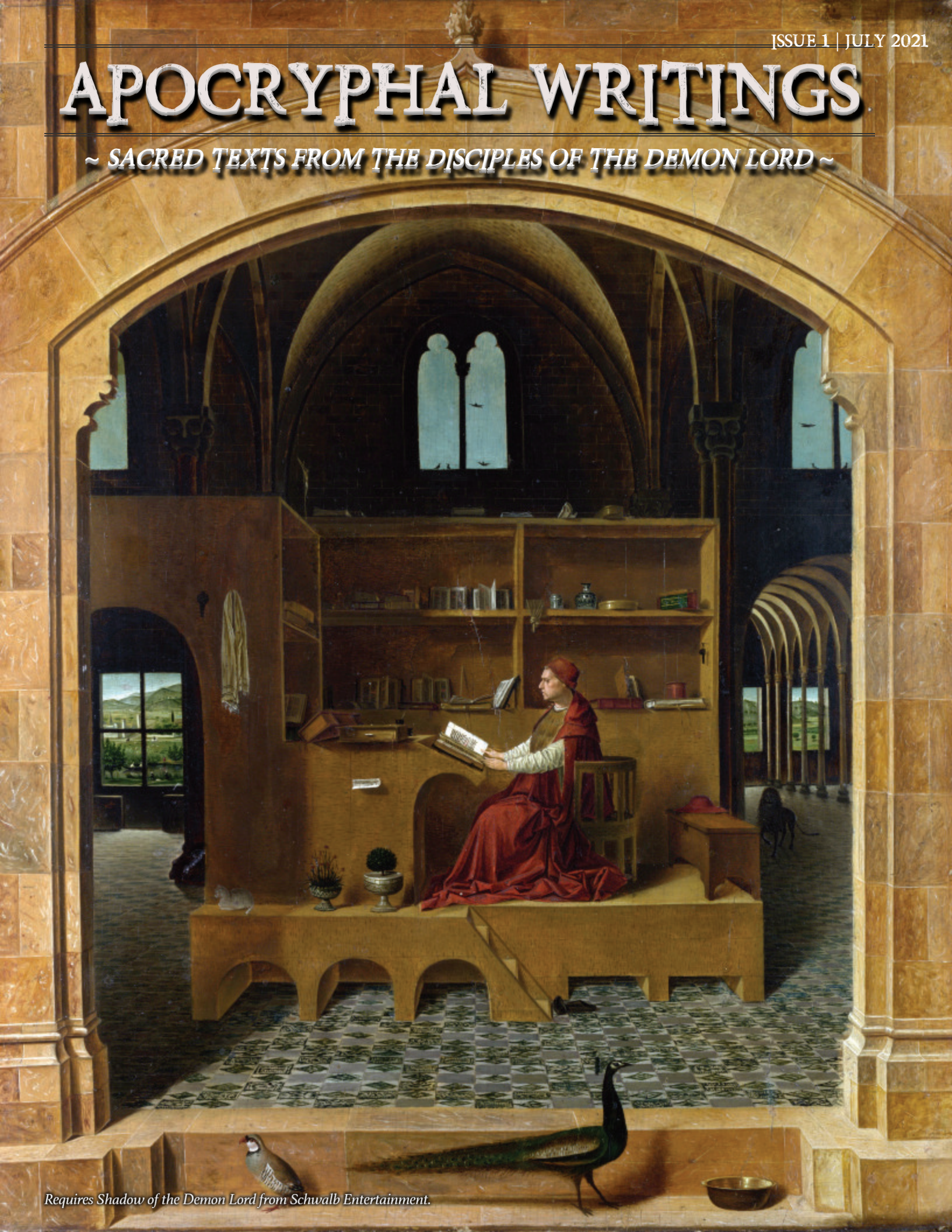


# APOCRYPHAL WRITINGS

~ SACRED TEXTS FROM THE DISCIPLES OF THE DEMON LORD ~



# LETTER FROM THE EDITOR



Welcome to the very first issue of Apocryphal Writings, a fanzine for Shadows of the Demon Lord! Our goal is to give all you homebrewers out there a place to tell others about your creations. Be it house rules, game content, art, comics, articles, essays, anything centered around Shadow of the Demon Lord and Dark Fantasy in general.

This issue was first announced back in October 2020, but life has happened and we didn't manage to get it out until now! Hopefully, we'll be able to get the next issue out faster, as we've gotten a lot of the technical stuff nailed for this and future issues.

The zine is made by the community, so if you have something you want to submit for the next issue you can join our [Discord](#), use [this Google Form](#), or just send a text file with **AW submission: <SUBMISSION NAME>** as the subject to [aw@ra-press.com](mailto:aw@ra-press.com). Remember to include how you want to be credited. You can also include any links to a logo, website, blog, Patreon, YouTube, or what-have-you if desired.

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# characters

## ANCESTRIES & BACKGROUNDS



This chapter details a variant background table for Balgrendian characters. And a couple of new powerful ancestries, the Promethean, and the Mythos Ghoul.



## CHARACTERS FROM BALGRENDA (VARIANT)

Written by William Buxton.



Players who create characters from Balgrendia can use the following table in place of their ancestry background table to determine an important event from their past. This Variant uses information from various sources for its entries *Hunger In The Void*, *Kingdom of God*, *Terrible Beauty*, etc.

### d20 Balgrendia Background

- 1 You were Captured and tortured by The Yellow Spears, a vast tribe of Beastmen, but you survived and escaped. You start the game with the Mad Story Complication (DLC) or a Quirk (SoTDL 201-202).

