

# demon lord's companion 2



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*A Shadow of the Demon Lord Supplement*



# DEMON LORD'S COMPANION 2

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# INTRODUCTION

When compiling *Demon Lord's Companion*, I relied mainly on concepts and mechanics left over from the *Shadow of the Demon Lord* original design. When I ended up with an overabundance of content, it became difficult to decide what would stay in *Shadow* and what would be held back for future supplements. A great deal of that material went into *DLC*, while other pieces wound up in *Poisoned Pages* supplements and sourcebooks such as *Exquisite Agony*, *A Glorious Death*, and *Terrible Beauty*.

Now, a bit over two years and over one hundred products later, my folders containing notes and bits left over from previous designs have grown empty. Rather than despair at such a situation, I took the opportunity to push the game in new directions. I looked for gaps in what we've released so far, scoured my shelves for inspiration, and hatched all kinds of oddities while holing up in my favorite bar to come up with an exciting selection of options for players.

One of the best ways to expand the game is through ancestries, since these options can mesh with just about everything else. Therefore, this book gives you six, each a hidden people who have largely steered

clear of the major events unfolding in the world. Their scarcity and unusual nature make them quite exotic, and playing these ancestries can reward you with awesome options while challenging your roleplaying abilities.

Supporting the ancestries is a group theme mechanic to reflect the circumstances that hold a group of player characters together and rules to differentiate each group from the others.

As you might expect, this book also provides a selection of paths to cover some underused areas of character creation and development, while also supporting the new spells at the end of this book—all associated with the new traditions of Invocation, Metal, Order, and Soul. So, from invokers to sleuths, fencers to auspexes, your characters have an awesome set of new options to explore.

*Demon Lord's Companion 2* aims to help you tell stories by highlighting peoples of all kinds who find themselves engaged in the struggle to save the world from annihilation. With this book, you can create unique characters, pursue mastery of new and esoteric forms of magic, or hone your talents in new and awesome ways. This book ensures that you never run out of interesting choices to make as you battle the darkness of the Void.





# character creation

When you create a character for *Shadow of the Demon Lord*, the first choice you make is ancestry. You'll find ancestries in the main rulebook and other supplements as well, and now this chapter adds six more to the game, revealing peoples generally hidden from, and unknown by, any but the most well-traveled explorers and learned historians. These peoples have moved onto the world stage in answer to the growing threat posed by the Demon Lord. Some have had their homelands destroyed, while others have been drawn out from seclusion, unable to ignore the threat any longer. In this chapter, you'll find:

**Ferren:** Having lived among humanity for centuries, while keeping secret their shapeshifting abilities, ferren can transform their bodies into cats and back again. Secretive and inquisitive, they make excellent rogues and magicians.

**Hamadryad:** Sentient trees who can adopt humanoid forms, hamadryads stand guard over the natural world, protecting nature from being despoiled by its enemies. They make effective priests and warriors.

**Molekin:** Thieving and conniving dwellers of the deep places, molekin came to the surface after their

subterranean cities came under attack. They do well as warriors and rogues.

**Naga:** These serpentine humanoids commit themselves to protecting the Cosmic Egg, which they believe holds their returned god. Dangerous priests and magicians, nagas have emerged from their hidden crèches to lend aid to the other people in the world against the horde of demons and demon-servants spilling out from the fallen shadow to ensure that no harm comes to the Cosmic Egg.

**Sylph:** A reclusive elemental folk found in monasteries perched atop mountains, sylphs have seen the warning signs of the apocalypse and have joined the struggle against the Demon Lord. Sylphs make potent magicians and rogues.

**Yerath:** The strangest people revealed in this book, the yerathi are sentient, bipedal humanoids who live in hives scattered across the Patchwork Lands. They can be effective in any path they choose.

**Story Complications:** This chapter concludes with several new story complications. First introduced in *Demon Lord's Companion*, story complications provide characters with advantages in exchange for drawbacks, while offering inspiration for roleplaying.



# FERREN

The ferren have lived among the humans for generations, hiding in plain sight by keeping their unusual shapeshifting abilities concealed. By assuming the forms of ordinary cats, they can move through their adopted communities without arousing suspicion. Ferren understand the fear that skinchangers elicit in other peoples, and many have been killed after being mistaken for one of those monstrous creatures, so they prefer to keep their true nature secret.

**Gleaming Eyes and Feline Grace:** The appearance of the ferren offers few clues to their unusual abilities. They look like other humans, though their eyes might reflect light like a cat's in the dark, and they all move with uncommon grace. Similarly, they can pass for ordinary animals of that sort when they assume the form of a feline. In human form, ferren stand between 5 feet and 5-1/2 feet tall and weigh between 100 and 150 pounds.

**Children of the Moon:** The Maiden of the Moon bestowed the gift of shapechanging to a tribe of humans who venerated her, and it's from that tribe that the ferren are descended. Most ferren worship this moon goddess, though some practice witchcraft or adhere to the tenets of the Old Faith.

**Common Names:** Ferren use human names, though those who live as human "pets" might go by other names.

## CREATING A FERREN

**Starting Attribute Scores** Strength 9, Agility 11, Intellect 10, Will 9

**Perception** equals your Intellect score + 1

**Defense** equals your Agility score

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health

**Size 1, Speed 10, Power 0**

**0 Damage, 0 Insanity, 0 Corruption**

**Languages and Professions** You speak the Common Tongue.

**Shadowsight** You see in areas obscured by shadows as if those areas were lit.

**Clawed Hands** In human form, your unarmed strikes deal 1d3 damage instead of 1 damage.

**Cat Form** You can use an action to assume the form of a cat or return to your human form. You remain in the new form until you use this talent again. If you become incapacitated while in your cat form, you automatically revert to your human form.

If you assume cat form, everything you wear and carry transforms with you, absorbed into your new form. While they are absorbed in this way, you cannot use these items. When you return to your human form, objects reappear wherever you wore or carried them.

While in cat form, you apply the following changes to your statistics:

- Your Size becomes 1/4.
- Increase Perception by 2; your Defense becomes 12.
- Your Strength becomes 8 (-2), and your Agility becomes 12 (+2).



- Your Speed becomes 12.
- You gain the climber trait.
- You gain natural weapons, which are claws and teeth. These weapons have the finesse property and deal 1 damage.
- You make rolls to hide or sneak with 2 boons.
- You are indistinguishable from an ordinary cat, although you can still talk while in this form.

## LEVEL 4 FERREN EXPERT

**Characteristics** Health +4

You either learn one spell or gain Lynx Form.

**Lynx Form** When you would assume cat form, you can choose to assume the form of a lynx instead. While in lynx form, you apply the following changes to your statistics:

- Your Size becomes 1/2.
- Increase Perception by 2; your Defense becomes 13.
- Your Strength becomes 11 (+1), and your Agility becomes 13 (+3).
- Your Speed becomes 12.
- You gain natural weapons, which are claws and teeth. These weapons have the finesse property and deal 1d6 damage. When you attack with these weapons, you make the attack roll with 1 boon.
- You make rolls to hide or sneak with 2 boons.
- You are indistinguishable from an ordinary lynx, although you can still talk while in this form.



## FERREN AGE

### 3d6

- 3 You are a child, 11 years or younger. You are Size 1/2. Halve your height and weight. After 1d6 + 2 years, your Size becomes 1 and you double your height and weight.
- 4-5 You are an adolescent, from 12 to 17 years old.
- 6-8 You are a young adult, from 18 to 25 years old.
- 9-12 You are an adult, from 26 to 35 years old.
- 13-15 You are a middle-aged adult, from 36 to 55 years old.
- 16-17 You are an older adult, from 56 to 75 years old.
- 18 You are a venerable adult, 76 years old or older.

## FERREN BUILD

### 3d6 Build

- 3 You are short and either thin or heavy.
- 4-5 You are heavy.
- 6-8 You are short.
- 9-12 You are of average height and weight.
- 13-15 You are tall.
- 16-17 You are thin.
- 18 You are tall and either thin or heavy.

## FERREN HUMAN APPEARANCE

### 3d6 Appearance

- 3 You are hideous.
- 4-5 You are ugly.
- 6-8 You are plain and homely.
- 9-12 You are average-looking.
- 13-15 You are pretty or handsome.
- 16-17 You are striking.
- 18 You are beautiful.

## FELINE APPEARANCE

### 3d6 Appearance\*

- 3 Mitted, locket, or harlequin
- 4-5 Solid
- 6-8 Bicolor
- 9-12 Tabby
- 13-15 Tuxedo
- 16-17 Tortoiseshell
- 18 Hairless

\*Choose your fur color

## FERREN MANNERISM

### d20 Mannerism

- 1-2 You are fastidious about cleanliness.
- 3-4 You like to knock things over.
- 5-6 You sleep as often as you can.
- 7-8 You like to hide or climb.

- 9-10 You are attracted to small moving things.
- 11-12 You are given to sudden outbursts of manic energy.
- 13-14 You tend to shred things you handle.
- 15-16 You hiss when you get angry or frightened.
- 17-18 You always bury your excrement.
- 19-20 You are attracted to water, especially running water.

## FERREN PERSONALITY

### 3d6 Personality

- 3 You are vicious and hateful. You lash out at everyone.
- 4-5 You are an asshole. You make a mess and you don't care who has to clean it up.
- 6-8 You are lazy. You find it hard to make yourself do much of anything.
- 9-12 You are inquisitive. Your curiosity often lands you in trouble.
- 13-15 You are warm and pleasant. You make friends easily.
- 16-17 You are aloof, disinterested in other people.
- 18 You are loyal to your friends, and you support them in all they do.

## FERREN BACKGROUND

### d20 Background

- 1 A nasty fight left you scarred.
- 2 You were seduced by a devil. Gain 1 Corruption.
- 3 You spent a few years in the wilderness. Gain a random wilderness profession.
- 4 You killed someone in cold blood. Gain 1 Corruption.
- 5 You fell in love with a human and had a child.
- 6 You were raised by priestesses of the Moon Maiden.
- 7 You stumbled into a hidden kingdom and remained there for 1d6 years.
- 8 Someone important to you died, and the loss haunts you still.
- 9 Some rotten child mistook you for a cat and took you home. You only just escaped with your life.
- 10 You earned a living working in one of your professions.
- 11 You traveled extensively. You can speak one additional language.
- 12 Someone discovered your true nature and mistook you for a skinchanger. You left everything behind to start over somewhere else.
- 13 You received an education. You know how to read the Common Tongue.
- 14 You helped defend your community from a beastmen attack.
- 15 You found a scroll containing an incantation of a rank 0 spell (chosen by the GM).
- 16 You unmasked a killer or a cultist at large in your community.
- 17 You created a lasting piece of art. Add artist to your list of professions.
- 18 You found a potion (of the GM's choice).
- 19 Someone important owes you a big favor.
- 20 You came into money. Start the game with 2d6 cp.



# HAMADRYAD

For centuries, the hamadryads have hidden in the deep forest, masquerading as ordinary trees. But as the shadow has fallen on more and more of Urth, spreading closer to their refuges, the resulting chaos has drawn the hamadryads from their groves to join the struggle against the enemies of creation—just as they were charged to do long ago. These peoples of the forest are unaccustomed to the ways of modern civilization and find the world much stranger and darker now than the way they remember it.

**Daughters of the World Mother:** When the old gods withdrew from Urth to enter the magical realms of the faerie, the World Mother lingered long enough to touch the trunks of certain trees. She imparted sentience to each tree she touched, and the ability to adopt the humanoid forms of her daughters. She charged her children with safeguarding the world from the greed and evil of mankind. Today, most hamadryads remain in service to the goddess, ready to carry out their sacred duty in these uncertain times. A few hamadryads worship all old gods and uphold the tenets of the Old Faith.

**People of the Woods:** The World Mother gave hamadryads the ability to flow their forms into humanoid shapes so they could better serve her. This gift provides them with mobility and speech and lets them interact directly with others. The specific forms that hamadryads adopt vary, of course. Some appear almost human, while others look like animated trees with branches for arms, roots for legs, and faces etched in their bark. Most of these creatures' bodies fall somewhere between these extremes. Regardless of details, in its humanoid form a hamadryad can wield weapons and manipulate objects.

Hamadryads in human form typically stand 5 feet tall and weigh 160 pounds. They do not usually have body hair, and their skin looks like wood, betraying their true nature. They often have bright, glowing eyes, usually green, and soft, whispery voices that sound much like the wind passing through their branches.

A long-lived people, hamadryads can survive for centuries before succumbing to old age or infirmity.

**Common Names:** Hamadryads often go by the names of the trees they resemble, such as Maple, Ash, Holly, Oak, and so on.

## CREATING A HAMADRYAD

**Attribute Scores** Strength 9, Agility 10, Intellect 9, Will 11

**Perception** equals your Intellect score + 1

**Defense** equals your Agility score

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health

**Size 1, Speed 10, Power 0**

**0 Damage, 0 Insanity, 0 Corruption**

**Languages** You speak the Common Tongue and Elvish.

**Shadowsight** You see in areas obscured by shadows as if those areas were lit.



**Immune** damage from disease; charmed, diseased

**Nature Stride** You ignore the effects of moving across difficult terrain caused by roots, undergrowth, and trees.

**Vulnerable to Fire** You take double damage from fire.

**Iron Vulnerability** You are impaired while you are in contact with iron.

**Tree Form** If you are standing on an earthen or rocky surface, you can use an action to return to your true form, which is that of a Size 3 tree. Everything you wear and carry transforms with you. While in this form, you are blinded and immobilized, though you can otherwise perceive your surroundings and you can notice the passage of time. Also, you cannot be moved unless you are incapacitated, at which point you die. The only action you can take while in this form is to assume your humanoid form.

## LEVEL 4 HAMADRYAD EXPERT

**Characteristics** Health +4

You either learn one spell or gain Deep Roots.

**Deep Roots** If you are standing on an earthen or rocky surface, you can use an action, or a triggered action on your turn, to cause roots to grow from your legs and sink into the ground, anchoring you in place. You become immobilized, and other creatures cannot move you by nonmagical means. In addition, bark covers your body, making your Defense 15 if it's not higher than 15 already. Finally, your weapon attacks deal 1d6 extra damage. The effect lasts until you become incapacitated or until you use an action, or a triggered action on your turn, to end it.



## HAMADRYAD AGE

d3	Age
1	You are young, less than 50 years old.
2-3	You are an adult and have stopped physically aging. You are 1d20 × 20 years old. For each century you have lived, add either one wilderness profession to your list of professions or one language to your list of known languages.

## HAMADRYAD TRUE FORM

d20	True Form	d20	True Form
1	Walnut	11	Willow
2	Oak	12	Chestnut
3	Dogwood	13	Hawthorn
4	Mulberry	14	Ash
5	Black poplar	15	Alder
6	Elm	16	Beech
7	Fig	17	Birch
8	Pine	18	Elder
9	Maple	19	Rowan
10	Cedar	20	Holly

## HAMADRYAD HUMANOID BUILD

3d6	Humanoid Build
3	You are 4 feet tall and weigh 80 pounds.
4-5	You are 4 feet tall and weigh 100 pounds.
6-8	You are 4 feet tall and weigh 120 pounds.
9-12	You are 5 feet tall and weigh 160 pounds.
13-15	You are 6 feet tall and weigh 180 pounds.
16-17	You are 6 feet tall and weigh 140 pounds.
18	You are 6 feet tall and weigh 200 pounds.

## HAMADRYAD HUMANOID APPEARANCE

3d6	Humanoid Appearance
3	You change little when you adopt a humanoid form: your lower trunk splits into legs, two low branches serve as arms, and an image of your face appears somewhere on your trunk.
4-5	Your form is crude and lacks detail. Bark covers your body.
6-8	You have a female form, and your skin appears to be made from wood. Instead of hair, you have a crown of branches sporting leaves.
9-12	Close inspection of your female form reveals you are made from wood, though the grain is subtle. Small branches rise from your head.
13-15	You appear human, with skin the color of the wood from your tree, leaves for hair, and gleaming green eyes.
16-17	You appear to be an attractive human female, with smooth and supple skin and hair speckled with leaves, twigs, and flowers.
18	You appear to be a beautiful human female of flesh and blood. You show no signs of your true nature other than having bright green hair.

