

THEURGY



## CREATE HOLY SYMBOL

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**Duration** 1 minute; see the effect

A gleaming holy symbol appears in your hand and remains for the duration or until you drop it. The holy symbol grants 1 boon on your attack rolls with Theurgy spells.

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## DENOUNCE

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**Target** One creature within short range that can see and hear you

You present your holy symbol at the target. Make a Will attack roll against the target's Will. On a success, the target becomes frightened for 1 round.

**Attack Roll 20+** The target also falls prone.

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## BLESSING

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**Target** Any number of creatures you can reach

**Duration** 1 minute

You touch each target and bestow your blessing. For the duration, the target makes attack rolls and challenge rolls with 1 boon and cannot be frightened.

*SHADOW 145*

*UTILITY 1*

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## CENSURE

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

You present your holy symbol, a bit of scripture, or some other physical representation of your faith and release a wave of holy power that spreads through the area. Each demon, devil, faerie, spirit, and undead in the area must make a Will challenge roll. On a failure, it becomes frightened for 1 minute.



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## HALLOWED GROUND

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**Area** A hemisphere with a 3-yard radius centered on a point on the ground within short range

**Duration** Concentration, up to 1 minute; see the effect

A transparent, immobile dome shimmers into existence for the duration. Nothing outside the dome can pass through it, and the area within the dome is excluded from the areas of spell effects. Creatures and objects inside the dome are hidden from everyone outside it except you. A creature inside the dome can freely leave, but once it does so it cannot reenter. The effect ends immediately if a creature inside the dome makes an attack.

*SHADOW 145*

*UTILITY 1*

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## GOD HAMMER

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**Target** A point in space within medium range

**Duration** 1 minute

A glowing golden hammer appears at the target and hovers there. For the duration, you can use a triggered action on your turn to move the hammer up to 10 yards and attack one creature within 1 yard of it. Make a Will attack with 1 boon against the target's Defense. On a success, the target takes 2d6 damage. Attack Roll 20+ The target takes 2d6 extra damage.

*SHADOW 145*

*ATTACK 2*

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## REVELATION

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**Target** One creature you can reach

**Duration** 1 minute; see the effect

You touch the target, granting it seven revelations that last for the duration or until it expends the last one. When the target makes an attack roll or challenge roll, it can expend any number of revelations up to the number it has remaining. For each revelation expended, the target makes the roll with 2 boons.

*SHADOW 145*

*UTILITY 2*

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## DIVINE AID

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**Target** Each creature you choose within short range

**Duration** 1 hour

Each target has a +15 bonus to Health for the duration.

*SHADOW 145*

*UTILITY 3*

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## WRATH OF GOD

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**Target** A point on the ground within medium range

A bolt of lightning strikes the target and deals  $2d6 + 2$  damage to each creature within  $1d6$  yards of that point. A creature that takes damage in this way must make an Agility challenge roll. It becomes dazed for 1 round on a failure, or just takes half the damage on a success.

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## AVATAR

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**Duration** 1 minute

Divine power flows into you. For the duration, you take half damage from all sources, make attack rolls with 1 boon, and deal 2d6 extra damage with weapon attacks.

*SHADOW* 145

*UTILITY* 4

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## FIRE FROM HEAVEN

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**Area** A vertical cylinder, 25 yards tall with a 5-yard radius, centered on a point on the ground within extreme range

Flames spread through the area and deal 7d6 damage to each creature in it. A creature that gets a success on a Will challenge roll takes half the damage. Any creature incapacitated by this damage disappears, erased from the fabric of reality.

*SHADOW 145*

*ATTACK 5*

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