

alchemy



CREATE FORBIDDEN ITEM

Requirements You must have 1 or more Corruption and an alchemist's kit

Target Special ingredients that you can reach worth half the price of the forbidden item you intend to create

Choose one forbidden item (see chapter 3 in *Demon Lord's Companion* for examples) that is not a living creature, such as the azeen, or whose price does not exceed 5 gc. You must concentrate for 1 hour, during which time you use your alchemist's kit to prepare and assemble the special ingredients to create the item. At the end of this time, you complete work on the item and it gains all its properties.

alchemy



IRON FLASK

Requirements You must have 3 or more Corruption and an alchemist's kit

Target One bottle made from iron (worth 1 gc) that you can hold in one hand

Each time you cast this spell, choose one of the following effects.

Prepare Bottle You must concentrate for 1 hour, during which time you use your alchemist's kit to work on the bottle. When you finish, you can use the bottle to produce the spell's other effects.

Capture Demon You must have a bottle prepared to produce this effect. Make an Intellect attack roll against the Will of one demon within short range. On a success, the demon sheds its physical form to become a smoky essence that flows into the bottle, where it remains until it's released. As a minor activity, you can release the demon contained in the bottle, causing it to appear in a space of its choice within short range. The bottle can contain just one demon at a time.

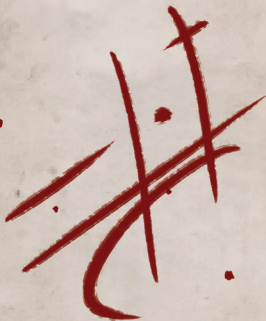
Compel Bottled Demon You must have a bottle prepared to produce this effect. Make an Intellect attack roll against the Will of one demon within short range that was contained inside your iron flask at any point since you last completed a rest. On a success, the demon becomes compelled for 1 minute. On a failure, the bottle breaks and the demon is no longer bound to it.

HUNGER 38

UTILITY 5

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alteration



THROWBACK

Requirements You must have 1 or more Corruption

Target One creature you can reach

Make a Will attack roll against the target's Agility. On a success, you touch the target and the target becomes dazed for 1 round. When the affliction ends, the target must make a Strength challenge roll. If it has Health 15 or lower, the result of the roll is an automatic failure. If it has Health 30 or higher, the target makes the roll with 1 boon. On a failure, the target undergoes a horrifying transformation that lasts for 1 minute. Any creature that sees this transformation as well as the target that is transformed must get a success on a Will challenge roll with 1 bane or gain 1 Insanity.

A target transformed by this spell gains a +1d3 bonus to Strength, a +3d6 bonus to Health, and a +2 bonus to Speed. Its Intellect drops to 5, and it can use actions only to attack with a weapon or charge until the spell ends. The target can choose to get a failure on this roll.

HUNGER 38

UTILITY 4

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INVOKE THE SKULL KING

Requirements You must have the Mad Devotion talent and must belong to the Reavers of the Skull King cult

Triggered You cast this spell using a triggered action when a creature you can see within short range becomes incapacitated. You move up to your Speed and make an attack with a weapon at any point during your movement. You make the attack roll with 1 boon

Sacrifice You can expend a casting of this spell to cast the *augmented attack* spell from the Battle tradition.

celestial



INVOKE THE WANDERING STAR

Requirements You must have the Mad Devotion talent and must belong to the Seekers of the Wandering Star cult

Area A 3-yard-radius sphere centered on a point within short range

Duration 1 minute

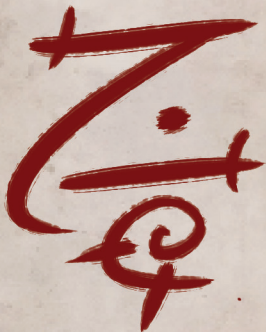
Lurid red light fills the area for the duration. When the light appears and again at the end of each round until the spell ends, each creature in the area must make a Will challenge roll. On a failure, the creature takes 1d3 damage from the burning light and becomes frightened for 1 round.