## HAMADRYAD PERSONALITY

3d6	Personality
3	You are a hateful, angry, and vengeful person, and you view the world of mortals with disdain.
4-5	You resent the spread of humanity into the secret places and consider humans accountable for the present troubles darkening the world.
6-8	You distrust others and come off as standoffish and suspicious.
9-12	You are curious about the world outside your forest home, and you yearn to learn more about others.
13-15	You are pleasant and friendly. You try to find the best in other people.
16-17	You are kind and generous, and you possess a good heart. You try to help those in need.
18	You feel a deep connection to others and strive to improve their lives in any way you can. You have a good and noble soul.

## HAMADRYAD BACKGROUND

d20	Background
1	A wildfire swept through your wood, forcing you to flee to avoid being destroyed in the blaze.
2	You helped a lost human find his or her way home and found that you wanted to see more of the world.
3	You witnessed some terrible, horrifying act in your forest home and fled from it. Gain 1d3 Insanity.
4	You murdered a band of woodcutters who came at you with their axes. You made them suffer before they died. Gain 1 Corruption.
5	You carried forth a seed from your tree form and planted it in a distant land. You tended to the sapling until it grew tall and strong.
6	You took a mortal for a lover and grieved as he or she aged and died.
7	You grew up in one of the hidden kingdoms and recently left to see the world beyond that magical realm.
8	A circle of druids protected you and worshiped you as their goddess.
9	Foul cultists sacrificed a child in your presence. You vowed that you would never let such a thing happen again.
10	You helped a faun threatened by an angry mob.
11	You left your home forest to escape a supernatural blight that was killing all the trees.
12	A rampaging band of beastmen passed your way before destroying a small nearby village. You went to find survivors and found none.
13	You befriended a pair of halflings who wandered into your grove and escorted them to safety, away from the creatures hunting them.
14	A small child befriended you and taught you about the wider world. When the child stopped coming to see you, you went out to find what happened to him or her.
15	You heard the voice of Old Man Winter whispered on the wind, telling of dark times ahead.
16	You traveled extensively. Add another language to the list of languages you can speak.
18	Someone carved initials into your trunk.
19	You once danced with the faeries, who held a great revel in your woods.
20	Someone buried a pouch near your roots. You dug up the pouch and discovered it contained 2d6 cp.



# MOLEKIN

Long ago, the molekin excavated their homes from the roots of the Firepeaks, a range of volcanic mountains that forms the western border of the Desolation. Most comfortable in the depths of the earth and scornful of others, they built an empire in the darkness and have ruled their dominion unmolested for eons.

Yet now the dark times of the world have reached even the molekin. Monsters from below, troglodytes and others, have come boiling up from the deep places, bent on slaughter. With nowhere left to turn, the molekin have been forced to make their way to the surface until they can find new homes for themselves—which is no small challenge, since these creatures despise most other peoples.

**Ugly Delvers:** By human standards, molekin are ugly, typically standing 3 feet tall with fleshy bodies that weigh around 130 pounds. Molekin have wide faces with overlarge noses and small, beady eyes, and pink, brown, or gray skin tufted with long white hair. Their hands end in curling claws, suitable for digging through earth and stone. Most wear leather clothing crafted from the skins of subterranean creatures.

**Rule of the Strong:** Molekin society permits—even encourages—the strong to take from the weak. Molekin believe that power belongs to those who can hold on to it, and among themselves the most dominant enforce their will by brutally oppressing their inferiors. For many, this attitude also affects their dealings with outsiders. Some molekin believe themselves superior to other peoples and come off as incredibly arrogant in social situations. A few molekin are so accustomed to taking what they want that they pursue criminal professions in the world above, honing the talents they need for making off with food, water, coins, children, or other possessions they decide they want.

**The Great Mother:** All molekin worship a dark god they call the Great Mother. Depictions show her to be an enormous, bloated mole reclining on the crushed bodies of her verminous offspring, the young suckling on her many rows of teats. Molekin believe they sprang from her cavernous womb, spilling into the world like a flood. Afterward, they dug into the earth in the expectation of returning to her, and now have spent generations delving deeper and deeper in hopes of finding the comforting moistness of their creator. Priests of the Great Mother have access to the Earth, Metal, and Shadow traditions.

**Common Names:** Bol, Cacén, Derg, Fung, Gren, Heep, Kimp, Memn, Nerval, Picka, Slep, Teek, and Zoot.



## CREATING A MOLEKIN

**Attribute Scores** Strength 11, Agility 9, Intellect 10, Will 10

**Perception** equals your Intellect score + 1

**Defense** equals your Agility score

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health

**Size** 1/2, **Speed** 10, **Power** 0

**0 Damage, 0 Insanity, 0 Corruption**

**Languages and Professions** You speak the Common Tongue and Molekin. Add miner to your list of professions.

**Darksight** You can see in areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit areas.

**Claws** Your unarmed strikes deal 1d3 damage instead of 1 damage.

**Deep Sense** You cannot become lost while traveling underground.

**Nearsighted** When you make an attack roll against a creature beyond short range, you make the attack roll with 1 bane. As well, you make any roll that involves seeing anything beyond short range with 1 bane.



## LEVEL 4 MOLEKIN EXPERT

**Characteristics** Health +5

You either learn one spell or gain Burrower.

**Burrower** You can dig through earth or sand, moving at half Speed. You leave behind a tunnel large enough to accommodate a Size 1/4 or smaller creature.

### MOLEKIN AGE

3d6	
3	You are a child, 6 years or younger. Your Size is 1/4. Halve your height and weight. After 1d6 years, your Size becomes 1/2 and you double your height and weight.
4-5	You are an adolescent, from 7 to 12 years old.
6-8	You are a young adult, from 13 to 24 years old.
9-12	You are an adult, from 25 to 36 years old.
13-15	You are a middle-aged adult, from 37 to 48 years old.
16-17	You are an older adult, from 49 to 56 years old.
18	You are a venerable adult, 57 years old or older.

### MOLEKIN BUILD

3d6	Build
3	You are short and either thin or heavy.
4-5	You are heavy.
6-8	You are short.
9-12	You are of average height and weight.
13-15	You are tall.
16-17	You are thin.
18	You are tall and either thin or heavy.

### MOLEKIN APPEARANCE

3d6	
3	You are hideous. You have broken teeth, and your mottled pink body is covered with scabs.
4-5	Your flesh is gray and speckled with angry red spots. You have runny eyes, and you lack body hair.
6-8	You are plain and uninteresting by molekin standards.
9-12	You look like most other molekin.
13-15	You have an interesting feature that makes you stand out from other molekin.
16-17	You are clean and unblemished.
18	You have a thin coat of fur all over your body, and you lack the blemishes that afflict many of your kind.



## MOLEKIN PERSONALITY

3d6	
3	You have grand ambitions. You plot world domination and the total subjugation of all people.
4-5	You despise other peoples and look after your interests first. You are not above harming others to get what you want.
6-8	Secretive and sneaky, you keep to yourself.
9-12	You don't much like other people, especially if they're not molekin like you. You come off as aggressive and insensitive.
13-15	Other people have their uses. You make alliances when it suits you.
16-17	Other people interest you, so you set aside your natural distrust to find out more about them. You can be seen as patronizing and condescending, however.
18	You value others and seek to make friends of those you meet. You try to keep your word and do right by others.

## MOLEKIN BACKGROUND

d20	
1	You had a torrid love affair with a devil. Gain 1d3 + 1 Corruption.
2	You sold out your clan to troglodytes. Gain 1d6 + 1 Corruption.
3	The Great Mother visited you in your dreams. You ventured to the surface to seize your destiny.
4	You murdered a rival in cold blood. Gain 1 Corruption.
5	You developed a foul infection in your skin that left you covered in lesions, marring your appearance.
6	You were driven out from your community after you denied the Great Mother's existence.
7	A horrifying monster followed you home and nearly killed everyone in your nest.
8	You had a dozen children and ate five of them before you were dragged away and exiled by the other molekin. Gain 1 Corruption.
9	You lost a finger, an eye, or a few teeth.
10	You toiled in the mines, as do most of your kind.
11	You got married and had an ocean of children. Then you ran away from your responsibilities.
12	You found a vein of silver and kept its existence a secret from your people.
13	You have traveled extensively. You can speak an additional language.
14	You received an education. You can read and write the languages you can speak.
15	You helped fight off a troglodyte attack and were considered a hero by your people.
16	You helped oust a tyrant from your community.
17	You found a place among the dwarfs or salamanders. Add Dwarfish or Firespeak to the list of languages you can speak.
18	You found an underground complex filled with treasure and terrifying things. You think you remember the way back to this place.
19	You were among the first to leave your tunnels and seek a place in the world above.
20	You came into money. Start the game with 2d6 cp.





## NAGA

The Great Vault of Sekan, a holy temple hidden on a remote island, was built to house the Shedding, an enormous serpent skin on which has been written the history of the nagas. Much of the writing has faded over the millennia, and with it the lore of these reclusive people. Enough evidence remains to tell the story of how the nagas came to Urth eons ago, having escaped the ruin of their world, carrying with them the Cosmic Egg, the last offspring of the Divine. Rather than finding an empty world, they discovered one filled with warring peoples, with cruel faeries and wicked trolls, savage humans, and countless others vying for dominance over a war-torn landscape.

Rather than take part in the struggle, the nagas hid themselves in the jungles on the islands east of Rûl, using magic to keep themselves and their works concealed. For generations, they stayed out of view, keeping their customs and protecting what remained of their civilization, and they might have continued to do so had not the Demon Lord's shadow begun to creep across the lands. Having escaped destruction at the Demon Lord's hands before, the nagas realized that if they did not join the struggle against the shadow, it would consume them as well as the rest of the world. So, nagas have begun to emerge from their hidden crèches to take their part in defending their adopted world.

**Serpentine Humanoids:** Nagas combine the features of humans and snakes, with humanoid upper bodies and lower bodies that taper into long, snake-like tails. Fine scales of green, red, or brown cover their upper bodies, and small horns crown their heads, but they would otherwise appear human if not for having a tail instead of legs, which provides them locomotion in the manner of a snake.

**The God Incarnate:** Nearly all nagas worship a being known as Shavra, the Light in the Void. The nagas protect their god, whom they believe waits inside the Cosmic Egg, which is kept hidden in a place known only to the highest-ranking priests. The nagas wait for the day when Shavra hatches from the Egg to lead their kind to a paradise where they can live



without fear of annihilation. None know exactly when the Egg will hatch, but the nagas believe the time is at hand. Priests of Shavra have access to the Celestial, Order, and Protection traditions.

**Students of Magic:** All nagas have the ability to work magic in at least small ways. Many see their magical abilities as a gift from Shavra and pledge their lives to serving their god, while some seek other kinds of arcane knowledge, delving into the magical arts and mastering them. Even those who choose other paths retain this innate ability and weave magic into whatever talents they develop.

**Common Names:** Cecere, Eshream, Hithrik, Iyolyn, Mersseth, Sisthra, Sossfuss, Thyryn, Ushkeck, and Zaeze.

## CREATING A NAGA

**Attribute Scores** Strength 9, Agility 10, Intellect 10, Will 11  
**Perception** equals your Intellect score

**Defense** equals your Agility score

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health

**Size 1, Speed 8, Power 0**

**0 Damage, 0 Insanity, 0 Corruption**

**Languages and Professions** You speak the Common Tongue and Naga, the tongue of the nagas.

**Magic** You discover one tradition of your choice.

**Venomous Bite** When you make an unarmed strike, you can attack with your fangs. A success on your attack roll against a living creature forces the target to make a Strength challenge roll. A failure on the challenge roll indicates the target becomes poisoned for 1 minute. At the end of each round a target is poisoned in this way, it must get a success on a Will challenge roll or gain 1 Insanity.

## LEVEL 4 NAGA EXPERT

**Characteristics** Health +4

You either learn one spell or gain Invoke the Cosmic Egg.

**Invoke the Cosmic Egg** You can use an action, or a triggered action on your turn, to invoke the power of the Cosmic Egg. For 1 minute, you impose 1 bane on attack rolls made against you, and you make challenge rolls to resist attacks with 1 boon. In addition, you recognize illusions for what they are and can see invisible creatures and objects within the range of your vision. You can use this talent a number of times per day equal to 1 + your Power score. You regain expended uses when you complete a rest.



## NAGA AGE

3d6	Age
3	You are a child, 10 years or younger. You are Size 1/2. Halve your height and weight. After 1d6 years, your Size becomes 1 and you double your height and weight.
4-5	You are an adolescent, from 11 to 18 years old.
6-8	You are a young adult, from 19 to 30 years old.
9-12	You are an adult, from 31 to 50 years old.
13-15	You are a middle-aged adult, from 51 to 70 years old.
16-17	You are an older adult, from 71 to 90 years old.
18	You are a venerable adult, 91 years old or older.

## NAGA BUILD

3d6	
3	You are short and either thin or heavy.
4-5	You are heavy with a thick tail.
6-8	You are short with a shortened tail.
9-12	You are of average height and weight.
13-15	You are tall, with a long, sinuous tail.
16-17	You are thin, with a slender tail.
18	You are tall and either thin or heavy.

## NAGA APPEARANCE

3d6	
3	Your face is a nightmarish blend of human and serpent qualities, all twisted and warped.
4-5	Your head appears to be that of a serpent. You have no human features.
6-8	You have few distinguishing qualities and appear plain by naga standards.
9-12	You are average-looking.
13-15	You have noble features and bearing.
16-17	You have a striking appearance, with a comely face and a body covered in glittering scales.
18	Your appearance makes the hearts of people who see you ache. Appealing to almost all peoples, you have flawless facial features, a taut body, and scales of bright gold.

## NAGA PERSONALITY

3d6	
3	Malicious and thoroughly evil, you act only to get what you want or to advance your goals.
4-5	You are cruel, unkind, and arrogant. You believe yourself better than others, and you make no effort to hide your disdain for them.
6-8	You are cold and aloof, disinterested in others unless they serve your interests.
9-12	You are deeply spiritual and have spent long periods in meditation, reflecting on the Cosmic Egg to divine the moment of its hatching.



- 13-15 You are flighty, easily distracted. Your attention wanders all over the place.
- 16-17 Others find you warm, friendly, and open-minded. You make friends easily.
- 18 Your intensity can get the better of you. Sometimes, you just do what you think you need to do, regardless of the consequences. You might even feel bad for hurting people who get in your way.

## NAGA BACKGROUND

### d20

- 1 You once traveled to the Holy Crèche, the secret holding place of the Cosmic Egg, but your memory of the place was erased.
- 2 You rejected the teachings and values of your people, wanting nothing to do with them. You have left behind your culture to find your own way in the world.
- 3 You traveled extensively. Add another language to the list of languages you can speak.
- 4 You pored over a tome filled with dark and unsettling secrets. Gain 1 Corruption.
- 5 The priests of Shavra sent you out into the world to learn more about humanity and the shadow creeping across the world.
- 6 You stood guard over the Shedding for many years.
- 7 The Cosmic Egg granted you a vision of the world in the throes of death. You vowed you would do everything in your power to stop this apocalypse from happening.
- 8 Pirates found your community, which had been hidden on a tiny island. The villains sacked it and murdered dozens of nagas before they left.
- 9 You once traveled to a distant land.
- 10 You earned a living working in one of your professions.
- 11 An earthquake destroyed your home. You were one of the few survivors forced to make your home elsewhere.
- 12 During your travels, some people mistook you for a monster and formed into a mob to drive you out. You managed to escape.
- 13 You received an education. You know how to read a language that you know how to speak.
- 14 You were raised by salamanders. Add Firespeak to your list of languages.
- 15 You found a scroll containing an incantation of a rank 0 spell (chosen by the GM).
- 16 You worked in the Great Vault, the repository of the Shedding. You can read one language you know how to speak, and you add scholar of history to your list of professions.
- 17 You stole an important artifact from your people. You start the game with a randomly determined enchanted object.
- 18 You found a potion (of the GM's choice).
- 19 You left home long ago and found a place for yourself in one of the Free Cities.
- 20 You came into money. Start the game with 2d6 cp.

## SYLPH

The sylphs are a people who were shaped from wind and cloud by the genies after they spun the world into existence. They served their creators as wardens of the skies, in their role as makers of clouds and shepherds of storms. When their creators went mad, the sylphs retreated to the high places and have lived among the mountains ever since—sometimes spotted from a distance, but rarely encountered.

**Heaven's Children:** Of all the elementals, sylphs appear the most human, having a size and shape similar to the mortal peoples. They have slim, willowy bodies, with skin color that ranges from the purple of thunderheads to the rose red of a new day's dawn. Their eyes give away their inhuman nature—the orbs lack pupils or irises, their entire surfaces being white, blue, or starry blackness. Most sylphs stand 5 feet tall and weigh 120 pounds, regardless of gender.

**Elementals:** Like gnomes and salamanders, sylphs lack mortal souls. For them, death is final, ending their existence. When a sylph dies, it turns into a strong, shrieking wind that buffets everything around it.

**Windy Aeries:** The sky beckons to sylphs, calling them to soar as they did in ancient times, before the fall of their creators. Most sylphs live in isolated monasteries built atop the peaks and accessed by steep staircases that wind up the mountainside. All along the climb, one finds statues of mythological creatures, erected to keep the sylphs' enemies at bay. In their communities, the sylphs pass the years meditating and practicing their fighting forms, in preparation for when their creators return to save the world from the Demon Lord. Sylphs tend to be guarded and do not welcome outsiders.

**Spoken in Whispers:** Sylphs communicate in their native tongue, Sylphen. A breathy, airy language, it lacks punctuation, and ideas are strung together in long bursts of speech. Other people find the language incomprehensible, and a linguist might work for years to translate just a fraction of it.

**Hail the Storm Lord:** Most sylphs venerate a being known to them as the Storm Lord, a figure of lightning and thunder depicted as a three-faced bearded man who rides in a chariot drawn by four eagles, one for each wind (north, east, south, and west). His symbol is a lightning bolt. The Storm Lord is most likely a genie who was deified after centuries of prayer and worship. Priests dedicated to the Storm Lord have access to the Air, Destruction, and Storm traditions.

**Common Names:** Alees, Erea, Feeth, Hithr, Iye, Nefa, Ossa, Sa, Shasor, Siver, Ual, Usa, Ven, Vimvin, and Wirrah.



## CREATING A SYLPH

**Attribute Scores** Strength 8, Agility 11, Intellect 9, Will 11

**Perception** equals your Intellect score + 1

**Defense** equals your Agility score

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health

**Size 1, Speed 10, Power 0**

**0 Damage, 0 Insanity, 0 Corruption**

**Languages and Professions** You speak Sylphen.

**Immune** damage from disease or poison; diseased, poisoned

**Light as a Feather** You never take damage from landing after a fall.

**Whirling Evasion** When you would take damage from a creature you can see, you can use a triggered action to take half the damage and move up to 1d3 yards without triggering a free attack. This movement ignores difficult terrain.

**Dying Winds** When you die, your body transforms into a screaming whirlwind of air that dissipates moments later. Each creature within 1 yard of you must make a Strength challenge roll. On a failure, a creature takes damage equal to your healing rate, moves 1d6 yards away from you, and falls prone. On a success, the creature just takes half the damage.

## LEVEL 4 SYLPH EXPERT

**Characteristics** Health +4

You either learn one spell or gain Zephyr Form.

**Zephyr Form** When you are not submerged in a liquid, you can use an action, or a triggered action on your turn, to assume a zephyr form. You remain in this form for as long as you concentrate, up to 1 hour. While in this form, you gain the following benefits:

- You are invisible.
- You gain a +6 bonus to Speed and the flier trait. You cannot fall while flying.
- You are immune to all damage.
- You can move freely through openings wide enough to permit the passage of air, and you can move through spaces occupied by other creatures.
- You treat liquids as solid surfaces.
- When you move through a space occupied by another creature that is your Size or smaller, the creature must get a success on a Strength challenge roll or move 1d3 yards away from you and fall prone.





## SYLPH AGE

3d6	Starting Age
3	You are a child, no more than 9 years old. You are Size 1/2. Halve your height and weight. After 1d6 years, your Size becomes 1 and you double your height and weight.
4-5	You are an adolescent, from 10 to 15 years old.
6-8	You are a young adult, from 16 to 20 years old.
9-12	You are an adult, from 21 to 50 years old.
13-15	You are a middle-aged adult, from 51 to 100 years old.
16-17	You are an older adult, from 101 to 200 years old.
18	You are a venerable adult, 201 years old or older.

## SYLPH BUILD

3d6	Build
3	You are short and either thin or heavy.
4-5	You are heavy.
6-8	You are short.
9-12	You are of average height and weight.
13-15	You are tall.
16-17	You are thin.
18	You are tall and either thin or heavy.

## SYLPH APPEARANCE

3d6	Appearance
3	You are hideous.
4-5	You are ugly.
6-8	You are plain and homely.
9-12	You are average-looking.
13-15	You are pretty or handsome.
16-17	You are striking.
18	You are beautiful.

## SYLPH PERSONALITY

3d6	Personality
3	Your changeable nature and violent mood swings make you unpleasant to be around.
4-5	You cannot take anything seriously. You laugh at inappropriate times and rarely follow through on your promises.
6-8	Breezy and ethereal, you come off as if your head is in the clouds. You are easily distracted.
9-12	You wear your emotions on your sleeve and you aren't ashamed to let others know how you feel.
13-15	Your emotions often change to match those of people around you.
16-17	Warm and personable, you make friends wherever you go. People want to be around you.
18	Violent and aggressive, you are an unending storm of emotion.

## SYLPH BACKGROUND

d20	Background
1	You survived an attack by drakes.
2	You climbed to the top of Mount Fear.
3	A vile summoner snatched you away from your homeland with a spell and forced you into service.
4	You left behind your old life to see the world.
5	You had a family and children, but they vanished while you were away. You have spent your life searching for them.
6	When a giant lumbered into your community, you led the children to safety.
7	You joined the Aerie Vanguard, warriors who flew on the backs of the great ravens to guard your lands.
8	You were snatched by a dragon and kept as part of its treasure until you managed to escape.
9	A strong wind swept you off the side of a mountain, and after you finally landed, you eventually made your way back home.
10	You earned a living working in your profession.
11	The oracles revealed that you would perform some great work.
12	You were exiled after betraying your people.
13	The priests of the Storm Lord raised you and taught you about their faith.
14	Slavers descended on your village and captured you, then held you prisoner for a few years.
15	You found an old temple of the Storm Lord and discovered an incantation of the shock Storm spell.
16	One of your ancestors was a great hero.
17	You found a place where a falling star landed. Start with an extra interesting thing.
18	You inherited a rapier from your father or mother.
19	You found a ruined temple of an ancient, forgotten god. There, you had a vision that shattered your mind. You don't remember anything, but you gained 1d3 Insanity as a result of the experience.
20	You came into money. Start the game with 2d6 cp.







## YERATH

Most people who live in the Patchwork Lands believe that the mounds dotting the southern and eastern reaches of the landscape are merely strange terrain. Few have any idea that these denuded hills belong to the yerathi, human-sized sentient insects who have toiled in the depths for as long as or longer than humans have claimed the continent. Although bizarre in appearance and unsettling to those who have an aversion to insects, yerathi harbor no ill intentions and strive to foster peace in the world outside their homes.

**Bug People:** Wholly alien compared to most other peoples on the continent, yerathi resemble human-sized cockroaches. They have a thick carapace, triangular heads with bulging, globular eyes, and small mouths surrounded by mandibles. Yerathi have six limbs: two legs, two strong arms, and two smaller, weaker arms that they use for tasks that required manual dexterity. Height and weight depends on caste, with soldiers being the largest and the genderless drones the smallest.

**Caste System:** Yerathi live in a rigid society divided into castes. Each yerath offspring is assigned to its caste based on its physical characteristics. The highest caste within each hive is occupied by just one yerath: the queen. She rules over the hive as a god. Under her are her consorts, strong and powerful yerathi who are her mates and her divine representatives. Below them in the hierarchy are the soldiers, who defend the hive. Beneath them are the scouts, who forage for food, patrol the surrounding area, and scavenge for materials. Finally, at the bottom are the drones, who handle all the other labor. Outside their hives, yerathi mingle with each other regardless of caste, but inside the hives, a yerath can speak to or interact with a yerath of a higher caste only if addressed first.

**Musk:** Yerathi communicate with each other using a clicking, hissing language. They can learn the Common Tongue, though they find it difficult to form the words. Yerathi can also leave messages by squirting musk on rocks. The chemical composition of the musk communicates a particular concept to other yerathi, such as danger, fear, safety, or the like. Once sprayed, the musk retains potency for a few weeks.

**Queen Worship:** The yerathi worship their queens as gods. Their faith in their patrons gives these queens great magical power, though not quite that wielded by the old gods. A queen grants her priests, who most often come from the consort caste, access to the Battle, Earth, and Life traditions.

**Common Names:** Chatten, Chech, Chiruut, Daken, Iet, Jekt, Kad, Kik, Not, Qim, Tirru, and Tyten.

## CREATING A YERATH

**Attribute Scores** Strength 9, Agility 10, Intellect 10, Will 9  
**Perception** equals your Intellect score

**Defense** 12

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health

**Size** 1, **Speed** 10, **Power** 0

0 **Damage**, 0 **Insanity**, 0 **Corruption**

**Languages and Professions** You speak the Common Tongue and the Yerath language.

**Caste** Roll on the Yerath Caste table to determine your caste. You gain benefits based on the result of your roll.

**Drone** Add laborer to your list of professions. Increase your Strength by 2 and Will by 1.

**Scout** Add guide to your list of professions. Increase your Agility by 1 and your Perception by 1.

**Soldier** Add soldier to your list of professions. Increase your Strength by 2, and your starting Defense is 13 instead of 12.

**Extra Arms** You have a second pair of arms that end in hands. These appendages are useful only for fine manipulation and carrying small, lightweight objects or performing minor activities. On your turn, you can use a triggered action to reload a weapon.

**Flutter** You can use an action to unfurl your wings, which lets you move by flying until the end of the round, although you fly at half Speed. While your wings are unfurled, you grant 1 boon on attack rolls made against you.

**Musk** You can use an action, or a triggered action when you take damage, to squirt your musk into a 1-yard cube originating from a point you can reach. Any creature in that space must get a success on a Strength challenge



roll or become impaired for 1 round. Once you use your Musk, you must wait at least 1 minute before you can use it again. As part of using this talent, you can use the scent to communicate one concept such as fear, anger, sorrow, or security. Any yerathi within 5 yards of the space can perceive this message.

## LEVEL 4 YERATH EXPERT

**Characteristics** Defense +1, Health +4

You either learn one spell or gain Swift Wings.

**Swift Wings** You can use a triggered action on your turn to use Flutter.

### YERATH CASTE

d6	Caste
1-3	You are a drone. You stand 4 feet tall and weigh 100 pounds.
4-5	You are a scout. You stand 5 feet tall and weigh 120 pounds.
6	You are a soldier. You stand 6 feet tall and weigh 160 pounds.

### YERATH AGE

3d6	Starting Age
3	You are a child, no more than 3 years old. You are Size 1/2. Halve your height and weight. After 1d3 + 1 years, your Size becomes 1 and you double your height and weight.
4-5	You are an adolescent, from 4 to 5 years old.
6-8	You are a young adult, from 6 to 10 years old.
9-12	You are an adult, from 11 to 20 years old.
13-15	You are a middle-aged adult, from 21 to 40 years old.
16-17	You are an older adult, from 41 to 60 years old.
18	You are a venerable adult, 61 years old or older.

### YERATH PERSONALITY

3d6	Personality
3	You come off as dull and uninteresting.
4-5	Bitterness fills your heart, and you have a pessimistic outlook on just about everything.
6-8	You lack empathy. Your scientific interests lead you to perform certain actions that others might deem unethical or even immoral.
9-12	You're curious and inquisitive, never happier than when you're learning something new.
13-15	Skittish and manic, you excite easily.
16-17	You are utterly devoted to your queen. No matter where you go, she rules your heart, despite the fact that you will never be her consort.
18	Hatred consumes you, and you commit yourself to vengeance for something done to you or your kind.

## YERATH BACKGROUND

d20	Background
1	Monsters destroyed your hive. You were the only survivor.
2	You discovered a shrine to an ancient and terrible being. The experience twisted your soul, giving you 1 Corruption.
3	You became cut off from your hive. Alone, you struck out to find your own way.
4	Something murdered your queen, sending your hive into disarray. Gain 1d3 Insanity.
5	You fought soldiers of the bandit princes who rule over the Patchwork Lands and grew to hate them.
6	You found a bit of weird technology. Start with a random enchanted object.
7	You're secretly a queen. Your height and weight do not change, but you increase your Intellect and Will by 1 each instead of the increases you received for your original caste. You fled your hive to avoid your responsibilities, and you want to never return.
8	A wizard captured you to learn more about your people. By the time you escaped, you were far from home.
9	You traveled extensively. Add another language to the list of languages you can speak.
10	You worked in your profession.
11	A human saved your life. You owe this person a debt. This character might be played by another player or someone under the GM's control.
12	You were sent out from your hive to learn more about the world. Add one area of scholarship to your list of professions.
13	A powerful witch cursed you to become human. You remained in that form for several years before returning to your normal form.
14	You made a great discovery or performed a heroic deed, making you a hero of your people.
15	You found something interesting. Start with an extra interesting thing.
16	Deep underground, you discovered a passage to a gnome enclave and made friends of the people living there. You stayed with them long enough to learn their language. Add Gnomish to the list of languages you can speak.
17	You took a sword from a human corpse.
18	You found an incantation of a rank 0 spell (of the GM's choice).
19	You offended the queen and were exiled as a result.
20	You came into money. Start the game with 2d6 cp.



# STORY COMPLICATIONS

The *Demon Lord's Companion* introduced story complications to provide further options for customizing characters. Each complication represents an event or circumstance that has had a lasting effect on your character. The following section offers even more ideas for creating an engaging character.

## ENGRAVED

You've had your body tattooed from head to foot with potent wards. These wards work against demons, partly shielding you from their attacks at the expense of your sanity.

**Wards** When a demon attacks you, you impose 1 bane on its attack roll, and you make any challenge rolls to resist that attack with 1 boon.

**Unstable Mind** You make challenge rolls to resist the horrifying trait with 1 bane. Furthermore, whenever you complete a rest, you must get a success on a Will challenge roll or gain 1 Insanity.

## HUNTED

Someone or something is hunting you. You must stay on the move, for your pursuer is never far behind you.

**Characteristics** Increase Perception by 1 and Speed by 2.

**Nemesis** A character or creature created by the GM stalks you. The GM controls this character and might spring him, her, or it on you at times you least expect. If you defeat your pursuer, you either lose this story complication or you gain a new stalker.

## INBRED

The latest in a long line of offspring produced by inbreeding, you show the effects of your family's unwise couplings in both body and mind.

**Rage** Whenever you get a failure on an attack roll or a challenge roll, you must roll a d6 to see if you become enraged. On a roll of a 6, you gain 1d3 Insanity. You do not become frightened from gaining Insanity in this way. Instead, you become enraged: for a number of rounds equal to your Insanity total, you make attack rolls and damage rolls with 1 bane, you take half damage from all sources, and your attacks deal 1d6 extra damage, but when you attack, you choose your target at random. Once this effect ends, you become fatigued for 1 hour.

**Monstrous** Inbreeding has wrecked your facial features, twisting you into a monster. You make attack rolls in social situations to do anything but intimidate with 2 banes. You make rolls to intimidate in these situations with 2 boons.

## TRUSTED

You might be a parent to a child, have a sibling in tow, or be accompanied by a spouse on your adventures. This character stays with you and provides you with help when he or she is not a liability.

**Companion** You have a companion (a child, sibling, spouse, or close friend). The character counts as a **commoner** under the GM's control. While you are within short range of your companion, you make challenge rolls with 1 boon. If, however, your companion takes any damage, you must get a success on a Will challenge roll or become frightened for a number of rounds equal to 1 + your Insanity total. While you are more than 1 mile from your companion, you are impaired. If your companion dies and you discover this fact, you lose this trait and you gain Insanity equal to your Will score.

## RIVALRY

Choose another character in your group to be your rival. If the player is willing, you each gain this story complication. Work out the nature of the rivalry between your characters with the other player. You might both compete for the affection of another, want to prove yourself the superior warrior, or something else.

**Competitors Forever** You cannot use an action to help the object of your rivalry.

**Profit from Failure** If you can see your rival when he or she gets a failure on an attack roll or a challenge roll, you make your next attack roll or challenge roll before the end of the round with 1 boon.

## SPELLSCARRED

After being targeted by a spell, you found your nature changed. You became resistant to a particular kind of magic, but vulnerable to other forms.

**Tradition Resistance** Choose one tradition. When a creature attacks you with a spell from that tradition, you impose 2 banes on its attack roll and you make challenge rolls to resist the spell with 2 boons.

**Spell Susceptibility** When a creature attacks you with a spell from a tradition other than the one you chose for Tradition Resistance, you grant the creature 1 boon on its attack roll and you make the challenge roll to resist the spell with 1 bane.

## SPLINTERED

In addition to your original persona, you have 1d3 other distinct personas that emerge when you are under pressure. At such times, no matter which persona is dominant, you have access to all the talents and benefits from your ancestry and paths.

**Personas** For each of your additional personas, roll two professions, a personality, and a starting age. Assign a gender randomly to each persona. While a persona is dominant, you have access to that persona's professions and traits. Whenever you gain a new profession, assign it to one of your personas.

**Insane Switch** Whenever you gain Insanity, you adopt a different persona. You can choose only a persona you have not adopted since you last completed a rest. If you have no personas to choose from, you instead gain a new persona and adopt that one instead.





## Group Themes

Starting adventures present opportunities for disparate sets of characters to come together in the face of a significant threat or challenge. During these first adventures, some fall, others become traumatized, but a few emerge with a sense of purpose, a drive to master the necessary talents to take on even greater challenges. These survivors form a group, a band of individuals who learn to work together to overcome threats, complete missions of great significance, and, above all, survive in a world falling to pieces.

Normally, players come up with a reason for why their characters have stuck together, drawing from the experiences they had in previous adventures and the stories they tell of what happened between these monumental events. However, the campaign's story might bring about even stronger reasons for their staying together, sharing a purpose beyond mere survival that not only shapes their individual identities, but gives them a larger identity, one to which all members belong.

This chapter introduces the concept of the group theme. Each theme acts as a unifying factor that helps knit the characters into a group and provides them with a tangible benefit for staying together. Of course, player characters often find themselves in tenuous, difficult circumstances, and sometimes the bonds holding together the most tight-knit team can weaken or break. For as long as the members continue to combine their efforts and work together, the group dynamic holds.

The optional rules presented here provide characters with more story fodder and mechanics to support their chosen theme. Using group rules in the campaign gives player characters a slight advantage over characters in campaigns that don't use them, but when the Demon Lord looms large on the horizon, you need every edge you can get.



## USING THEMES

A group theme explains why the player characters are together and suggests reasons why the group undertakes certain adventures. When the group forms, you and the other players can choose a theme from the ones presented here (or choose one randomly). When you think about choosing a theme, consider what happened during the starting adventure, the characters' backgrounds, and why the characters came together in the first place.

## CHANGING THEMES

As the group's level increases, membership might shift as new characters replace fallen ones, or the circumstances surrounding the group's bond might change as the characters undertake different missions, encounter influential personages, or react to developments in the world. To reflect these possibilities, a group can switch to a different theme at level 3 and again at level 7. When a group abandons a theme, it loses access to the abandoned theme's trait and gains access to the new theme's trait.

### GROUP THEME CHOICES

d20	Theme
1	Bold explorers
2	Cunning merchants
3	Daring scoundrels
4	Desperate rebels
5	Devoted servants
6	Driven peacemakers
7	Embattled survivors
8	Exalted heroes
9	Famed entertainers
10	Hard-bitten mercenaries
11	Intrepid adventurers
12	Loyal soldiers
13	Murderous gangsters
14	Noble entourage
15	Oathsworn avengers
16	Occult investigators
17	Righteous pilgrims
18	Slaves to darkness
19	Sworn defenders
20	Trusted agents

## BOLD EXPLORERS

No horizon is too far away, no destination too dangerous to deter a group of bold explorers from forging ahead into the unknown. Drawn together by a shared love of travel and curiosity about the wider world, bold explorers are most comfortable when they are on the road or blazing trails into unexplored regions. These groups might cross the Shield Mountains to explore the Endless Steppe, press into the Desolation to find lost treasures, or scale the Dragon Mounts that loom over Blötland to see what lies beyond those forbidding peaks.

**Trailblazers** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group would make a Perception challenge roll or a challenge roll to climb, jump, or swim, that member can expend any number of tokens from the pool to make the roll with a number of boons equal to the tokens spent. In addition, a member of the group can use an action to expend a token from the pool to remove the fatigued affliction.

## CUNNING MERCHANTS

Commerce draws cunning merchants from the great houses to markets across the Empire and beyond. Armed with in-demand goods, merchants must brave the waterways and roads to bring their products to customers. While long ventures pose great risk, the rewards in wealth are often worth it. Most groups of cunning merchants come together after a fraught first journey, learning how to survive the many hazards en route to some far-flung place. From these experiences, they learn to work together and guard against other dangers that might reveal themselves. Groups of cunning merchants often stumble into adventures, usually along the way to their next destination, or while in a community.

**Resources** Your group generates a pool of coins at the start of each adventure. You have 3d6 coins, which are copper when you are novice characters, silver when you are expert characters, and gold when you are master characters. In addition, your earnings always provide each member with at least a comfortable lifestyle.

## DARING SCOUNDRELS

Whether they are criminals seeking to line their own pockets or enemies of injustice taking a stand against the rich and powerful, daring scoundrels rely on tricks, ruses, and subterfuge to gain the upper hand. Mixing a diverse assortment of abilities, daring scoundrels can usually find a way to come out ahead, even if the job goes south. A group of daring scoundrels might work against a ruthless crime lord, fighting the organization from inside, or foment rebellion against a tyrannical noble, or somehow manage to rob the Vault in Kem, the Golden City.



**Plans Inside Plans** At the start of each adventure, your group replenishes its pool of tricks, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group would make an attack roll in a social situation or any challenge roll, he or she can expend any number of tokens to make the roll with a number of boons equal to the number of tokens expended.

## DESPERATE REBELS

Forged from the crucible of adversity, desperate rebels band together to topple a terrible enemy. They might oppose a particular tyrant, such as the Orc King, or wage war against an idea such as poverty, oppression, or evil. Whatever the cause the rebels commit themselves to, the enemy is far more powerful than they are, and the fight has them on the ropes, struggling just to survive. Members of the group typically come together out of a shared hatred for their common foe. In between adventures, the members spend their time sabotaging their enemies' efforts, and generally causing trouble for the object of their hatred.

**Second Chance** Once per adventure, when half the members of the group are injured, each member of the group heals damage equal to his or her healing rate.

## DEVOTED SERVANTS

Handpicked by a powerful patron, devoted servants operate as their employer's eyes, ears, and hands. Each member of the group possessed unique and special talents that drew the patron's attention and thereby won an opportunity to gain fame, fortune, and standing by serving one of the world's most influential people.

The GM and the players together choose the group's patron based on the campaign's events. The characters might serve the Archmage, the Great Druid, the Dark Lady, the Faerie Queen, the Dwarf King, or someone else. The choice of patron tends to dictate the sorts of missions the patron's devoted servants undertake. The Great Druid might send a group to deal with a grave threat to the natural world, while the Dark Lady could use her servants to prepare the way for her march into the ruins of the Empire. Devoted servants of the Faerie Queen might vie against servants of Diabolus, working to thwart the Devil's sinister plans, while those devoted to the Archmage might hunt down rare grimoires, relics, and other objects of power.

**Invoke Favor** At the start of each adventure, your group replenishes its pool of favor, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group level. Whenever a member of the group's gets a failure on an attack roll or a challenge roll, he or she can use a triggered action to spend a token to turn the failure into a success.



## DRIVEN PEACEMAKERS

When war ravages the countryside, when unrest darkens the doors of those who live there, driven peacemakers arise to restore peace and order to the lands. Such groups form in response to some terrible threat. An invading army, an undead horde, beastmen mobs, or a religious schism tearing a people apart could all be reasons why talented individuals might undertake the cause of restoring serenity. Peacemakers work toward ensuring a brighter future by any means necessary, and in so doing might negotiate truces, wipe out monstrous infestations, or help defend beleaguered communities.

**Good Reputation** While in the lands the group works to help, each member of the group makes attack rolls in social situations to befriend or persuade with 1 boon. Furthermore, members of the group can expect and receive aid from the people they would help, within reason. People who know the characters might hide them from enemies, feed them, open up their homes, and heal them if it's within their power to do so.



## EMBATTLED SURVIVORS

The Demon Lord's shadow creeps across the world, fostering chaos and unrest in whatever it touches. The darkness corrupts, engenders madness, and otherwise destabilizes the world in preparation for the imminent demonic invasion. Embattled survivors have witnessed firsthand the horrors of the dark times, and after that shared experience have banded together to fight back against the darkness.

Embattled survivors might live as refugees, leading innocents away from the destruction, or as crusaders, willing to sacrifice their lives if it means having a chance at stopping the annihilation that follows in the Demon Lord's wake.

**Blooded** While within short range of at least one other member of the group, you make challenge rolls to resist the frightening and horrifying traits with 1 boon.

## EXALTED HEROES

Whether they have pledged to fight in the name of one god or many, exalted heroes champion their deities in the world, advancing their agendas and waging war against their enemies. Exalted heroes can be associated with any religion, from the Cult of the New God to witchcraft, but all members of a certain group must be devoted to that religion. The members might have been recruited separately, possibly visited by a divine servant sent to compel their service, or might have been recruited by a religious institution. Most exalted heroes concern themselves with missions that pertain to their religious interests. They might be called upon to defend temples, track down stolen relics, or root out heretics from the ranks of the believers.

**Needs of the Faithful** Your group members can call upon the service of a friendly temple once for each member per adventure. A member can choose to heal damage equal to his or her healing rate or can remove the diseased or the poisoned affliction.

**Wards of the Temple** Your group can expect and receive free accommodations, food, and drink from temples associated with your religion.

## FAMED ENTERTAINERS

Troupes of entertainers travel the lands of Rûl, bringing songs and music and daring acts to eager audiences seeking escape from the drudgery of their lives. Although some





entertainers might go it alone, earning their fame and fortunes by their singular talents, many find it more profitable to gather into groups to draw larger crowds through their combined skills. In time, the members of a successful troupe gain great reputations, finding themselves in high demand all across the known world.

Famed entertainers spend a great deal of time on the road, which gives them more opportunities to stumble across interesting situations that can and often do lead to grand adventures.

**Fame** Whenever the group enters a community, the GM can decide there is a chance for the group's reputation to be known by the locals. Roll a d6. On a roll of a 6 for a novice group, 4-6 for an expert group, or 2-6 for a master group, the locals know of the characters, which grants the characters 1 boon on attack rolls made in social situations involving the locals. In addition, whenever the group spends an evening performing, the characters need not pay for room and board, and most people attending the performance become friendly to the characters for as long as they remain in the community.

**Adulation of the Common Folk** Each member of the group can automatically sustain the getting by lifestyle as novice characters, the comfortable lifestyle as expert characters, and the wealthy lifestyle as master characters. If members would sustain a higher lifestyle, they can do so at a 1 ss discount.

## HARD-BITTEN MERCENARIES

In a world drowning in conflict, opportunities abound for those who sell their swords and spells. Hard-bitten mercenaries drift from place to place, following the coin wherever it's offered. Less selective mercenaries might find themselves employed by a wide range of individuals, from well-intentioned nobles looking to protect their holdings to cruel warlords who exploit the present uncertainties to conquer new territories. Mercenaries might also take specific jobs, such as guarding valuables, protecting a town from raiders, scouting dangerous areas, and so on.

**Accustomed to Violence** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. Your group has a number of tokens equal to 3 + half your group's level. Any group member can expend a token to remove the frightened affliction or to heal damage equal to half his or her healing rate.

## INTREPID ADVENTURERS

Whether they are descending into the depths of the earth to fight troglodytes and other subterranean terrors or exploring the haunted ruins of a diabolic necromancer, intrepid adventurers seek out danger to win fame and fortune. No monster is too foul to face, no place too dangerous to confront, for intrepid adventurers have a mix of unique capabilities suited to standing fast against some of the worst things in the world. Intrepid adventurers find themselves embroiled in all kinds of missions, especially those that have a reward in the offing.



**Seasoned Adventurers** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group would make a Perception challenge roll, a challenge roll to resist the effects of a triggered trap, or a challenge roll to resist an attack, the member can expend any number of tokens from the pool to make the roll with a number of boons equal to the tokens expended. In addition, a surprised member can expend a token to remove the surprised affliction.

## LOYAL SOLDIERS

Rising tensions across the Empire have seen provinces, organizations, and moneyed individuals invest considerable sums in building armies. One can find military units almost everywhere on the continent these days. The Holy Kingdom amasses its troops along the borders of Caecras, while Drudge does the same as he prepares to invade the hated Kingdom. The rampaging beastmen in Tear are resisted by numerous militias working to protect their communities, while the Crusader States in the Northern Reach are always looking for new recruits. As a military outfit, loyal soldiers go wherever they are directed between adventures and might find themselves undertaking adventures related to the larger fighting force.



**Squad Tactics** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group would make an attack roll against a target within the reach of another group member, the triggering member can expend any number of tokens to make the roll with a number of boons equal to the tokens expended. In addition, a member of the group can expend a token to help another member of the group who is within short range without having to use an action.

## MURDEROUS GANGSTERS

Not all groups form for noble causes. Some gather out of a shared contempt for others, a callous disregard for life, or common greed. Murderous gangsters take what they want from those weaker than they are. They might be bandits, preying on travelers, or brigands, who break into farmsteads to rob and kill. They can also be members of the Black Hand, the guild of assassins that operates out of Azūl, or raiders who sail the seas and plunder coastal settlements.

**Good at Killing** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group gets a success on an attack roll, the member can expend one token to deal 1d6 extra damage to the target.

**Fearsome Reputation** Members of the group make attack rolls in social situations to intimidate with 1 boon if the target is aware of their reputation.

## NOBLE ENTOURAGE

Nobles who travel do so with as many comforts from home as they can afford to bring, and so they keep entourages of guards, servants, family members, and entertainers. A noble entourage consists of people the noble counts as his or her companions. The noble might be included in the group, but more often employs the members of the entourage to do things on his or her behalf.

The noble's personality, goals, and nature determine the kinds of adventures the group might undertake. A good and virtuous noble might send an entourage to help others and solve problems that affect the people he or she rules, while a noble of low character might rely on an entourage to cover up gaffes and scandals, deal with enemies, and protect him or her from debt-holders.

**Noble Access** Each member of the group makes attack rolls with 1 boon in social situations against nobles and people associated with nobility.

**Regular Pay** The noble pays each member of the group enough to maintain a comfortable lifestyle.

## OATHSWORN AVENGERS

Sometimes, when wrongs go unpunished, evil is allowed to prosper, and injustice is permitted, there arise people who are willing to take a stand, to team up to settle the score and pay back every ill done to them. Oathsworn avengers come together from a shared need for vengeance. The band might center on one driven individual, with the other members recruited for their various talents, or they might all have an axe to grind.

Pursuing vengeance as they do leads these characters into all kinds of adventures. They might gather intelligence about an enemy, take out an important underling, or work behind the scenes to discredit and destroy their enemy.

**Sworn to Vengeance** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group takes damage, one member of the group can use a triggered action and expend a token to make an attack.

## OCCULT INVESTIGATORS

Many of the greatest threats to the world go unnoticed, undetected, and unseen by ordinary people. These supernatural dangers can include everything from demonic possession, to hauntings, to the mad designs carried out by vile cultists in service to alien powers. Occult investigators peer into places most others fear to look. They confront the darkness, venturing into the murky gloom of mysticism, corruption, and evil to combat it in any of the forms it might take. They might chase down dangerous relics, work to liberate an innocent soul from a demon's clutches, or fight against the designs of a power-mad spellcaster.

**Occult Knowledge** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group would recall information about dark magic, demons, devils, spirits, undead, or other secret and evil supernatural subjects; make an attack against a demon, devil, spirit, or undead; or resist an attack from such a creature, the member can expend any number of tokens from the pool to make the roll with a number of boons equal to the tokens expended.



