

time



DELAY

Target One creature you can see within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also becomes impaired while slowed in this way.

time



SWIFTNESS

Target One creature that is not fatigued that you can reach

Duration 1 minute

You touch the target, which gains a +10 bonus to Speed for the duration. When the effect ends, the target becomes fatigued for 1 minute.

SHADOW 145

UTILITY 0

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

time



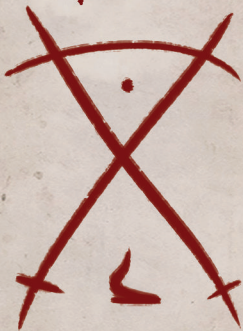
MINOR PARADOX

Target One creature you can see within short range

Make an Intellect attack roll against the target's Intellect. On a success, the target ceases to exist for 1 round. It reappears in its former space or in the nearest open space to it if it is occupied.

Attack Roll 20+ You regain the casting of this spell.

time



REWRITE MOMENT

Duration 1 minute

Once per round for the duration, when you roll a die, you can discard the number and roll the die again. You must use the second number rolled.

SHADOW 145

UTILITY 1

time



SLOW

Target Up to five creatures within medium range

Each target must make a Will challenge roll. On a failure, it becomes slowed for 1 minute.

SHADOW 145

ATTACK 1

time



PRECOGNITION

Duration 1 minute

For the duration, attack rolls against you are made with 1 bane. As well, you make challenge rolls to resist attacks with 1 boon.

SHADOW 146

UTILITY 2

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

time



TIME JUMP

Duration 1 minute

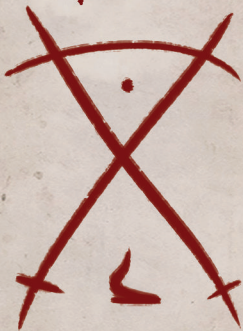
You jump forward in time, disappearing from your space. At any time during the duration, you can reappear in the space you left or in the nearest open space to it if it is occupied. Otherwise, you reappear at the end of the round when the effect ends.

SHADOW 146

UTILITY 2

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

time



ACCELERATE

Target One creature you can reach

Duration 1 minute

You touch the target. For the duration, it can take both a fast turn and a slow turn each round. When the effect ends, the target becomes fatigued for 1d6 minutes.

SHADOW 146

UTILITY 3

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

time



DECELERATE

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

Each creature in the area must get a success on a Will challenge roll or become slowed for 1 minute. While slowed in this way, when the creature takes a slow turn, it can use an action or move, but not both.

time



TWAIN SELF

Area A cube, large enough to hold a creature of your Size, originating from a point within a number of yards equal to your Speed

Duration 1 minute; see the effect

Your future self appears in the area. For the duration, you and your future self take a turn each round, though the paradox causes you both to make attack rolls and challenge rolls with 1 bane.

You and your future self are the same creature and have identical attributes, characteristics, and abilities. Any damage taken by either version applies to the same damage total. If either of you becomes incapacitated, the other does as well. If you die, your future self disappears.

When the effect ends, you and your future self disappear. You reappear 1 minute later, in the space your future self occupied or in the nearest open space to it if it is occupied.

SHADOW 146

UTILITY 4

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

time



TIME TRAVEL

Choose a moment in time up to 100 years in the future. You disappear from existence. When time in the game catches up to the time you chose, you immediately reappear in the space you left or in the nearest open space to it if it is occupied.

SHADOW 146

UTILITY 5

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC