **ATTACK** roll with **1 BANE**. The weapon does damage based on how you wield it.

Hands	Damage
Off	1
One	1d3
Two	1d6

COVER & SITUATIONAL CONDITIONS

HALF COVERED

Ranged and Melee attack rolls are made with **1 BANE**.

THREE-QUARTERS COVERED

Ranged and Melee attack rolls are made with **2 BANES**.

TOTALLY COVERED

You cannot target this creature or be targeted with an attack or effect.

PARTIALLY OBSCURED

Attack rolls against creatures or objects are made with **1 BANE**.

HEAVILY OBSCURED

Attack rolls against creatures or objects are made with **2 BANES**.

TOTALLY OBSCURED

Attack rolls against creatures or objects are made with **3 BANES**. You must first guess the target's location (see *HIDE*).

INCLEMENT WEATHER OR COVERING TERRAIN

Suffer 1 or more **BANES**.

SOCIAL CONFLICT

BEFRIEND

Perform a **WILL** vs. **WILL** attack roll. Success, the creature becomes friendly toward you. *Situational GM Ruling required.*

DECEIVE

Perform an **INTELLECT** vs. **INTELLECT** attack roll. Success, the creature believes your fabrication until shown to be false.

INTIMIDATE

Perform a **WILL** (or **STRENGTH**) if you are inflicting pain on the creature) vs. **WILL** attack roll. Success, the creature behaves in the desired manner.

PERSUADE

Perform a **WILL** vs. **WILL** attack roll against a creature that can understand you. Success, you persuade the creature as desired.

TAUNT

Perform an **INTELLECT** vs. **WILL** attack roll. Success, the creature becomes angered with you and at anyone or anything you choose. *GM ruling required.*

FOR TUNE

- When the result of a d20 roll is a failure, you may expend **FORTUNE** to turn the failure into a success.
- When another player rolls a d20, you may expend **FORTUNE** to grant **2 BOONS** to the roll.
- When any player rolls a d6, including you, you may expend **FORTUNE** to replace the number on the die with a 6 or a 1.

MANEUVERS

DISARM

Choose one target creature within your reach that's holding an object. **STRENGTH** or **AGILITY** against the higher of the target's **STRENGTH** or **AGILITY**. If you are unarmed, make the roll with **2 BANES**. Success, the target drops the item it was holding.

DISTRACT

One target within short range you can see. Perform an **INTELLECT** vs. **INTELLECT** attack against the target. Success, the target makes the next attack or challenge roll before the end of the round with **2 BANES**.

ESCAPE

If **GRABBED**, make a **STRENGTH** or **AGILITY** vs. **STRENGTH** of the grabbing target. Success, remove the **GRABBED** affliction and move up to half your **SPEED**. This movement does not trigger free actions from the creature that grabbed you.

FEINT

One target within short range you can see. Perform an **AGILITY** vs. **PERCEPTION** attack. Success, your next attack roll against the target's **DEFENSE** or **AGILITY** before the end of the next round gains **2 BOONS**. Movement does not trigger free attacks for 1 round.

GRAB

One creature with a physical body within your reach, perform a **STRENGTH** or **AGILITY** vs. **AGILITY** attack. You must have one free hand available and cannot be grabbing another creature. Success, the target is grabbed until the end of the next round. You automatically succeed on a target you already have **GRABBED**. (Shadow page 52 for further information.)

KNOCK DOWN

One target within your reach. Make a **STRENGTH** vs. **AGILITY** attack. Perform this attack with **1 BANE** for each point the creature's size is larger than you. Perform this attack with **1 BOON** if the creature is smaller than you. Success, the creature falls **PRONE**.

PULL

Choose a creature your size or smaller that you are grabbing. Perform a **STRENGTH** vs. **STRENGTH** test. Success, you and the **GRABBED** creature move half your **SPEED** and the creature remains within your reach.

SHOVE

One target within your reach. Perform a **STRENGTH** vs. **STRENGTH** attack. Perform this roll with **1 BANE** for each point of **SIZE** the creature is larger than you, or with **1 BOON** if the creature is smaller than you. Success, the creature is moved 1 yard away from you, plus a number of yards equal to your **STRENGTH** modifier (*minimum of 1 yard*).

CHARGE

Perform an attack and any subsequent challenge rolls with **1 BANE** until the end of the round. You may move up to your **SPEED**. At any point during your move, make one attack with a melee weapon or an attribute to **KNOCK DOWN** or **SHOVE** a creature.

TRIGGERED ACTION - FREE ATTACK

- One **FREE ATTACK** allowed per round.
- When a creature within reach willingly moves out of your reach, use a **TRIGGERED ACTION** against the creature with a weapon you are wielding. This is a **FREE ATTACK**.

ATTACKS WITH TWO WEAPONS

If you are wielding a weapon in each hand and neither of them is cumbersome, you can use an action to attack with them at the same time. You can use them either to attack one target or to attack two different targets.

- If you attack **ONE TARGET**, you attack with the weapon in your **MAIN HAND**, making the attack roll with **2 BANES**. Success, you deal normal damage from that weapon plus extra damage from the weapon in your **OFF HAND**.
- If you attack **TWO TARGETS**, you attack with the weapon in your main hand against one target and then attack the other with the weapon in your off hand with **3 BANES**.

DEATH - FATE ROLL

- DISABLED:** At the end of each round you are **DISABLED**, roll 1d6. If the roll is a 1, you start **DYING**. If you roll a 6, heal 1 damage and become **IMPAIRED** for 1 minute.
- DYING:** At the end of each round you are **DYING**, roll 1d6. If the roll is a 1, you die. If the roll is a 6, you become **DISABLED**.

BEAST TONGUE

Duration 1 Minute.

For the duration, you can communicate with any animal that can hear you.



SotDL pg 136 - Primal Utility 1

BEAR SPIRIT

Target One creature you can see within short range.

Duration 1 minute.

A ghostly bear spirit appears and moves into the target for the duration. During that time, the target has a +5 bonus to Health, and the target makes Strength attack rolls and challenge rolls with 1 boon.



DLC pg 39 - Spiritualism Utility 1

ACIDIC GLOB

Target One creature or object within short range.

A glistening glob of corrosive slime appears in your hand, and you throw it at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 + 2 damage.

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

Found in location 3: Open Library, THE CAVE.



DLC pg 34 - Alchemy Attack 0

RAVENOUS MAGGOTS

Target One living creature within medium range.

Duration 1 minute.

Hungry maggots fill the target's belly, dealing 2d6 damage to it. At the end of each round for the duration, the target must make a Strength challenge roll; on a failure, it takes 1d6 damage and becomes impaired for 1 round. On a success, there is no effect; on the third success, the target vomits a knot of squirming maggots and the effect ends.

A target that becomes incapacitated from the spell's damage dies instantly, and a cloud of black flies spreads through a 5-yard-radius sphere from a point within its space. The flies heavily obscure the area and remain for 1 minute, or until dispersed by fire or wind.

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

Disciples

Found in location 3: Open Library, THE CAVE.

SotDL pg 149 - Forbidden Attack 2

DISSOLVE

Target One creature with a physical body you can reach.

Take 2 damage. Make a Will attack roll against the target's Strength. On a success, the target takes 1d6 + 1 damage from your corrosive touch and becomes impaired for 1 minute.

If the target becomes incapacitated by this damage, it dies instantly and dissolves into sludge, leaving anything it wore and carried on the ground in the space it occupied.

Attack Roll 20+ The target takes 2d6 extra damage.



SotDL pg 124 - Destruction Attack 1

REND

Target One creature that can see you within short range.

Take 2 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 3d6 + 1 damage.

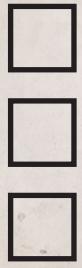
Attack Roll 20+ The target takes 2d6 extra damage.



SotDL pg 124 - Destruction Attack 1

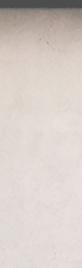
SILVER HEART LOCKET

You can use an action to grant 1 boon on all attacks and challenge rolls you make for 1d3 rounds. The object has one use.



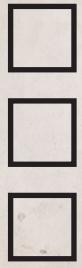
RUNE-INSCRIBED LEATHER HAND WRAPS

You make all Strength and Agility attack and challenge rolls with 1 boon for 1 minute. This object has one use.



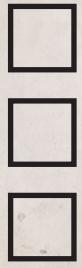
BROOCH OF LIGHTNING TOUCH

This lightning-shaped brooch allows the user to deliver a shocking touch, doing 1d3 damage to the target. Perform an Agility check vs. the target's Agility. The brooch has three uses.



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METALLICUS

Duration

1 minute. Your body becomes like metal. For the duration, your Defense becomes 20, you gain a +10 bonus to Health, you are immune to the asleep, blinded, deafened, diseased, fatigued, and poisoned afflictions, and you cannot be moved against your will. You also take half damage from cold, fire, and weapons. However, you are also slowed, and you cannot drink, eat, or swim.

WAND OF BURNING BEAM

This bronze wand is inscribed with runic symbols along the shaft and has an emerald at the base. The handle is wrapped in leather strips.

Target One creature or object within medium range
A fiery beam leaps from the wand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes blinded for 1 round. This item has three uses.

Found in location 3: Open Library, THE CAVE.



Found in location 2: Dressing Down, THE CAVE.



BRONZE DAGGER OF ACCURACY

Damage

1d3 When you make an attack with this weapon, you may add 1 boon to the attack roll. This item has three uses.



Found in location 2: Dressing Down, THE CAVE.



POTION OF FIRE BREATH

POTION OF FIRE BLAST

POTION OF HEALING

You breathe at one creature within short range. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.
Attack Roll 20+ The target takes 1d6 extra damage.

Flames rush out from your mouth, dealing 3d6 damage to everything in the area; 3 yards long in a cone. Each creature in the area takes half the damage on a success with an Agility challenge roll.

This pink, viscous liquid smells strongly of chalk. When the potion takes effect, the creature heals damage equal to its healing rate.



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This clear, bespeckled magical liquid smells faintly of alcohol. When the potion takes effect, the imbiber must roll 1D6 and consult the GMs table.

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POTION OF AGILITY

A shimmering silver liquid, an agility potion grants its user 1 boon to Agility attacks or challenge rolls for 3d6 minutes.



POTION OF COURAGE

A bright blue liquid smelling of strong alcohol, a courage potion grants its user 1 boon to Will attacks or challenge rolls for 3d6 minutes.



POTION OF CUNNING

A light green, effervescent fluid with a dry taste, a cunning potion grants its user 1 boon to Intellect attacks and challenge rolls for 3d6 minutes.



POTION OF MIGHT

An orange liquid that smells of vinegar, a might potion grants its user 1 boon to Strength attacks or challenge rolls for 3d6 minutes.



BELT OF EXPANSE

This belt will allow the wearer to grow as if they were one size larger for 1 minute.

A size 1 creature would become size 2; a size 1/2 creature becomes size 1.

The item has one use then will become a basic article of clothing.



POTION OF DARKSIGHT

Your eyes burn with a magical fire and you gain darksight for 1 hour.

The light your eyes produce is equivalent to a lightning bug and will not spoil any vision, but can be seen at close range.

After the effect ends, your eyes appear hollow with no irises or pupils for 1 day.



POTION OF WIND BLAST

A powerful wind assails one creature or object within short range. Make a Will attack roll against the target's Strength. On a success, the wind moves the target 1d6 yards away from you.

Attack Roll 20+ The target also falls prone at the end of this movement.



GLOVES OF FINESSE

These green leather gloves provide 2 boons to any attack or challenge roll that requires Finesse. The object may be used two times before becoming a normal pair of finely made gloves.



LUCKY COIN

You may use this coin as an action or triggered action to gain 2 boons to your next challenge or attack roll.

This coin has one use.



TWINE BRACELET

On command, this twine bracelet will uncoil itself and become 20 yards of strong rope.

Speaking the phrase a second time will cause the rope to shrink and become a bracelet once again.



BRACELET OF TRANSMUTATION

This charm bracelet has three pebbles that may transform anyone they strike within short range. Perform a Strength challenge attack against targets. Strength. The effect lasts for 1d3 rounds. Roll 1d6 for the effect.

D6 Effect

- 1 Target transforms into a size 1/4 teddy bear.
- 2 Target grows to size 4.
- 3 Target becomes a cloud of mist.
- 4 Target becomes flat and two-dimensional like paper.
- 5 or 6 Target turns to stone.



POTION OF SWIFTNESS

For 1 minute you gain +10 to your Speed. When the effect ends, you become Fatigued for 1 minute.



POTION OF SWIFTNESS

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