## RIGHTEOUS PILGRIMS

Although the gods tend to be remote, rarely taking a direct hand in mortal affairs, their representatives on Urth spare no effort in reminding people that the gods exist and do have an active interest in the lives of their followers. Righteous pilgrims set out to see the sites most important to their religions. They might travel for months for a chance to pray at a shrine once visited by holy Astrid, or brave the deep shadows of an ancient, primeval forest in hopes of catching a glimpse of the Horned King. Many pilgrimages can last months or even years, and the people who undertake these travels sometimes form strong personal bonds that can last their entire lives. What keeps the members together is a shared belief in their god or gods and their willingness to trust in their deity to lead them to where they ought to go. And if the destination proves dangerous, such is the will of the gods.

**Triumph of Faith** At the start of each adventure, your group replenishes its pool of faith, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group rolls a die and gets a number he or she dislikes, the character can expend a faith token to reroll the die and use either result.

## SLAVES TO DARKNESS

Reasons abound to explain why some people abandon a life of good and virtue and instead embrace the darkness. Some might have been seduced by a devil, lured into making a fell bargain. Others crave the power offered by such a decision and find themselves willing to do whatever they must to obtain it. Slaves of darkness include a variety of dark and villainous characters, from members of cults dedicated to one of the Demon Lord's masks, to devil-worshipers, or thralls of strange and terrible champions of evil.

Although they are individually reprehensible, slaves to darkness sometimes work together to achieve common goals or to please the masters they serve. These groups undertake terrible and foul missions: gather converts to their foul religion, recover dangerous relics, murder, steal, release demons, and perform other heinous acts.

**Stained by Darkness** Each member of the group gains 1 Corruption.

**Thralls to Evil** At the start of each adventure, your group replenishes its pool of darkness, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a member of the group would make an attack roll, the member can expend one token to make the attack with 1 boon. If the roll results in a success, the attack deals 1d6 extra damage and the member gains 1 Insanity.

## SWORN DEFENDERS

Individuals who are sworn to a code of conduct and who feel a duty to protect the innocent, sworn defenders see themselves as champions of the people. They come to the defense of anyone in need, not for the promise of reward, but because it's the right thing to do. Whether fighting against marauders threatening a small town or venturing into a haunted graveyard to find the source of the undead, sworn defenders do their duty or die trying.

**Protectors** At the start of each adventure, your group replenishes its pool of talent, which is measured in tokens. You have a number of tokens in the pool equal to 3 + half your group's level. Whenever a creature within 1 yard of a group member would be attacked, the member can expend a token to impose 1 bane on the attack roll or to grant 1 boon on the challenge roll made to resist the attack.

## TRUSTED AGENTS

Many organizations on the continent employ teams of specialized talent to carry out missions on their behalf. The Black Hand, the House of Healing, the Cult of the New God, and numerous other agencies keep operatives in the field, each member specifically recruited for loyalty and capability. The nature of the missions depends on the organization. Agents of a criminal syndicate might run heists and rob merchants, while agents of the House of Healing travel to remote areas to alleviate suffering and seek out cures for plagues.

**Sponsored** An organization sponsors the group, providing the members with supplies at the start of each adventure that involves the organization. The exact materials are determined by the GM, but can include weapons, armor, potions, incantations, steeds, and hirelings. Typically, the organization invests up to 5 gc per level of the group per mission. Excess coin is lost.

**Access** Members of the group have full access to their parent organization and all the benefits of membership that one might expect. A group tied to the Alchemist's Guild would have access to alchemical items and recipes, while a group working for the House of Healing can expect and receive free healing, treatment of disease, and the like. Benefits are subject to the GM's discretion.

**Contacts** For each adventure, the characters gain one influence, information, or security contact as chosen by the GM (see *Shadow*, page 207, for details).





## character paths

All characters in *Shadow of the Demon Lord* improve their attributes, develop their talents and training, and discover new techniques from the paths they walk. From the foundational novice paths to the specialized master paths, these choices help players distinguish their characters, while also providing the tools and capabilities that best reflect their characters' stories. *Shadow* presents a slew of paths, and other supplements have expanded them even further. This chapter reveals even more.

**Expert Paths:** The expert paths described in the following pages offer new areas for character development, with options designed to appeal to anyone regardless of their master path selection. The auspex introduces a new way to combine magic and hand-to-hand fighting. The wardscribe is an expert at drawing symbols of power and using those symbols to fuel her power and destroy her enemies. The silhouette is meant for characters with some talent for magic and an interest in stealth and subterfuge. The wangateur, a fearsome student of healing herbs and magic, can use his training to undo harmful magic and drive off evil spirits.

**Master Paths:** Like those found in *Shadow*, the eight master paths presented here reflect new areas of specialty, with four building on the themes introduced with the new traditions of magic. Here you will find the invoker, a spellcaster who has the power to bind daemons; the legalist, who speaks with the voice of absolute authority; and the metallurgist, who has mastered the use of Metal magic. As well, this chapter also presents the cenobite, a master of Soul magic.

Four more master paths offer new options for magic-using and non-magic-using characters. The fencer specializes in swift weapons, while the halberdier is unmatched when it comes to fighting with staves and polearms. The sleuth possesses incredible talents of observation and detection, while the tormentor knows how to destroy foes by exploiting their fears.

As with nearly all paths created for this game, you need not meet any requirements to choose them. When it's time to pick a path, you can select the one that best fits your character concept. The combination of your path choices makes your character an exceptional individual—by the time you finish out your master path, you stand as one of the most significant people in the world.



# EXPERT PATHS

The following expert paths offer new and interesting ways to develop your character.

## AUSPEX

One merely has to look with open eyes to see the signs, the omens hinting at what's to come, the dangers ahead. Auspexes have trained their senses to see these warnings and interpret their meanings in an instant. The information they gain from their powers of observation enables them to shift their tactics and adjust their actions to produce the most advantageous outcome.

The gift of prophecy lies at the heart of an auspex's capabilities. Many have always had the talent, seeing strange things in their environment without understanding the meaning of them. In others, the ability lay dormant until some stressful event shattered the mental lock that contained it. In any event, auspexes see the signs around them, odd warnings that others overlook or simply cannot perceive. Such a warning could be a pattern in the arrangement of rocks, a whisper in the wind, or the ominous and unusual behavior of an ordinary animal.

Auspexes can come from all professions and backgrounds. Warriors and rogues, especially, profit from walking this path, as the techniques of the path create opportunities to thwart their foes' defenses and to avoid danger. Priests devoted to the Seer sometimes go on to become auspexes, finding the path a natural outgrowth of their religious devotion. Magicians too might choose this path to better arm themselves against the challenges ahead, while also further developing their magical abilities.

## AUSPEX STORY DEVELOPMENT

d6	Story Development
1	You entered a sacred cave and breathed in the strange-smelling vapors, reeling as your mind shattered under the weight of the revelations.
2	You consulted a seer for a glimpse into the future and learned more than you expected.
3	You unlocked your psychic gifts, which became the foundation for your auspex talents.
4	After a bout of insanity, you discovered you saw the world differently.
5	You have always seen strange things, but recently the oddities have begun to make sense to you.
6	The Seer appeared in your dreams and gave you a task of grave importance. To aid you, the deity woke your mind.

## LEVEL 3 AUSPEX

**Attributes** Increase two by 1

**Characteristics** Perception +1, Health +4, Power +1

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Divination tradition, or you learn one Divination spell.

**Read the Signs** When you would use an action, you can use a triggered action to search for omens. Make a Perception challenge roll with 1 bane. On a success, you gain 1 Insanity. Instead of becoming frightened from gaining Insanity in this way, you instead make attack rolls and challenge rolls with 1 boon and you impose 1 bane on attack rolls made against you. The benefit lasts for a number of rounds equal to your Insanity total. On a failure, you must wait 1 minute before you can use Read the Signs again.

## LEVEL 6 AUSPEX

**Characteristics** Perception +1, Health +4

**Magic** You learn one spell.

**Watchful** If you would be surprised, you can use a triggered action to make a Perception challenge roll. On a success, you are not surprised.

## LEVEL 9 MASTER AUSPEX

**Characteristics** Perception +1, Health +4, Power +1

**Magic** You learn one spell.

**Masterful Interpretation** When you use Read the Signs and get a success, you increase the number of boons gained by 1 and the number of banes imposed by 1.







## SILHOUETTE

Although the Shadow tradition does not fall under dark magic, it often attracts those who would exploit magic for diabolical ends. Whether they use spells to mask activities, to keep them concealed from the pure light of day, or to aid them in dealing with fell beings called forth from the Underworld or beyond, the people who practice Shadow magic often walk the narrow path between innocence and corruption, and many of those find themselves tempted to take up even darker expressions of magic.

One thing common to nearly all users of Shadow magic is a tendency to be altered by its nature, to become more comfortable in the twilight hours and darkness, while shunning the light. Silhouettes embody this tendency, for they are individuals who have sought to understand Shadow magic in order to abet their criminal activities. Though it is false to assume that all who become silhouettes are drawn to acts of thievery, assassination, or worse, the vast majority are, and the tendency is so widespread that most outsiders paint all followers of this path with the same black brush.

Becoming a silhouette requires knowledge of Shadow magic. It is not enough to learn the mystic words or gestures to walk this gloomy path, however; one must become as shadow, embracing the darkness and rejecting the light. Learning the appropriate magic and achieving the proper state of mind ushers the student into a dark world of flickering shadows that bend to her commands. The gathered shadows can then be used to cloak the character in darkness, to cause her to vanish, or even to coalesce shadows into blots of magical darkness to confound her enemies.

## SILHOUETTE STORY DEVELOPMENT

d3	Story Development
1	A shadow attacked you and stained your soul enough that you discovered the secrets of Shadow magic.
2	Your study of Shadow magic awoke in you new talents for bending darkness to your will.
3	Seeking to profit from your magical training, you learned new ways to aid you in your criminal pursuits.

## LEVEL 3 SILHOUETTE

**Attributes** Increase two by 1

**Characteristics** Health +3, Power +1

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Shadow tradition, or you learn one Shadow spell.

**Gather Shadows** You can use an action to gather a number of shadows equal to 1 + your Power score. You retain these shadows until you expend them or you use this talent again.

**Shadow Blend** When you are in an area obscured by shadows or darkness, you can use a triggered action to become invisible for 1 minute. If you move or use an action, the effect ends immediately.

**Shadow Guard** When you are attacked by a creature that can see you, you can use a triggered action to expend a shadow and impose 1 bane on the triggering attack roll.

**Shadowed Eyes** When you are in an area obscured by shadows or darkness, you can use a triggered action to expend a shadow and gain the darksight trait for 1 minute.

## LEVEL 6 SILHOUETTE

**Characteristics** Health +3

**Magic** You learn one spell.

**Shadow Dance** When you move into a space obscured by shadows or darkness, you can use a triggered action to expend a shadow and teleport to another open space within short range that's also obscured by shadows or darkness. You do not have to see the target space, and upon your use of this talent, you are made aware of all eligible spaces within this talent's range.

## LEVEL 9 MASTER SILHOUETTE

**Characteristics** Health +3, Power +1

**Magic** You learn one spell.

**Shadow Weapon** When you use a weapon to attack a creature while you are obscured by shadows or darkness, you can use a triggered action to expend a shadow and attack the target's Agility instead of its Defense. Your attack deals 1d6 extra damage.



# WANGATEUR

Many wizards, mages, priests, and others of their ilk claim that modern magic began with the establishment of their traditions and institutions. But anyone who has traveled through the gloom of Spiderwood or in the depths of Balgrendia knows better. Magic and its practice have thrived across Rûl for as long as people have lived here. Many of the present-day magical societies owe their insights to these primitive systems and have adapted them to suit their needs. In some parts of the world, however, the old ways hold, and the students of these ancient techniques strive to prove that their methods are the equal of any of those used in the civilized world.

Wangateurs are a class of wise men and women who tend to the needs of the tribes to which they belong, offering guidance in difficult situations and using their magic to drive off evil spirits, foster healing, and protect their people from the gathering dark. Although many act as agents of good for their kind, many wangateurs dabble in dark magic and become corrupted by their studies.

Wangateurs often begin their careers as magicians, having discovered several traditions with which to mold the foundation of their work as wangateurs. Others might have begun as rogues, tricksters, and scoundrels who stumbled onto the art or learned it from a master. Few priests become wangateurs, because this path eschews the trappings of organized religion in any form.

## WANGATEUR STORY DEVELOPMENT

d3	Story Development
1	A wangateur chose you to carry on in his stead. He taught you the secrets of the craft just before he died.
2	After you became possessed by a demon, a wangateur helped to drive out the entity. You decided to learn what you could from her.
3	You ventured to the edges of the Underworld, where you met the spirit of a wangateur that revealed its secrets in exchange for a bowl of fresh blood.

## LEVEL 3 WANGATEUR

**Attributes** Increase two by 1

**Characteristics** Health +3, Power +1

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Curse tradition or the Spiritualism tradition. If you have discovered both traditions already, you instead learn one spell from either tradition.

**Ensnare Spirit** If you are carrying a totem as your implement of magic when a spirit within short range becomes incapacitated, you can use a triggered action to ensnare it with your totem. The spirit remains ensnared until you release it. As long as you have at least one ensnared spirit, you make all Perception rolls with 1 boon.



**Unravel Magic** You can use an action to make an Intellect challenge roll to end an effect created by a spell you did not cast. If the spell is of a rank higher than you can cast, you make the roll with 2 banes. You can release a spirit you ensnared with your Ensnare Spirit talent to get an automatic success.

## LEVEL 6 WANGATEUR

**Characteristics** Health +3

**Magic** You learn one spell.

**Spirit-Bound Curse** When you cast a Curse attack spell, you make the attack roll with 1 boon and the target makes any challenge rolls to resist the attack with 1 bane. You can release a spirit you ensnared with your Ensnare Spirit talent to increase the number of boons or banes to 3.

## LEVEL 9 MASTER WANGATEUR

**Characteristics** Health +3, Power +1

**Magic** You learn one spell.

**Beneficent Spirit** When you cast a Life spell on a target, the target makes challenge rolls with 1 boon for 1 minute. If you release a spirit you ensnared with your Ensnare Spirit talent, you can also remove one of the following afflictions from the target: charmed, compelled, diseased, frightened, or poisoned.

**Menacing Presence** Whenever you cast a Curse spell or a Spiritualism spell, you can choose one creature within short range that can see you. The target must get a success on a Will challenge roll or gain 1 Insanity.





## WARDSCRIBE

From the traditions of Protection and Rune was born a new method of using magic, one that imbues magical energy into sigils and glyphs to make them produce a specific magical effect when activated. The Banker's Guild in Kem sponsored the development of wardscribing centuries ago and, until recently, restricted knowledge of the art to those admitted to the Academy of Magic, an institution created by the Vault for the purposes of protecting its interests and creating a cabal of magicians loyal to the powerful financial institution. No matter how guarded a secret might be, however, knowledge has a way of leaking into the world.

Even though the techniques are fairly widely known, few individuals make the effort to master them, because wardscribing involves considerable study and practice before one can flawlessly illustrate the sigils. One error, even the most minor one, can thwart the ability of the sign to hold the magic that brings to life the desired effect. For this reason, the people who know the craft are in high demand for their specialized capabilities.

Most who come to wardscribing already have some talent for magic, either from formal training or an inborn gift. Magicians are the most likely to

pursue this path, though adepts (see *Forbidden Rules*) and some rogues might also take it up. Rogues who become wardscribes might learn the techniques to cover a retreat or as a way to get a better sense of the wards they might face. Warriors too could become wardscribes, especially those who value protection and defense more than offense and assault. Such warriors who become wardscribes began their careers as temple guardians, defenders of powerful magicians, or students of esoteric knowledge.

## WARDSCRIBE STORY DEVELOPMENT

### d3 Story Development

- 1 While researching other kinds of magical lore, you stumbled across the secrets of sigil magic.
- 2 The development of sigil magic was a natural outgrowth of your magical studies.
- 3 You learned from another master scrivener how to draw sigils and imbue them with power.

## LEVEL 3 WARDSCRIBE

**Attributes** Increase two by 1

**Characteristics** Health +2, Power +1

**Languages and Professions** If you cannot do so already, you can read and write every language you can speak.

**Magic** You discover the Protection tradition or the Rune tradition. If you have discovered both traditions already, you instead learn one spell from either tradition.

**Learn Sigil** Choose a basic sigil when you gain this talent and another sigil every time your group level increases. You know how to draw each of your sigils using the Draw Sigil talent.