At the end of each round until the spell ends, roll a d6. On a 1, the sphere moves 1d6 yards toward you. On a 2–5, the sphere moves a number of yards equal to the number rolled in a random direction. On a 6, the sphere moves up to 6 yards in a direction you choose.

HUNGER 38

ATTACK 1

cürse



FOMOR DOOM

Target One human you can see within short range

Tendrils of dark power envelop the target. Make an Intellect attack roll against the target's Strength. If the target has Health 15 or lower, you make the attack roll with 1 boon. If the target has Health 30 or higher, you make the attack roll with 1 bane. On a success, the target becomes frightened for as long as you concentrate. While frightened in this way, the target must use an action on each of its turns to attack with a weapon. If you concentrate for 1 minute, the target gains 1d6 Insanity and permanently transforms into a fomor. Apply the following changes to the target's statistics box.

Change descriptor to beastman

Perception +5; shadowsight

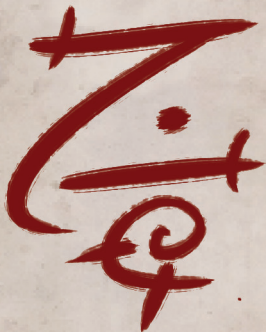
Agility +1, **Intellect** -1, **Will** -2

Craven A fomor is frightened while within the reach of two or more creatures that are hostile to it.

Pack Fighting When the fomor attacks a target within the reach of another creature with Pack Fighting that is friendly to the fomor, the attacking fomor makes the attack roll with 1 boon. Otherwise, it makes the attack roll with 1 bane.

Attack Roll 20+ The target transforms immediately.

cürse



VISION OF HORROR

Target One creature within medium range that has neither the frightening nor the horrifying trait

Make an Intellect attack roll against the target's Will. If the target has 3 or more Insanity, you make the attack roll with 1 boon. On a success, the target treats all other creatures it can see as having the horrifying trait for 1 minute.

Attack Roll 20+ The curse lasts until you die or until you use an action to lift it while the creature is within medium range.

demonology



BIND DEMON

Requirements You must be holding in one hand an object that is worth at least 1 gc

Target One demon you can see within short range

You brandish the object at the target and take $1d6 + 1$ damage. Make an Intellect attack roll against the target's Will. If the target is Size 1/2 or smaller, you make the attack roll with 1 boon. For each point of Size the demon is larger than 1, you make the attack roll with 1 bane. On a success, the demon sheds its physical form, which dissolves in the space it occupied, and its essence streams into the object you brandished, where it remains until the object is destroyed.

When the demon's essence enters the object, roll a d6.

On a 1, the object gains a special property, determined by rolling on the Demonic Object Properties table in chapter 4.

On a 2–5, the object gains one randomly determined enchanted object property (*Shadow*, page 208).

On a 6, the object gains 1d3 randomly determined enchanted object properties.

Regardless of the properties the object gains, it is corrupted, and any creature that touches it must get a success on a Will challenge roll or gain 1 Corruption. Once a creature gains Corruption in this way, it is not at risk of gaining further Corruption from the object.

If the object is destroyed, the demon bound to it appears in a new body in an open space of the GM's choice within short range of the object.

Sacrifice You can use an action to expend a casting of this spell to cast the *call lesser demon* spell from the Demonology tradition.

demonology



DEMONIC BLESSING

Duration 1 minute

Take $1d6 + 1$ damage. You gain a random demonic talent (see *Hunger in the Void* chapter 4) that remains for the duration. If you choose to gain 1 Corruption when you cast the spell but before you determine the talent, the duration increases to 1 hour.

demonology



DRAW FORTH THE SOUL SCREAMING

Target One living, mortal creature within short range

Take 2d6 damage. A tendril of magical darkness leaps from the center of your forehead toward the target. Make an Intellect attack roll against the target's Will. If the target has 6 or more Corruption, you make the attack roll with 1 boon. If the target has Health 30 or higher, you make the attack roll with 1 bane. On a success, the target becomes stunned for as long as you concentrate, during which it time it screams. If you concentrate for 1 minute, the target dies and you draw forth its soul, which immediately becomes a **shadow**. If you choose to gain 1 Corruption, the shadow is compelled for 1 hour or until it becomes incapacitated.

Attack Roll 20+ The target dies and you draw forth its soul as described in the effect.

HUNGER 39

ATTACK 5

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demonology



VOID BREACH

Target One point you can see within extreme range

Take 10d6 damage and gain Insanity equal to your Will. You punch a hole in reality at the target point to create a Void breach (see *Hunger in the Void* chapter 1). Determine randomly the breach's duration, area of influence, and effects.

destruction

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INVOKE THE NAMELESS ONE

Requirements You must have the Mad Devotion talent and must belong to the Nameless cult

Duration 1 minute

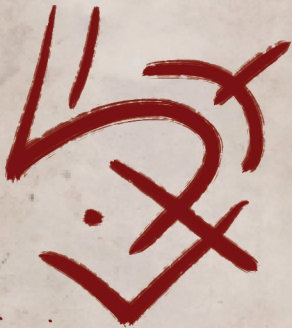
Take 2 damage. A pulse of destructive force rushes out from you when you cast the spell and at the end of each round until the spell ends. The pulse spreads from a point in your space out to a radius of 1d6 yards and deals 1 damage to you and 1d6 damage to everything in the area. A creature can make an Agility roll and takes no damage on a success.

HUNGER 39

ATTACK 1

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enchantment.



PLEASURE FROM PAIN

Requirements You must have 1 or more Corruption

Target One living creature you can see within medium range

You warp the target's senses so that it feels intense pleasure whenever it would feel pain. Make an Intellect attack roll against the target's Will. If the target has 6 or more Insanity, you make the attack roll with 1 boon. On a success, for 1 minute, whenever the target takes damage, it takes 1d6 extra damage and then makes attack rolls and challenge rolls with 1 boon for 1 round. Boons gained this way are cumulative.

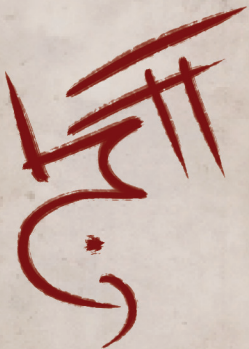
Attack Roll 20+ The target is also charmed until the effect ends.

HUNGER 40

ATTACK 3

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SHED THE SKIN

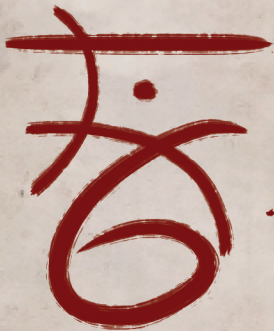
Requirements You must have 1 or more Corruption

Target One living creature that has skin all over its body

Make an Intellect attack roll against the target's Strength. If the target has Health 20 or lower, you get an automatic success. If the target has Health 40 or higher, you make the attack roll with 1 bane. On a success, the target's skin sloughs from its body causing it to become a **bloody bones**. The target retains none of its original statistics.

Sacrifice You can expend a casting of this spell to cast the *hallucinations* spell from the Fey tradition.

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INVOKE THE ONE TRUE GOD

Requirements You must have the Mad Devotion talent and must belong to the Knights of the One True God cult

Duration 1 minute

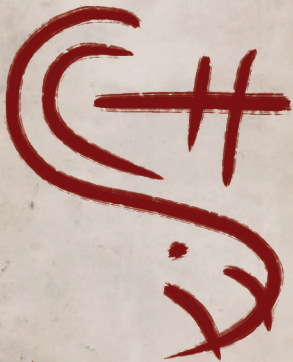
Flames rush out from you, causing each creature and object within 1 yard of you to take 1d6 damage. A creature can make an Agility challenge roll and takes half the damage on a success.

For the duration, a ball of flame burns over your head, shedding light in a 2-yard radius. You can use an action to attack with the ball of flame, hurling it at one creature within short range. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. At the end of the round in which you threw the ball of flame, if the spell has not ended, a new ball of flame appears over your head.

