

BLOOD



BLEED

Target One living creature within short range

Bubbles form on the target's skin. Make an Intellect or Will attack roll against the target's Strength. On a success, the bubbles burst and the target takes 1d3 damage, and at the end of each round, the target must get a success on a Strength challenge roll or take 1 damage. Getting three successes on the challenge roll or healing any damage ends this effect.

Attack Roll 20+ The target takes 1d3 extra damage.

BLOOD



RESTORE HUMORS

Target One living creature within your reach

You touch the target and make an Intellect or Will challenge roll. On a success, the target heals damage equal to its healing rate. On a failure, the target takes damage equal to half its healing rate.

TOMBS 15

UTILITY 0

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

BLOOD



BLOOD TO WATER

Target One living creature within short range

If the target has Health 10 or less, it dies instantly, watery blood leaking from its orifices. Otherwise, make an Intellect or Will attack roll against the target's Strength. On a success, the target takes 1d3 damage and becomes dazed and fatigued for 1 round.

TOMBS 15

ATTACK 1

BLOOD



TRANSFUSION

Target One living creature within short range

A hole opens somewhere on the target's body and then closes. Make an Intellect or Will attack roll against the target's Strength. On a success, roll 2d6. The total rolled is imposed as a penalty to the target's Health, and you gain a bonus to Health equal to the same amount. Both the penalty and the bonus last for 1 minute.

Special If you are a vampire, you can gain 1 blood point instead of the bonus to Health.

BLOOD



BOILING BLOOD

Target One living creature within short range

Blood boils in the target's veins. If the target has Health 15 or less, it dies instantly, its body bloated and blackened. Otherwise, make an Intellect or Will attack roll against the target's Strength. On a success, the target takes 2d6 + 3 damage.

A target killed by this effect explodes and sprays boiling blood in a 3-yard radius centered on a point within its space. Each creature in the area must get a success on an Agility challenge roll or take 1d6 damage.

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

BLOOD



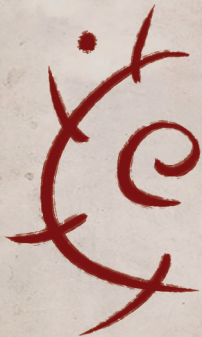
HEMORRHAGE

Target One living creature within medium range

If the target has Health 20 or less, it dies instantly, blood spraying from its orifices. Otherwise, make an Intellect or Will attack roll against the target's Strength. On a success, a grisly bleeding wound appears somewhere on the target's body; the target takes 5d6 damage and starts bleeding. The bleeding lasts until the target heals any damage or until it or a creature next to it gets a success on an Intellect challenge roll to stanch the wound. While bleeding, the target takes 1d6 damage at the end of each round.

Attack Roll 20+ The target takes 2d6 extra damage.

air

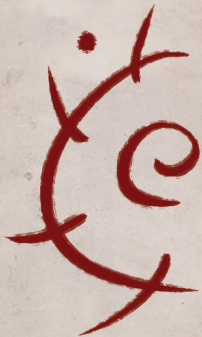


HEAT WAVE

Area A cone, 3 yards long, originating from a point within short range

Each living creature in the area must get a success on a Strength challenge roll or become fatigued for 1 minute. While fatigued in this way, the creature takes 1 damage each time it makes an attack roll or a challenge roll.

air



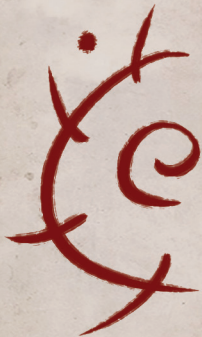
SHIMMER WALL

Area A shapeable line, 5 yards long, 2 yards tall, and 1 yard wide, originating from a point within short range

Duration 1 minute

You raise the air temperature in the area, causing it to shimmer for the duration. Creatures beyond short range of the area's edge make attack rolls with 3 banes against creatures behind the area.

air



BIND DUST DEVIL

Target A cube of sand or dust, 1 yard on a side, originating from a point within medium range

Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a dust devil (see chapter 3). You cannot voluntarily end this spell. When the effect ends, the dust devil dissipates, covering the ground under its space with sand or dust.