**Draw Sigil** Choose one of your sigils. You spend 1 minute using a stylus to draw the sigil on a soft surface such as dirt or sand or a writing kit to paint the sigil on a hard surface. When you finish, expend the casting of one spell you have learned to imbue it with power. The sigil remains imbued until something damages its appearance, the sigil is triggered, or the magic fades away (see below).

When you inscribe the sigil, you can do so in such a way as to exclude creatures of a particular sort from triggering its magic. The criterion for exclusion can be Size, descriptor, or identity. Choosing Size lets you exclude creatures of a certain Size or Sizes, such as 2 or smaller. Descriptor lets you exclude entire categories of creatures such as faerie, demon, or human. Finally, identity lets you exclude individuals whose names you know.

A sigil is triggered when a creature other than you that is not excluded from the sigil's effect moves to a space within 1 yard of it. If you are within 5 yards of the sigil, you can use a triggered action at any time to trigger the sigil instead. Once a sigil is triggered, you resolve the sigil's effects immediately.

The magic in an imbued sigil that has not been triggered fades over time. The amount of time it takes to fade away depends on the rank of the spell you expended to imbue it with power, as shown on the following table.

Spell Rank	Duration	Spell Rank	Duration
0	1 minute	6	1 week
1	10 minutes	7	1 month
2	1 hour	8	1 year
3	4 hours	9	10 years
4	8 hours	10	100 years
5	24 hours		



## LEVEL 6 WARDScribe

**Characteristics** Health +2

**Magic** You learn one spell.

**Decipher** If you spend at least 1 minute studying text written in a language you cannot read, you can make an Intellect challenge roll. On a success, you learn enough to get the gist of what the writing says. Each use of this talent allows you to examine up to 200 words of text.

**Learn Advanced Sigil** When you would learn a sigil, you can choose to learn an advanced sigil.

## LEVEL 9 MASTER WARDScribe

**Characteristics** Health +2, Power +1

**Magic** You learn one spell.

**Hasty Sigil** You have mastered the art of drawing sigils, such that it takes you just 1 round to draw a sigil instead of 1 minute.

**Learn Master Sigil** When you would learn a sigil, you can choose to learn a master sigil.

### BASIC SIGILS

Every wardscribe starts out by learning at least three of the four basic sigils, since they are the ones available at levels 3 through 5 in this path.

**Alarum** A loud ringing sounds from the sigil and continues for the sigil's duration. Creatures within 10 yards of the sigil are deafened for as long as they remain there. The noise can be heard from up to 1 mile away.

**Dazzling Radiance** When this sigil is triggered, it glows with intense light that lasts for the sigil's duration. When the light first shines, each sighted creature within 5 yards of the sigil must get a success on an Agility challenge roll with 1 bane or become blinded for 1 round.

**Flames of Vengeance** When this sigil is triggered, roaring flames rush out from it to spread through a 5-yard-radius sphere and then dissipate; the magic of the sigil is spent immediately. The flames deal 3d6 damage to everything in the area, igniting combustibles. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

**Glyphic Protection** Shimmering glyphs appear on and orbit around the leading edge of a 5-yard-radius sphere centered on the sigil for the sigil's duration. The glyphs impose 1 bane on attack rolls made by creatures outside the area against targets inside it and grant 1 boon on challenge rolls made by creatures inside the area to resist attacks from outside it.

### ADVANCED SIGILS

The four advanced sigils are more powerful than their basic counterparts. They become available to a wardscribe at level 6.

**Confusion and Discord** A warbling pulse spreads through a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area must make a Will challenge roll with 1 bane. On a failure, a creature becomes dazed for 1 minute and gains 1 Insanity.

**Crushing Terror** A howling noise spreads through a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area must make a Will challenge roll with 1 bane. On a failure, a creature gains 1d6 Insanity and, as a result of gaining this Insanity, the creature becomes frightened for a number of minutes equal to twice its Insanity total. While frightened in this way, the creature must move away from the sigil on each of its turns.

**Mental Compulsion** A bright flash of golden light spreads through a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area must make an Intellect

challenge roll with 1 bane. On a failure, a creature becomes compelled for 1 minute and gains 1 Insanity.

**Waves of Lethargy** A soft blue light spreads through a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area must make a Will challenge roll with 1 bane. On a failure, a creature becomes fatigued until it completes a rest, and while fatigued in this way, the creature is slowed. On a success, the creature becomes fatigued for 1 round.

### MASTER SIGILS

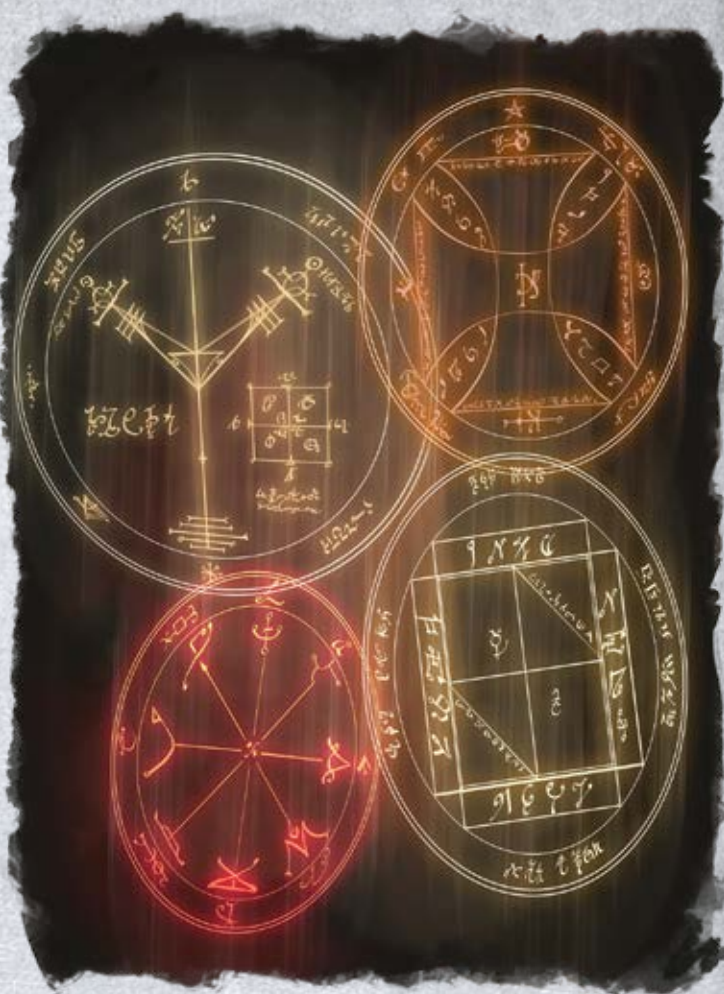
Master sigils are the pinnacle of a wardscribe's achievements. They become available at level 9.

**Crippling Pain** Lurid red light spreads through a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area must make a Will challenge roll with 1 bane. On a failure, a creature gains 2d6 Insanity. While frightened from gaining Insanity in this way, the creature is also dazed.

**Gibbering Madness** Mad laughter fills a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area must get a success on a Will challenge roll with 1 bane or gain Insanity equal to its Will score. If a creature goes mad as a result of gaining Insanity in this way, the creature rolls twice on the Madness table and you choose the result.

**Sudden Death** A wave of black energy spreads through a 5-yard-radius sphere centered on the sigil and then dissipates. Each creature in the area takes 7d6 damage.

**Swift Transit** The air inside a 5-yard-radius sphere centered on the sigil wavers for 1 minute. All creatures in the area when the sigil is triggered or that enter it before the effect ends are teleported to a single location of the GM's choice 1d6 miles away.







## MASTER PATHS

Master paths offer areas of specialization to help you represent your character's preferred tactics, methods, and interests.

### CENOBITE

Discovering the Soul tradition was but the first step on the road to the enlightenment that all cenobites seek. After spending their lives exploring the mysteries of their inner selves and reclaiming memories from their past lives, cenobites become more than what they were born to, attaining a truly enlightened state that enables them to overcome the limits of their bodies and triumph over any challenge they might face.

#### LEVEL 7 CENOBITE

**Attributes** Increase three by 1

**Characteristics** Health +3, Power +1, Speed +2

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Soul tradition, or you learn one Soul spell.

**Countless Lives** Memories of all the lives you have experienced flood your mind. You make all challenge rolls with 1 boon.

**Purified Soul** Reduce your Corruption total to 0 and remove any marks of darkness you have gained. If you gain Corruption, you can reduce the amount of Corruption gained to 0, if you permanently reduce your Health by 1d6.

#### LEVEL 10 CENOBITE

**Characteristics** Health +3, Speed +2

**Magic** You learn one spell.

**Transcendent** You cannot be blinded, charmed, compelled, dazed, deafened, diseased, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned, or surprised. You never take damage from disease or poison. Whenever you gain Insanity, you can use a triggered action to make a Will challenge roll. On a success, you reduce the amount of Insanity you gain by 1 (minimum 0).

### FENCER

Adept with daggers, rapiers, and everything in between, fencers pursue mastery in the art of fighting with these swift weapons. Favoring speed and precision over brute force, fencers can slip their weapons through their enemies' defenses to land telling blows. While so armed, they can make deadly counterstrikes.

#### LEVEL 7 FENCER

**Attributes** Increase three by 1

**Characteristics** Defense +1, Health +4

**Languages and Professions** You can speak another language or add a new profession.

**Swift Weapon Mastery** When you attack with a swift weapon, you make the attack roll with 1 boon and the attack deals 1d3 extra damage.

#### LEVEL 10 FENCER

**Characteristics** Health +4

**Swift Riposte** When a creature you can reach attacks you and gets a failure on the attack roll, you can use a triggered action to attack the creature with a swift weapon you are wielding. You make the attack roll with 1 boon, and the attack deals 1d6 extra damage.

### HALBERDIER

Before the orc uprising, the emperor relied for protection on an elite cadre of soldiers armed with halberds. It is their distinctive fighting style that other halberdiers emulate, one that exploits the long weapon's assets to great effect. Although most who come to this path prefer halberds, the techniques can apply to any kind of polearm or staff.

#### LEVEL 7 HALBERDIER

**Attributes** Increase three by 1

**Characteristics** Health +5

**Languages and Professions** You can speak another language or add a new profession.

**Hafted Weapon Expertise** When you attack with a polearm or a staff, you make the attack roll with 1 boon.

**Haft Attack** When you make an attack with a polearm or a staff, you can use a triggered action to make an attack with



the other end of the weapon. You make the attack roll with 1 bane, and the attack deals 1d6 damage.

**Hafted Defense** If you are wielding a polearm, a staff, or a similar hafted weapon when a creature you can reach attacks you with a melee weapon, you can use a triggered action to impose 1 bane on the attack roll. If the attack results in a failure, you make your next attack against the triggering creature with 1 boon.

## LEVEL 10 HALBERDIER

**Characteristics** Health +5

**Hafted Weapon Mastery** You can use two triggered actions per round, but at least one of those triggered actions must be used for your Haft Attack or Hafted Defense talent.

## INVOKER

The invoker lays bare the secrets of Invocation magic, learning how to command the daemons she binds with great efficiency and effect. Having grown accustomed to the mental trauma that comes from from invoking daemons, the invoker can deepen her knowledge of the tradition without fear of going mad. In time, invokers can break all the rules for binding daemons, enabling them to adapt to almost any situation.

## LEVEL 7 INVOKER

**Attributes** Increase three by 1

**Characteristics** Health +2, Power +1

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Invocation tradition, or you learn one Invocation spell.

**Restorative Casting** When you cast an Invocation spell of rank 1 or higher, you heal damage equal to the spell's rank.

**Steely Resolve** You no longer gain Insanity from learning Invocation spells. In addition, you make challenge rolls to resist gaining Insanity with 1 boon.

## LEVEL 10 INVOKER

**Characteristics** Health +2

**Magic** You learn one spell.

**Dual Invocations** You can be under the effects of two Invocation spells at the same time. If you cast another Invocation spell while you are already under the effects of two, the oldest Invocation spell ends.

**Eschew Talisman** You can ignore the requirements for all Invocation spells you have learned.

## LEGALIST

Students of the Order tradition find that the magic affects their minds, causing them to become rigid and inflexible. Continued study, however, can bring about other changes of a beneficial nature. As the masters of the tradition become steeped in its lore, they find their bodies growing resistant to the ravages of time and injury, as they transform into embodiments of order. The greatest legalists, as they call themselves, become fixtures in the world, eternal champions of the natural order of things.



## LEVEL 7 LEGALIST

**Attributes** Increase three by 1

**Characteristics** Health +3, Power +1

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Order tradition, or you learn one Order spell.

**Ordered Body** You never take damage from disease or poison, and you cannot gain the diseased or poisoned afflictions.

**Restore Body** You can use an action and expend a casting of a rank 1 or higher Order spell to heal damage. You heal 1d6 damage per rank of the spell whose casting you expended.

## LEVEL 10 LEGALIST

**Characteristics** Health +3

**Magic** You learn one spell.

**Eternal** You stop aging, and you ignore any effect that would age you. If you die, you continue to make fate rolls for 1 minute afterward. If you roll a 6, you return to life and heal 1 damage.



# METALLURGIST

The greatest users of Metal magic complete their studies when they join the ranks of the metallurgists, a society of master spellcasters. The magic they have studied becomes part of them, suffusing them with the strength of steel. Shiny gray skin and brittle hair betray the true nature of metallurgists, evidence of the effect their knowledge has had on them.

## LEVEL 7 METALLURGIST

**Attributes** Increase three by 1

**Characteristics** Defense +1, Health +4, Power +1, Speed -2

**Languages and Professions** You can speak another language or add a new profession.

**Magic** You discover the Metal tradition, or you learn one Metal spell.

**Metallic Sheen** Whenever you cast a Metal spell of rank 1 or higher, you gain a bonus to Defense equal to the rank of the spell whose casting you expended. The bonus lasts until the end of the next round.

## LEVEL 10 METALLURGIST

**Characteristics** Defense +1, Health +4, Speed -2

**Magic** You learn one spell.

**Shatter Steel** Whenever a creature attacks you with a weapon made of metal and gets a success on its attack roll, you roll a d6. On an even number, the weapon takes damage equal to its Health and shatters. This talent does not affect relics, enchanted objects, and weapons under the effect of spells.

# SLEUTH

Superior observation skills are the domain of sleuths, who can unravel any mystery and solve almost any puzzle. Although many sleuths use their talents to help maintain law and order, others are driven by personal gain, becoming criminal masterminds adept at staying one step ahead of their enemies.

## LEVEL 7 SLEUTH

**Attributes** Increase three by 1

**Characteristics** Perception +1, Health +3

**Languages and Professions** You can speak another language or add a new profession.

**Size Up** You can use an action to assess one creature within short range that you can see. You learn one score, trait, special attack, special action, other ability, or some other piece of information about the target. The GM chooses what you discover.

**Uncanny Alertness** You make all Perception rolls with 1 boon. In addition, you cannot be surprised while you are not unconscious. If you are already immune to the surprised affliction, you instead increase the number of boons granted by this talent to 2.

## LEVEL 10 SLEUTH

**Characteristics** Perception +1, Health +3

**Heightened Instincts** At the end of each round, you can make a Perception challenge roll. On a success, you can use the total of your roll in place of your Defense for the first attack made against you during the next round. If no creature attacks you by the end of the round, this effect ends.

**Perfect Assessment** When you enter a room in which you have been before, you can make a Perception challenge roll. On a success, you immediately notice any changes to the room since you were last here, including the presence or absence of hidden or invisible creatures or objects. The GM will tell you any pertinent details that warrant your attention.

# TORMENTOR

True terrors on the battlefield, tormentors thrive on filling their enemies with fear and loathing, eroding their courage and sending them fleeing from them. Most tormentors achieve their objective of domination by making threats against those nearest to them and by making their foes suffer before dispatching them. Many festoon their bodies with the skulls of fallen foes, daub their bodies with blood and excrement, and do whatever else they see fit to enhance their frightening appearance.

## LEVEL 7 TORMENTOR

**Attributes** Increase three by 1

**Characteristics** Health +5

**Languages and Professions** You can speak another language or add a new profession.

**Escalating Threat** You can use an action, or a triggered action on your turn, to make a Will attack roll with 1 boon against the Will of one frightened creature within short range that can see you. On a success, the creature gains 1 Insanity.