HUNGER 40

ATTACK 1

forbidden



INVOKE THE GLISTENING PRINCE

Requirements You must have the Mad Devotion talent and must belong to the Philosophers of the Glistening Prince cult

Duration 1 minute

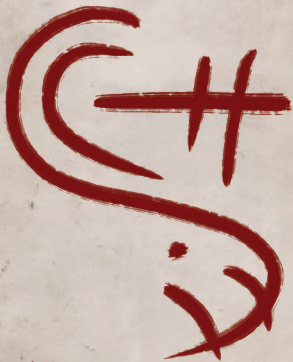
You take 1d6 damage from tearing your flesh and then take half damage for the duration. Each time you take damage after the initial damage, you must get a success on a Will challenge roll or gain 1 Insanity.

HUNGER 40

UTILITY 1

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forbidden



INVOKE THE MOTHER OF MONSTERS

Requirements You must have the Mad Devotion talent and must belong to the Mother's Children cult

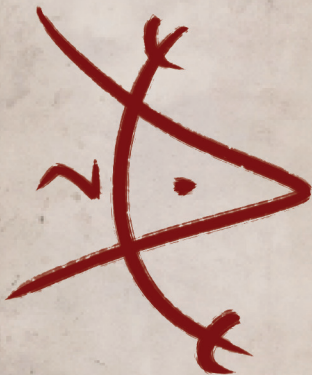
Your belly swells and then splits open to give birth to a **small monster** that has the horrifying trait. You take damage equal to your healing rate and become dazed for 1 minute or until the monster you birthed is incapacitated. You control the monster and make all decisions about what it does on each of its turns.

HUNGER 40

UTILITY 1

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Necromancy

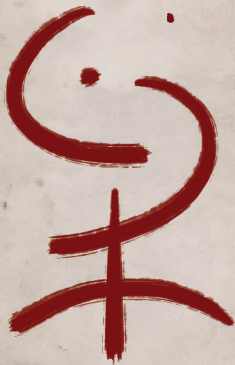


CREATE ZOMBIE

Target One Size 1/2 or Size 1 dead creature with a humanoid shape that you can reach

You touch the target and imbue it with dark power. If you concentrate for 1 minute, during which time you must maintain contact with it, the target becomes a compelled **zombie**.

protection



EXACTING CHAINS

Requirements You must have 1 or more Corruption

Target One creature you can see within medium range

Chains of glossy black links and manacles spring into existence around the target and attempt to secure it. Make an Intellect attack roll against the target's Agility. If the target is a demon, you make the attack roll with 2 boons. On a success, the target becomes defenseless for as long as you concentrate, up to 1 minute. While the target is defenseless in this way, it is immune to damage from all sources other than you.

Each time you use an action to concentrate on this spell, you can afflict the target with mind-shattering agony. Make an Intellect attack roll against the target's Will. On a success, the target takes 2d6 damage and you can bestow one of the following afflictions on the target: charmed, frightened, or impaired. The affliction lasts for as long as the target is defenseless. If the target was already charmed, it becomes compelled for 1 hour instead. If it was already frightened, the target becomes dazed for 1 hour instead. If the target was already impaired, it becomes blinded for 1 hour instead.

If at any time you get a failure on attack roll against the affected target, the spell ends, and the target can take the next available turn.

HUNGER 41

ATTACK 5

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shadow

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INVOKE THE ETERNAL SHADOW

Requirements You must have the Mad Devotion talent and must belong to the Brothers of the Eternal Shadow cult

Duration 1 minute

Slippery black fluid runs out of all your orifices to spread across your body until you are completely sheathed in the stuff. The substance remains for the duration. Until the spell ends, you have darkvision, you make challenge rolls to become hidden with 3 boons, and you are immune to Celestial attack spells. In addition, you can use an action or a triggered action on each of your turns to extinguish one natural light source or a light source created by a rank 0 spell within short range.

HUNGER 41

UTILITY 1

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shadow

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SHADOW OF THE VOID

Requirements You must have 1 or more Corruption

Area A sphere with a 10-yard radius centered on a point within short range

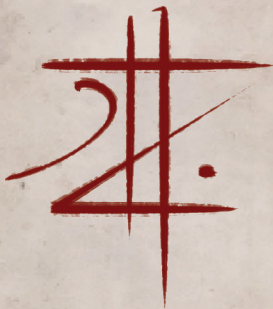
Duration 1 hour

Chilling darkness fills the area, making it totally obscured for the duration. The darkness cancels all light from natural sources as well as sources created by spells of rank 2 or lower. The darkness blocks all nonmagical vision other than truesight.

When the darkness appears and at the end of each round until the spell ends, each creature in the area must get a success on a Will challenge roll or gain 1 Insanity. A creature that goes mad from gaining this Insanity automatically becomes possessed by a demon. Roll a d6 to determine the demon's size: 1, tiny; 2, small; 3, medium; 4, large; 5, huge; 6, titanic.

Finally, at the end of each minute until the spell ends, roll 2d6. On a 12, the spell ends and a Void breach occurs (see *Hunger in the Void* chapter 1).

telepathy.



INVOKE THE LADY OF SIGHS

Requirements You must have the Mad Devotion talent and must belong to the Sisters of the Blue Hand cult

Target One living creature within short range

You flood the target's mind with pleasure until it gasps in ecstasy. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 round. While dazed in this way, the target takes half damage. On each of the dazed target's turns, it can make a Will challenge roll with 1 bane. A success removes the affliction.

teleportation



VOID STEP

Requirements You must have 1 or more Corruption

Duration 1 minute

For the duration, you can use an action, or a triggered action on your turn, to teleport to a space you can see within medium range by moving through the Void. Each time you do, gain 1 Insanity, and then roll a d6. On a 1, the spell ends.

HUNGER 41

UTILITY 5

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teleportation



VOID GATE

Requirement You must not be in the Void

Area A cube of space, 3 yards on each side, originating from a point within medium range

Duration See the effect

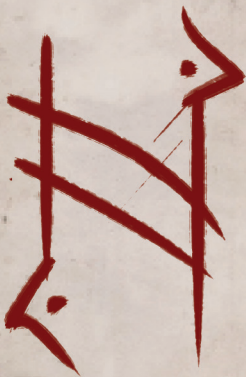
Light bends and twists in the area for as long as you concentrate, up to 1 minute. If you don't concentrate for a full minute, the spell ends. If you spend the full minute concentrating, a black, oval portal appears in the center of the area and remains there for 1 hour plus 1 hour per point of Corruption you have when you cast the spell. The portal is 3 yards tall and 2 yards wide, but it has no thickness and is invisible when viewed from the side. The portal has a front and a back and can have any orientation. Any creature that passes through the portal enters the Void. The portal is visible from the Void, and creatures in the Void can pass through the portal and then move away from the spell's area.

HUNGER 41

UTILITY 7

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TRANSFORMATION



DEMONIC APOTHEOSIS

Requirements You must have 4 or more Corruption and you must be a living, mortal creature

Duration 1 hour

You undergo a hideous transformation, calling upon the Corruption in your soul to become as a demon. Each creature within short range that can see you must get a success on a Will challenge roll or gain 1 Insanity.

This spell grants several benefits that last for the duration.

- You make Perception rolls with 1 boon and gain
- darksight if you don't have it already.
- You gain a +2 bonus to Defense and a +10 bonus to Health.
- You cannot gain Insanity.
- You take half damage from spells. You make challenge rolls to resist attack spells with 1 boon, and creatures attacking you with spells make their attack rolls with 1 bane.
- Your unarmed attacks deal 2d6 extra damage.

When the effect ends, make a Will challenge roll with a number of banes equal to your Corruption. On a failure, you gain 1d3 Insanity and 1 Corruption.

HUNGER 41

UTILITY 5

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