When the dust devil appears, make a Will attack roll against its Will. The dust devil becomes compelled for the duration on a success or becomes hostile to you on a failure.

celestial

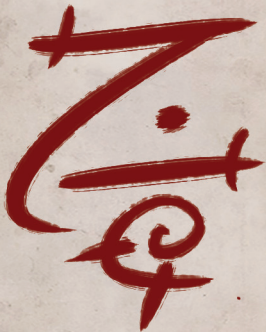


SUN HAMMER

Area A vertical cylinder, 25 yards tall with a 2-yard radius, centered on a point on the ground within extreme range that is lit by the sun

A beam of intense sunlight deals $2d6 + 3$ damage to everything in the area. Each creature that takes damage this way must make a Strength challenge roll. It falls prone and becomes fatigued for 1 minute on a failure, or just takes half the damage on a success.

cürse



CURSE OF THE TOMB KINGS

Target One living creature you can see within medium range

Make an Intellect attack roll against the target's Strength and another against its Will. On a success against Strength, the target takes 2d6 damage as intense pain racks its body. On a success against Will, the target becomes frightened for 1 minute. On a success against both Strength and Will, the target also becomes cursed. While cursed in this way, the target is fatigued and cannot heal damage.

earth



QUICKSAND

Area A circle on the ground with a radius of 4 yards centered on a point within short range

Duration 1 minute

The ground in the area becomes difficult terrain for the duration. Any creature in the area when you cast the spell or at the end of each round for the duration must make a Strength challenge roll. A creature becomes stuck on a failure; on a success, a creature is moved to the nearest open space outside the area. If a creature that is already stuck gets a failure on this check, it becomes submerged instead and cannot breathe.

A stuck creature is immobilized. It can use an action to make a Strength challenge roll, removing this affliction on a success.

A submerged creature is blinded and immobilized. It can use an action to make a Strength challenge roll with 1 bane. It becomes stuck instead on a success, or takes 1d6 damage on a failure.

When the spell ends, the ground returns to its normal consistency. Stuck creatures and those submerged in earth or mud can continue attempting to free themselves as described above. However, if the ground was stone, each stuck creature instead remains immobilized until it is freed, and each submerged creature takes damage equal to its Health, dying instantly. Freeing a stuck creature requires dealing at least 10 damage to the ground in the area using weapons or tools.

protection



ELEMENTAL ADAPTATION

Target Up to five creatures you can reach

Duration 2 hours

You touch each target. For the duration, each target is immune to the effects of deprivation and exposure.

TOMBS 17

UTILITY 1

SHADOW OF THE DEMON LORD © 2016 SCHWALB ENTERTAINMENT, LLC

water

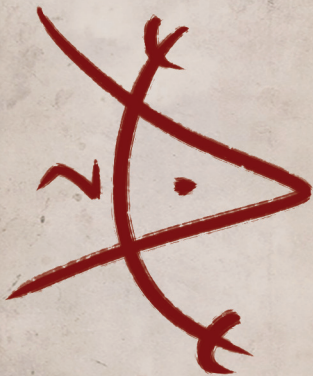


DESICCATE

Target One living creature within short range

A fine stream of crimson mist rises from the target's body as you relieve it of its vital fluids. Make a Will attack roll against the target's Strength. On a success, the target takes 2d6 damage and becomes fatigued for 1 hour. If the target drinks a number of gallons of water equal to its Size, it removes this fatigued affliction. If the target was already fatigued, it instead takes 2d6 extra damage.

Necromancy



LICHE

Requirements You must be mortal and not created by magic.

Before you can cast this spell, you must spend 8 hours each day for 1 month, 1 week, and 1 day creating a phylactery to store your soul. You decide what the phylactery looks like—such as an amulet, a small box, or a weapon—but it costs 100 gc in materials. When you finish, the phylactery is an object with Defense 25 and Health equal to your Health.

Target One dose of poison you can reach

Duration 1 hour

The poison becomes lethal for the duration. If you drink it before the duration ends, you take damage equal to your Health and die instantly. Your soul becomes trapped inside the phylactery until that object is destroyed, at which point your soul moves on to whatever awaits it in the afterlife. Eight hours after you die from drinking the poison, you become an undead creature until you are destroyed. Your undead status does not arrest decay, so unless you take steps to preserve your body, your flesh rots away until only your skeleton remains. As a result of your transformation, you gain the traits described in *Tombs of the Desolation*, page 17.

BLICHTER

Ḥ

BLIGHT

Requirement You must not be in a blighted area.

Area A sphere with a radius of 5 yards centered on a point you can reach

Duration See the effect

The area becomes blighted for 1d6 years, during which time no plants can grow there. As well, any creature attempting to cast a spell in the blighted area must first get a success on a Will challenge roll. On a failure, the casting is not expended but the action to cast the spell is wasted.

When you cast the spell, all normal plants turn to ashes that swirl around the area, partially obscuring it for 1 round. As well, each living creature in the area must get a success on a Strength challenge roll or become fatigued for 1 minute and take a -1d3 penalty to Health until it completes a rest. The penalty to Health is cumulative with repeated castings.

You increase by 1 the number of castings you have for one spell you have learned that has a rank equal to or less than half your Power. You retain the extra casting until you expend it.

Permanence If you cast this spell in the same area each day for 8 days, the area becomes permanently blighted.