**Frightening Assault** When you make an attack roll against a creature that can see you and the total of the roll is 20 or higher and exceeds the target number by 5 or more, the target becomes frightened for 1 minute.

## LEVEL 10 TORMENTOR

**Characteristics** Health +5

**Cull the Weak** Against frightened targets, you make attack rolls with 1 boon and your attacks deal 1d6 extra damage.

**Unshakable** You cannot be frightened. If you are already immune to the frightened affliction, you instead make challenge rolls to resist the effects of the horrifying trait with 2 boons.





# magic

The magical field that envelops Urth manifests itself in many ways. Those who learn to harness its power might loose flames from their fingertips, twist the minds of others to make them obedient slaves, or draw from sullied sources to cast spells of dark magic. Though all who come to magic draw their energy from the same sources, the methods they use in mastering the techniques come from the traditions they discover. These traditions encompass a variety of methodologies used to harness magical energy and describe categories of effects commonly associated with those techniques.

## NEW TRADITIONS

*Shadow of the Demon Lord* introduced thirty traditions of magic, and supplements have presented several others. But these aren't the only traditions. The four new traditions revealed in this chapter represent rare areas of magical study and practice generally unknown by anyone aside from their few isolated users.

Invocation magic calls forth daemons—echoes of powerful individuals—and temporarily binds them to the caster to impart unusual physical traits, allowing individuals to become, if only briefly, something akin to the legendary individual the daemon represents.

The Metal tradition is an offshoot of the Earth tradition that offers students the ability to shape metals into useful forms, create metal objects, and manipulate existing metal objects.

The tradition of Order exists to counter Chaos magic. Where the latter creates uncertainty and unexpected effects, Order spells stabilize reality, engineer certain outcomes, and turn the unpredictable predictable.

The Soul tradition taps into the magic that resides in all souls, enabling students to transcend the limits of their physical bodies by tapping into the divine (or demonic) essence found in all living things.

## AFTEREFFECT

Some spells have an aftereffect, which is an effect that takes place immediately after the spell ends, regardless of how that occurs.

## TRADITIONS BY ATTRIBUTE

Intellect	Will
Invocation	Metal
	Order
	Soul



# INVOCATION

The Invocation tradition, once deemed a lost art, has resurfaced in recent days, unearthed by the efforts of explorers and adventurers committed to fighting the spread of the Demon Lord's shadow and eradicating its minions. Invocation magic fell out of favor long ago, since few casters were willing to risk their sanity by learning and casting spells from this tradition. Too many had gone mad for others to dare pursue it. Rather than destroy the knowledge of Invocation magic, the mages of the Tower Arcane scattered the talismans and hid the knowledge to keep the lore for themselves and to control who could master its power. Recent troubles have seen a slow return of this "lost" tradition, and users have begun rediscovering the patterns and creating new talismans.

The paradox that faces casters of Invocation spells stems from what those spells can accomplish and the mental strain they impose. Invocation magic calls forth a daemon by means of a specific pattern and then merges that daemon with the caster's mind and body. That benefit is countered by the mental trauma of the binding, which, combined with the physical transformation that sometimes results, can overwhelm the mind to the point of breaking.

Daemons—not to be confused with the demons of the Void—are simulacra of souls that belong or once belonged to notable people or beings in the world. Invoking a daemon has no effect on the creature the daemon represents, nor does the magic grant any real power over that creature. Once the magic that invoked the daemon fades, the daemon returns to its talisman.

The only way to discover Invocation magic is to find at least one pattern associated with a daemon. A pattern might appear on any surface, though most are inscribed on bronze talismans of varying sizes. But finding a pattern does not automatically mean that the daemon it reflects can be bound. One must master the pattern, a process as involved and as difficult as learning a spell. Some patterns are more complex than others and thus require greater Power to invoke their mysteries.

There are untold numbers of patterns, each linked to different daemons. Most casters of Invocation magic keep their personal talismans close, wearing them on chains around their necks so that when they need a particular daemon, they have the pattern at hand.

**Invocation Talisman:** To cast an Invocation spell, you must have a talisman associated with it. When you learn an Invocation spell, you also acquire the spell's associated talisman, having crafted the device yourself. If you lose your talisman, you can make a new one. A talisman for a rank 0 spell costs 5 ss in special materials, and talismans for spells of a higher rank cost 1 gc per rank of the spell.

**Growing Madness:** Each time you learn an Invocation spell, you gain 1 Insanity. You cannot remove Insanity gained in this way. If your Insanity total from learning spells ever equals your Will score, you become permanently defenseless.

**One Invocation at a Time:** If you cast an Invocation spell while you're under the effect of another Invocation spell, the older Invocation effect ends immediately.

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## INVESTITURE OF THE BRUTE

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INVOCATION UTILITY 0

**Requirement** You must have a talisman of the Brute.

**Duration** 1 minute

You bind the daemon known as the Brute, causing you to appear strange and misshapen. Until the spell ends, you have a +4 bonus to Health.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1 Insanity.

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## INVESTITURE OF THE STALWART

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INVOCATION UTILITY 0

**Requirement** You must have a talisman of the Stalwart.

**Duration** 1 minute

You bind the daemon known as the Stalwart, causing knobby growths to appear all over your body. Until the spell ends, you have a +1 bonus to Defense.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1 Insanity.

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## INVESTITURE OF THE BETRAYER

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INVOCATION UTILITY 1

**Requirement** You must have a talisman of the Betrayer.

**Duration** 1 minute

You bind the daemon known as the Betrayer, causing shadows to gather about your body. Until the spell ends, you have the following benefits:

- You gain the shadowsight trait, which lets you see in areas obscured by shadows as if those areas are lit.
- Magical shadows spread from a point in your space out to a 5-yard radius. The shadows partially obscure their area.
- When the result of your attack roll is a failure, you can turn the failure into a success. When you do so, you or a member of your group that you choose takes 1d6 + 1 damage.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d3 Insanity.

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## INVESTITURE OF THE FIRE PRINCE

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INVOCATION ATTACK 1

**Requirement** You must have a talisman of the Fire Prince.

**Duration** 1 minute

You bind the daemon known as the Fire Prince, causing the flesh on your face to disappear and a crown of fire to burn above your head. When you cast the spell, fire rushes out in a 2-yard radius centered on a point in your space. The fire deals 1d6 damage to everything in the area other than you. A creature in the area that gets a success on an Agility challenge roll takes half the damage.

Until the spell ends, you have the following benefits:

- You take half damage from fire.
- You can use an action to hurl a fiery bolt at one creature or object within short range. Make an Intellect attack roll against the target's Agility. On a success, the bolt hits and deals 1d6 + 2 damage.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d3 Insanity.



## INVESTITURE OF THE RADIANT CHAMPION

### INVOCATION ATTACK 1

**Requirement** You must have a talisman of the Radiant Champion.

**Duration** 1 minute

You bind the daemon known as the Radiant Champion, causing light to dapple your body and your weapons to shine. When you bind the daemon, bright light erupts from a point in your space out into a 5-yard radius. Each sighted creature in the area must get a success on an Agility challenge roll, or become impaired for 1 round.

Until the spell ends, you have the following benefits:

- You cause shadows and darkness within 5 yards of you to become lit areas.
- When you make an attack with a weapon, the weapon's light intensifies, causing the attack to deal 1d3 extra damage.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d3 Insanity.

## INVESTITURE OF THE DECEIVER

### INVOCATION ATTACK 2

**Requirement** You must have a talisman of the Deceiver.

**Duration** 1 minute

You bind the daemon known as the Deceiver, causing you to become weirdly tall and impossibly thin, and to move like a spider.

Until the spell ends, you have the following benefits:

- You make attack rolls in social situations with 3 boons. In addition, when the total of the attack roll is 20 or higher and exceeds the target number by 5 or more, the target is also charmed for 1 minute.
- At the end of the round, you can move each creature you choose within 2 yards of you up to 2 yards in any direction by luring them with your whispering words.
- You can use an action to make an Intellect attack roll against the Will of one creature within short range that can see you. On a success, the target becomes frightened for 1 minute.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d6 Insanity.

## INVESTITURE OF THE WARLORD

### INVOCATION UTILITY 2

**Requirement** You must have a talisman of the Warlord.

**Duration** 1 minute

You bind the daemon known as the Warlord, causing blood to drip from your pores and stain your body.

Until the spell ends, you have the following benefits:

- Each creature within 2 yards of you deals 1d6 extra damage on weapon attacks.
- You can use a triggered action on your turn to choose one creature that can see and hear you within short range. The target creature can use a triggered action to make an attack with a weapon. That attack deals 1d6 extra damage.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d6 Insanity.

## INVESTITURE OF DESIRE IN FLESH

### INVOCATION ATTACK 3

**Requirement** You must have a talisman of Desire in Flesh.

**Duration** 10 minutes

You bind the daemon known as the Desire in Flesh, causing other creatures to perceive you as a vision of beauty. When you cast the spell, each creature within short range that can see you must get a success on a Will challenge roll or become charmed until the spell ends or until that creature takes any damage.



Until the spell ends, you have the following benefits:

- You make attack rolls in social situations with 3 boons. In addition, if the total of your roll is 20 or higher and exceeds the target number by 5 or more, the target also becomes charmed until the spell ends or the target takes any damage.
- When a creature would attack you with a weapon, you can use a triggered action to make an Intellect attack roll against the triggering creature's Will. On a success, the triggering creature becomes charmed for 1 round.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d6 + 1 Insanity.

## INVESTITURE OF THE MOON MAIDEN

### INVOCATION UTILITY 3

**Requirement** You must have a talisman of the Moon Maiden.

**Duration** 10 minutes

You bind the daemon of the Moon Maiden, causing motes of starlight to swirl around you.

Until the spell ends, you have the following benefits:

- If a creature uses a spell to attack you or another creature within short range of you, you can impose 1 bane on the attack roll or grant 1 boon on the challenge roll to resist the spell.
- When you cast an attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.
- When a creature attacks you with a weapon and gets a failure on the attack roll, you can use a triggered action to teleport to an open space you can see within short range.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d6 + 1 Insanity.



## INVESTITURE OF THE HORNED ONE

INVOCATION ATTACK 4

**Requirement** You must have a talisman of the Horned One.

**Duration** 10 minutes

You bind the daemon of the Horned One, causing you to grow larger, horns to extend out from the sides of your head, and fur to cover your legs. In addition, your feet become hooves. When you bind the daemon, if there is a creature within medium range, you immediately move until you can reach it and make an Intellect attack roll with 3 boons against its Defense. On a success, the target takes 5d6 damage, moves 1d6 yards in a straight line away from you, and then falls prone.

Until the spell ends, you have the following benefits:

- Your Size increases by 1, rounding up to the nearest whole number.
- You gain a +10 bonus to Health.
- You can use an action to sweep your horns against one creature you can reach. Make an Intellect attack roll with 2 boons against the target's Defense. On a success, the horns strike the target and deal 2d6 damage. Then, you move the target up to 3 yards in a direction you choose.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 1d6 + 2 Insanity.

## INVESTITURE OF THE WORLD MOTHER

INVOCATION UTILITY 5

**Requirement** You must have a talisman of the World Mother.

**Duration** 10 minutes

You bind the daemon of the World Mother, causing you to assume the appearance of a naked, heavyset woman with a dozen breasts. When you cast the spell, a wave of healing energy rushes out from you. Each living creature within 5 yards of you gains a +10 bonus to Health that lasts until the spell ends. Furthermore, while a creature has this bonus, it cannot be fatigued.

Until the spell ends, you have the following benefits:

- You have a +10 bonus to Health.
- You can use an action on your turn to remove one of the following afflictions from one creature you can see within short range: blinded, charmed, compelled, dazed, deafened, diseased, fatigued, frightened, impaired, poisoned, or stunned.
- At the end of each round, you can choose up to three injured creatures within short range. Each target heals damage equal to its healing rate.

**Aftereffect** You must get a success on an Intellect challenge roll or gain 2d6 Insanity.

# METAL

The Metal tradition traces its origins back to the early practitioners of Earth magic, when the spells were considered an area of specialty within that ancient tradition. Practiced by dwarfs, molekin, and gnomes, Metal magic proved useful for quick fabrication of metal objects and for bolstering defenses. When would-be users of the magic realized that discovering the tradition did not require bargaining with a genie for the secret names of iron and other metals, Metal began to be treated as a separate tradition, wholly apart from the elemental traditions.

The use of Metal magic largely faded from the world after the dwarfs suffered terrible losses at the hands of subterranean monsters and the gnomes abandoned the tradition in favor of advancing their

understanding of Earth magic. Only the molekin preserved the secrets and have now, in a way, reinstated the tradition with their emergence onto the surface.

Students of Metal magic find that their growing knowledge changes them. At first, they detect a metallic tang in the air and sometimes taste it on their tongues. More advanced users see their flesh beginning to change, assuming the color of iron or rust. Old legends claim that the true masters surrendered their flesh and blood to gain deeper understanding of their magic and became actual creatures of solid iron, though, if these assertions are true, no one has ever verified them.

## SHAPE METAL

METAL UTILITY 0

**Target** One metal object you can reach and could hold with both hands

You touch the target, causing it to become like putty in your hands for as long as you remain in physical contact with it. You can cause the object to assume any shape you choose by molding, twisting, or pinching off pieces. Any piece of the target that is not in contact with you resumes its normal hardness.

## UNBREAKABLE

METAL UTILITY 0

**Target** One object you can reach

**Duration** 1 minute

You touch the target. For the duration, the target's Health is doubled and the target takes half damage from weapons.

## BARBED HIDE

METAL UTILITY 1

**Duration** 1 minute

Steel barbs emerge from your skin until you are covered completely in razor-sharp spikes. The barbs last for the duration, after which time they recede into your flesh and disappear. Until the spell ends, your unarmed attacks deal 1d6 extra damage. Furthermore, when you become grabbed by a creature, that creature takes 1d6 damage.

## RUST

METAL UTILITY 1

**Duration** 1 minute

The skin on one of your hands reddens and flakes like rust whenever you move it. The change lasts for the duration. When you cast this spell and whenever you use an action to do so before the spell ends, you can touch an object made from iron that you can reach. You can also attempt to touch an object made from iron that's worn or carried by a creature other than you, but you must get a success on a Strength or Agility attack roll against the target's Agility to do so. When you touch such an object, it takes 2d6 damage as rust spots bloom all over it. If the damage destroys the object, it disintegrates.

## SHARPEN

METAL UTILITY 1

**Target** One weapon you can reach that has an edge or point that's made of metal

**Duration** 1 minute

You touch the target and cause it to become supernaturally sharp for the duration. Whenever a creature attacks with the weapon, gets a 20 or higher on its attack roll, and exceeds the target number by 5 or more, the target of the attack takes 1d6 extra damage.

## FUSILLADE

METAL ATTACK 2

**Area** A 5-yard cone originating from a point you can reach  
A barrage of iron needles flies from your outstretched hand, dealing 2d6 + 1 damage to everything in the area. A creature in the area can make an Agility challenge roll and takes





half the damage on a success. Faeries in the area make the challenge roll with 1 bane and take 1d6 extra damage on a success or a failure.

### STRENGTH OF STEEL

METAL UTILITY 2

**Target** One creature you can reach

**Duration** 1 minute

You touch the target and imbue it with the strength of steel. For the duration, the target gains a +1 bonus to Defense and a +5 bonus to Health, and deals 1d6 extra damage with melee weapon attacks. In addition, the target's Speed drops to 2, if it's not lower than 2 already, and creatures attacking the target gain 1 boon on their attack rolls.

### CAGE OF IRON

METAL ATTACK 3

**Area** A cube of space, 3 yards on a side, resting on the ground and originating from a point within short range

**Duration** 1 hour (see effect)

You form a cage of iron bars that appear around the leading edge of the area and remain for the duration. The cage is a Size 3 object that has Defense 5 and Health 60. If it is destroyed, the spell ends immediately. The bars are spaced wide enough to enable a Size 1/2 or smaller creature to pass between them. The bars can be bent to create a wider gap by someone who gets a success on a Strength challenge roll with 3 banes.

Any creature in the area when you cast the spell can use a triggered action to make an Agility challenge roll. On a success, the creature leaps out of the area before the cage forms, moving to an unoccupied space adjacent to the area. If no unoccupied spaces are available, the creature moves into an occupied space of the GM's choice and then falls prone.

### MAGNETIZE

METAL ATTACK 3

**Target** One object made of metal you can see within medium range, which can be worn or carried by a creature other than you

**Duration** 1 minute

You create a powerful magnetic field centered on and emanating from the object that persists for the duration. Any Size 1/2 or smaller metal objects within 5 yards of the target that are neither worn nor carried by a creature fly unerringly toward the target, provided they have a straight and unobstructed path to it. Such objects stick to the target and cannot be removed unless a creature gets a success on a Strength challenge roll with 2 banes, rolling once per object. If the target is worn by a creature, the creature takes 1 damage for each object that strikes it.

The target, as well as any creature within 10 yards of the target that is wearing metal armor or that is made of metal, moves at half Speed.

Any creature within 10 yards of the target that attacks with a melee weapon made of metal makes the attack roll with 3 banes.

Finally, ranged attacks against the target using ammunition made at least partly from metal automatically result in a success. But the spell imposes 3 banes on attack rolls made using ranged weapons with metal ammunition against creatures and objects within 10 yards of the spell's target.

### REPEL METAL

METAL UTILITY 4

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

You attempt to force all metal objects and creatures made from metal out of the area, as described below.

**Creatures and Armor** Any creature made from metal and any creature wearing metal armor must make a Strength challenge roll with 3 banes. On a failure, the creature moves 1d6 + 3 yards in a straight line away from the area's origin



point. For each yard it is prevented from moving in this way, because it encounters a solid surface, the creature takes 1d6 damage from the impact.

**Unsecured Objects** Unsecured metal objects move 2d6 + 3 yards in a straight line away from the area's origin point. Any creature in an object's path must get a success on an Agility challenge roll or take 1d6 damage from the impact. Secured metal objects, such as those held in one's hands or containers or are otherwise affixed to a solid surface, might bend, warp, or twist away from the origin point, based on their composition, at the GM's discretion.

**Carried and Worn Metal Objects** The spell might strip carried and worn metal objects away from creatures in the area. A creature holding such an item in its hand must get a success on a Strength challenge roll with 3 banes or the object flies away, as described under Unsecured Objects, above. In addition, jewelry, coin purses, and metal ammunition all tear away from their bearers, with the same effects as described above.

## FLESH TO IRON

METAL UTILITY 5

**Duration** 1 minute

Your flesh turns gray and hardens to the consistency of iron, though you can still move as if your body was made from flesh. The transformation lasts for the duration.

Until the spell ends, you gain the following benefits and drawbacks.

- You gain a +3 bonus to Defense (maximum 25).
- Your Speed becomes 4.
- You make Strength and Agility attack rolls and challenge rolls with 1 bane.
- You take half damage from all sources.
- You cannot be moved against your will.
- Your unarmed attacks deal 2d6 extra damage.

# ORDER

Order magic sprang from the laws imposed on reality by the genies when they gave form to substance.

Order spells rid the world of randomness, thwart the advance of Chaos, and prevent others from making changes to their environments. Though Order is an old tradition, it is one that had fallen into disuse ages ago, but now the madness and uncertainty afflicting the world has brought about a renewed interest in the magic of this tradition. Savants of the Order tradition tend to be stern, focused, and intolerant.

## IMPOSE PREDICTABILITY

ORDER UTILITY 0

**Target** One creature you can reach

**Duration** 1 minute

You touch the target. Choose a number between 1 and 6.

Once per round for the duration, when the target rolls at least one boon or bane, the spell replaces the number rolled with the number you chose.

## NEGATE CHAOS

ORDER UTILITY 0

**Target** One creature within short range

**Duration** 1 minute

For the duration, whenever the target rolls a 20, it replaces the number rolled with a 10. Or, if the target rolls a 10 on the die, it instead replaces the number rolled with a 20.

## CONSISTENCY

ORDER UTILITY 1

**Area** A 5-yard-radius sphere centered on a point you can reach

**Duration** 1 minute

A thin, gray light permeates the area for the duration. The area moves with you, remaining centered on a point you can reach. When you cast this spell, choose a number between 1 and 6.

Until the spell ends, you can replace the number on any d6 rolled by a creature in the area with the number you chose.

## ORDER'S SHIELD

ORDER UTILITY 1

**Target** One creature you can reach

**Duration** 1 minute

You touch the target and surround it with a nimbus of pale light that lasts for the duration. Until the spell ends, the light imposes 2 banes on attack rolls made against the target. The number of banes increases by 1 if the attack roll is made as part of the casting of a spell, and by 1 more if the spell is a Chaos spell.

## RATIONALITY

ORDER UTILITY 1

**Target** One creature you can reach

**Duration** 1 minute

You touch the target and remove all the following afflictions from it: charmed, compelled, dazed, frightened, and surprised. If the target is suffering from the effects of madness, the madness ends. Furthermore, if the target is subject to any emotional trait gained from a talent or a trait, such as the berserker's Berserk talent, that effect ends as well.

Afterward, for the duration, the target feels no extreme emotions such as anger, love, or hatred. The target is immune to any effect that would bring about these emotional states.

## IMMOBILITY

ORDER ATTACK 2

**Target** One creature you can see within short range

Make a Will attack roll against the target's Will. If the target's Health is 15 or lower, you make the attack roll with 1 boon.

If the target's Health is 25 or higher, you make the attack roll with 1 bane. On a success, the target is immobilized for 1 minute. While immobilized in this way, the target is also defenseless, but it takes half damage from all sources.

## CONFORMITY

ORDER ATTACK 2

**Area** A 3-yard-radius sphere centered on a point in your space

**Duration** Concentration, up to 1 minute

A droning sound comes out of your mouth and lasts for the duration. When you cast the spell and each time you use an action to concentrate on it, you can designate one use of an action, such as attack with a weapon, attack with a spell, or help. Until the end of the round, each creature in the area that can hear you makes any attack roll or challenge roll to perform the stated action with 3 boons. Any such creature that does something else on its turn makes the attack roll or the challenge roll with 3 banes.

## EVEN THE SCALES

ORDER UTILITY 3

**Area** A 3-yard radius sphere centered on a point in your space

**Duration** 1 minute

Strange glyphs fill the area and remain for the duration. The area moves with you, staying centered on a point in your space. Until the spell ends, whenever a creature in the area, including you, takes damage, you can choose a different creature in the area to take an equal amount of damage.

## STILLNESS

ORDER ATTACK 3

**Area** A 5-yard-long cone originating from a point in your space

You shout a command. Each creature in the area that can hear you must get a success on a Will challenge roll or become immobilized for 1 minute. While immobilized in this way, a creature grants 1 boon on attack rolls against it and makes Agility challenge rolls to resist attacks with 3 banes.

## DICTUM

ORDER ATTACK 4

**Target** One creature within medium range that can hear you Describe one course of activity that can be accomplished used an action. If the target understands what you say, make a Will attack roll against the target's Will. If the target's Health is 30 or lower, you get an automatic success. On a success, for 1 minute, whenever the target would use an action to perform the activity you described, it must make



a Will challenge roll with 2 banes. On a success, the target performs the acuity, but makes any attack roll or challenge roll related to it with 1 bane. On a failure, the target gains 1d6 Insanity and the action is wasted.

### MANTLE OF LAW

ORDER UTILITY 5

**Duration** 1 minute

Bright glyphs appear in the air around you and remain for the duration, moving with you to surround you. Until the spell ends, you cannot gain Insanity, and you are immune to the charmed, compelled, dazed, frightened, stunned, and surprised afflictions. You are also immune to the effects of Chaos spells. Finally, you impose 1 bane on attack rolls made against you, and you make challenge rolls to resist attacks with 1 boon.

## SOUL

Spells of the Soul tradition apprehend the power of one's inner self and use that power to transcend the limits of the physical body. Since much of Soul magic involves a caster's harnessing of the energy from his or her own soul, creatures that don't have souls, such as elementals, cannot discover this tradition. Faeries can, however, since a faerie's soul and body are one entity.

The cenobites living in the Monastery of the Third Way, perched atop the icy mountains of the Ice Watch Isles, discovered Soul magic shortly after founding their settlement. Although the monks there instruct students in a variety of techniques both martial and magical, they pass on the secrets of Soul magic only to an exceptional few who demonstrate the wisdom to use the magic responsibly. Most students of this tradition understand the dangers of manipulating the soul. Any magic capable of harvesting power from one's soul can put that soul at risk—and the destruction of a soul diminishes the world in an irreparable way, because all the souls currently in existence are all that will ever be.

**Transcendent Mind:** Each time you learn a Soul spell, you increase the maximum amount of Insanity you can gain by 1. For example, if you have a Will of 11 and you learn two spells from this tradition, your maximum Insanity total is 13.

### OVERCOME AFFLICTION

SOUL UTILITY 0

Make a Will challenge roll. On a success, you remove one affliction affecting you.

**Triggered** When you would gain an affliction, you can use a triggered action to cast this spell. Make a Will challenge roll with 1 bane. On a success, you do not gain the affliction.

### RECALL PAST SUCCESS

SOUL UTILITY 0

**Duration** 1 round

The next time you make an attack roll or a challenge roll before the spell ends, you make the roll with 2 boons.

### NEGATE HARM

SOUL UTILITY 1

**Duration** 1 minute

For the duration, whenever you take damage, you reduce the amount of damage you would take by 1d3 (minimum 0).

**Triggered** When you would take damage, you can use a triggered action to cast this spell. You reduce the damage to 0, and the spell ends.

### OPEN THE THIRD EYE

SOUL UTILITY 1

**Duration** 1 minute

For the duration, your attack rolls ignore banes imposed by obscurement or invisibility. In addition, you cannot become blinded.

### STRIKE THE SOUL

SOUL ATTACK 1

**Target** One creature you can reach

When you cast this spell, you attack the target with an unarmed strike. You make the attack roll with 3 boons, and you can substitute Will for the attribute you would normally use. On a success, the target takes 1d6 extra damage. If the target is living, is made of flesh and blood, and has a soul, the target also gains 1 Insanity and becomes impaired for 1 round.

**Attack Roll 20+** Increase the extra damage to 2d6.

### SHATTERING STRIKE

SOUL ATTACK 2

**Target** One creature or object you can reach

When you cast this spell, you attack the target with an unarmed strike. You make the attack roll with 3 boons, and you can substitute Will for the attribute you would normally use. On a success, the target takes 2d6 extra damage. If the target is a construct or an object, increase the extra damage by 2d6.

**Attack Roll 20+** Increase the extra damage to 3d6.

### WALK THE SKY

SOUL UTILITY 2

**Duration** 1 round

For the duration, you can move by flying. At the end of each round, you can use a triggered action to extend the duration by 1 round (to a maximum duration of 1 minute).

### PHASE SHIFT

SOUL UTILITY 3

**Duration** 1 minute

For the duration, you take half damage from weapons, and your attacks deal half damage. You can move through solid objects and other creatures, and you ignore the effects of moving through difficult terrain.

### VELOCITY

SOUL UTILITY 3

**Duration** 1 minute

When you cast this spell, you regain the ability to use an action during the same turn.

For the duration, when you take a fast turn, you can move up to your Speed and use an action at any point during your movement. When you take a slow turn, you can move up to twice your Speed and use an action at any point during your movement. You can use two triggered actions per round, and you impose 1 bane on attack rolls made against you.

### REND SOUL

SOUL ATTACK 4

**Target** One creature or object you can reach

When you cast this spell, you attack the target with an unarmed strike. You make the attack roll with 3 boons, and you can substitute Will for the attribute you would normally use. On a success, the target takes 2d6 extra damage. If the target is living, mortal, and made of flesh and blood, the target also gains 2d6 Insanity and must get a success on a Will challenge roll or become stunned for 1 minute.

**Attack Roll 20+** Increase the extra damage to 4d6.

### TRANSCENDENT RECOVERY

SOUL UTILITY 5

You call upon the power of your soul to restore you to health and vitality. You heal all damage, remove all afflictions, remove any penalties to attributes and characteristics, and reduce your Insanity total by 1d3.

**Aftereffect** For 1 minute after the spell ends, you make attack rolls and challenge rolls with 1 boon.



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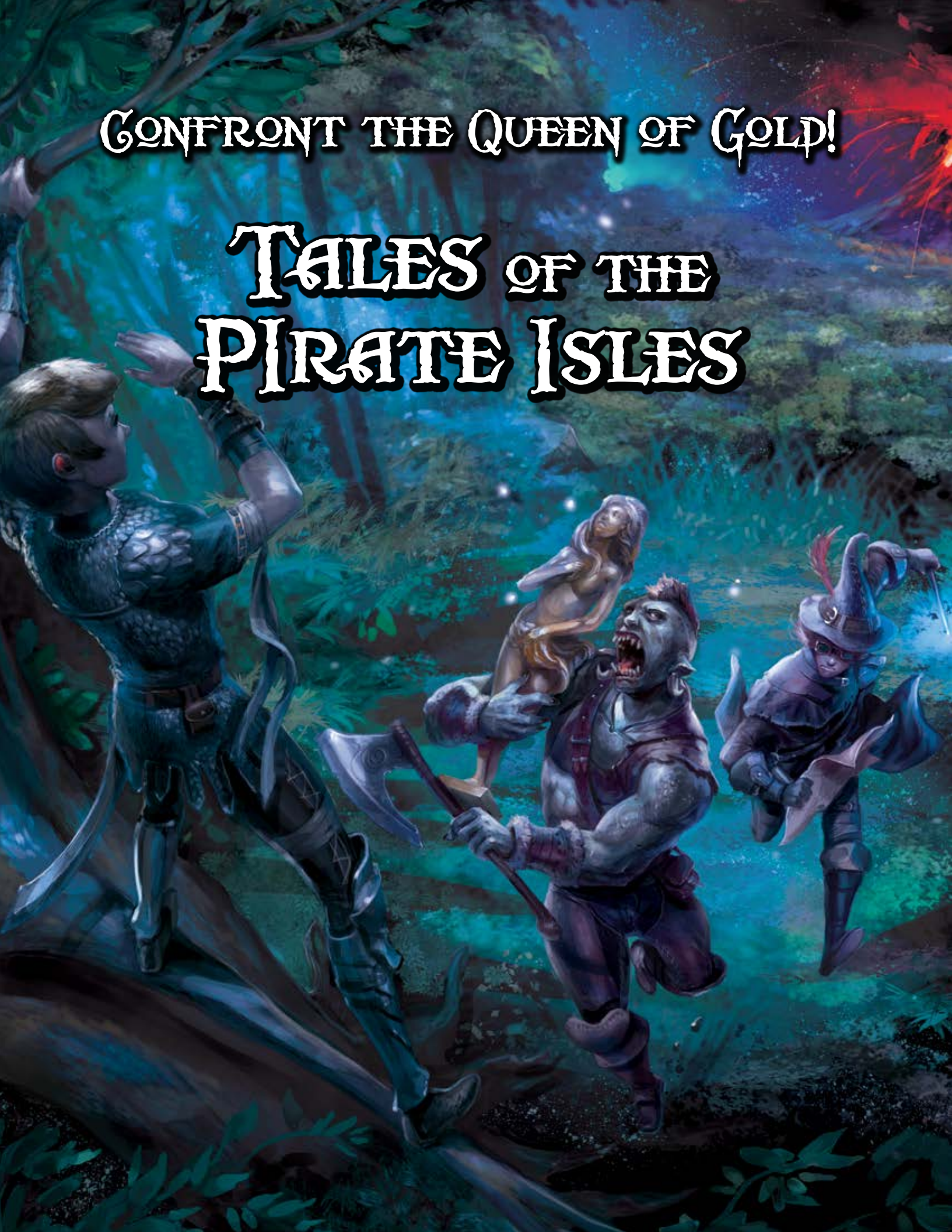
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CONFRONT THE QUEEN OF GOLD!

# TALES OF THE PIRATE ISLES







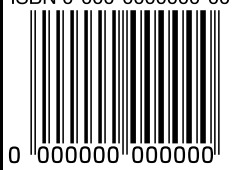
## THE FIGHT CONTINUES!

The Demon Lord's weapons are many, and its agents have spread across the world, sowing chaos and despair wherever they go. As the world trembles before the dark one's imminent arrival, new peoples join the struggle, coming forth to lend aid to the beleaguered defenders. *Demon Lord's Companion 2* reveals new secrets about peoples, magic, and development opportunities for characters and the groups to which they belong. Inside this book, you'll find:

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