

death



## KILLING TOUCH

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**Target** One living creature within your reach

Your finger blackens as you reach out to touch the target. Make a Will attack roll against the target's Agility. On a success, you touch the target. Roll 3d6. If the total equals or exceeds the target's Health, it dies. If not, the target becomes fatigued for 1 round.

COMPANION 36

ATTACK 0

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## PROTECTION FROM DEATH

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**Target** One living creature within your reach

**Duration** 1 hour

You touch the target and leave a skull-shaped sigil that remains on the target's body for the duration. During that time, the target makes challenge rolls to resist Death spells with 1 boon, and attack rolls for Death spells cast on the target are made with 1 bane. In addition, when the target makes fate rolls, it can roll twice and use the higher roll.

COMPANION 36

UTILITY 0

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## INJURE

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**Target** One living creature within short range

Threads of dark energy gather around the target. Make a Will attack roll against its Strength. On a success, the target takes 2d6 + 3 damage.

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

COMPANION 36

ATTACK 1

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## LIFE DRAIN

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**Target** One living creature within short range

You reach for the target to draw forth its life. Make a Will attack roll against its Strength. On a success, the target takes 1d6 + 3 damage and you heal an equal amount.

**Attack Roll 20+** The target takes 1d6 extra damage, and you heal an equal amount.



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## STASIS

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**Target** One willing and living creature within your reach

**Duration** 8 hours

You touch the target, and it falls prone and becomes defenseless for the duration. The target appears to be dead to creatures other than you. While in this state, the target is immune to the diseased and poisoned afflictions, cannot gain Insanity, and takes half damage. The target cannot see, but it can hear and remains aware of time's passage.

**COMPANION 36**

**UTILITY 1**

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## DECAY

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**Target** One creature that has a physical body or one object within your reach

Make a Will attack roll against the target's Agility. On a success, you touch the target, dealing it 2d6 damage and rendering it subject to decay. At the end of each round for as long as you concentrate, up to 1 minute, the target takes 1d6 damage. A creature incapacitated by this damage dies and dissolves into a puddle of black slime that dries after 1d6 hours. Objects destroyed by the damage crumble to dust.

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

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## POISONOUS BREATH

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**Area** A cone, 5 yards long, originating from a point you can reach

You exhale a cloud of stinking mist that spreads through the area, then dissipates. Each creature in the area must make a Strength challenge roll. On a failure, a creature takes 2d6 damage and becomes poisoned, but takes only 1d6 damage on a success. A creature poisoned in this way must get a success on a Strength challenge roll at the end of each round or take 1d6 damage. The third success removes the affliction.

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## FEAST OF SOULS

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

Writhing tendrils of darkness spread through the area and dissipate. Each living creature in the area must make a Strength challenge roll. A creature takes 5d6 damage on a failure, or half that damage on a success. A creature dies if incapacitated by this damage. If at least one creature dies from this spell, you gain a 2d6 bonus to Health that lasts for 1 hour.

**COMPANION 36**

**ATTACK 3**

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## LEPROUS TOUCH

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**Duration** 1 minute

Your hand turns sickly green, and curls of noxious vapor rise from it for the duration. When you make an unarmed strike with your hand, you make the attack roll with 1 boon. On a success, this spell causes the target to become diseased. While diseased in this way, the target cannot heal damage. In addition, the creature must get a success on a Strength challenge roll at the end of each round or take 3d6 damage. The third success removes the affliction.

Creatures diseased by this spell can spread it to others through physical contact. A creature subjected to such physical contact must make a Strength challenge roll. On a failure, it becomes diseased by this spell.

**COMPANION 36**

**UTILITY 3**

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## DEATH FOG

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**Area** A cube resting on the ground, 8 yards on a side, extending from a point within long range

**Duration** Concentration, up to 1 minute

Sickly green fog spreads through the area and remains for the duration or until dispersed by wind. The fog heavily obscures its area. Each time you concentrate on the effect, you can move the area up to 5 yards across the ground.

When the fog appears, and at the end of each round thereafter, each living creature in the area must make a Strength challenge roll. The creature makes the challenge roll with 1 bane if it's injured. A creature takes 3d6 damage and becomes poisoned for 1 round on a failure, but just takes half the damage on a success.

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## STOP HEART

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**Target** One living creature within medium range

The target takes 30 damage.

**COMPANION 36**

**ATTACK 5**