- 2 A malevolent Faerie of Midnight lands held you prisoner for 1d20 years.
- 3 Plague wiped out your village as a child, you were rescued & raised by Sisters of Sorrow till you came of age.
- 4 You are a follower of the New God and received education from them. You Can Read/Write in a Language you know.
- 5 You traveled extensively. You speak one additional language.
- 6 You were attacked by Reavers of the Skull King, who Peeled off your skin and tore out your heart. Somehow you came back to life, start the game as a Revenant (ToD 5) or gain 1d6 Insanity.
- 7 You were seduced by a Devil of Midnight Lands, start the game with 1 Corruption.
- 8 You worked on a farm, working hard, & staying vigilant against horrors of the twisted woods. Add farmer to your list of professions.
- 9 You're a Descendant of the Amri-tribe (Brown-haired, Dark Skinned), you speak Amrin & Balgrendish Languages.
- 10 You're a Descendant of the warlike Bhal-Tribe (Dark-Haired, pale Skin), you speak Bhali & Balgrendish Languages.
- 11 You Follow the Tenets of the Old Faith, Add devotee of the Old Faith to your list of professions.
- 12 Your Descendant followed the tenets of the Old Faith but converted to the New God a generation ago. You count yourself among the faithful, but you often think about your ancestors and their beliefs.
- 13 A faerie laid a curse on you for some wrong you committed. You can add the Cursed story complication (DLC 5)
- 14 You Gained the Friendship of a Fey (Elf or Fey of Diff 10 or lower). Given a special Trinket (flute, 4-leaf Clover, seashell, etc) may use it as a minor activity to call upon their help, arriving immediately and helping you to the best of their ability, Trinket then breaks.
- 15 You Traveled and got lost in the Midnight Lands for a time, finding only horror & Misery. Gain 1d3 Insanity
- 16 Gained the Favor of Late King Frederick after committing some great deed or service. Choose influence, information, or security. The character can provide the benefit to you once ("Connections" SoTDL 207). Come up with details about this favor, and the nature of service/Deed with the GM.
- 17 You have a small house in town or a farm in the wilderness. Work with the GM to determine the location of your property and the assets that come with it.
- 18 You came into money and start the game with 2d6 cp.
- 19 Lived as a Hag's Thrall for 1d6 years, in return for completing her Obscene Activities, you parted with 1d3+1 Eyebright Ointments (Terrible Beauty pg 5), and gain 1 Insanity.
- 20 Blessed by the Queen of Air and Darkness for Good Deeds of honoring the old ways, or act of courage. you gain a random favor (Terrible Beauty, page 36), or Enchanted Object of the GM's choice.

## MYTHOS GHOUL

Written by Ronny Anderssen (*Ra Press*).



This is a Ghoul variant that is closer to Lovecraft's version of Ghouls. It merges the Ghoul found in *Flesh of the Fallen*, with the Mythos Ghoul found in *Petersen Games' Cthulhu Mythos book for DnD 5e* and Lovecraft's writing.

When creating a mythos ghoul, first create a character with your choice of ancestry. The chosen ancestry cannot be immune to the diseased affliction. Then apply the following traits to your character.

### CREATING A MYTHOS GHOUL

**Attribute Scores** Constitution +1, Intellect +1

**Characteristics** Perception +1

**Languages** You can speak Ghoul

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

**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.

**Grave Nose** You make all rolls that rely on smell to notice or recognize corpses, decaying things, meat, and undead creatures with 1 boon.

**Dreadful Appearance** When you attack a living creature that can see you, the target creature must make a Will challenge roll. On a failure, it becomes frightened for a number of rounds equal to  $1d3 +$  its Insanity score. It becomes immune to your Dreadful Appearance until after it completes a rest on a success.

**Psychic Feast** You can use an action to eat one dead creature you can reach, which requires concentrating for 1 minute. At the end of this time, you completely consume the target corpse and gain 1 Insight per week the corpse has been dead (minimum 1). When you make any roll relevant to what the consumed corpse knew or was capable of in life you can choose to spend this Insight to gain 1 boon on the roll. You can hold a maximum number of Insight equal to your Intellect modifier (minimum 1).

**Accursed Compulsion** At the end of each round that you are within short range of a dead creature, you must make a Will challenge roll. On a failure, you must move toward the dead creature and use your Psychic Feast talent when you are next able. Once you do so, you lose Accursed Compulsion for 1 hour.

**Powerful Ancestry** When your group attains level 1, you do not choose a novice path. Instead, whenever the Advancement table indicates you would gain benefits from a novice path, you gain the benefits from your ancestry for that level. If you already chose a novice path before you became a ghoul, remove the path and any benefits you gained from that path, starting with the benefits gained at the highest level and then working backward. For each set of benefits lost in this way, you gain 1 Insanity.

## LEVEL 1 MYTHOS GHOUL

**Characteristics** Defense +1, Health +2, Perception +1

**Natural Weapons** You can attack with your claws and teeth. Together, they count as a basic weapon with the finesse property that deals  $1d6 + 3$  damage.

**Unwholesome Recovery** When you use your Psychic Feast talent, you heal damage equal to your healing rate. Once you use this talent, you must complete a rest before you can use it again.

## LEVEL 2 MYTHOS GHOUL

**Characteristics** Defense +1, Health +2, Perception +1

**Strong Psyche** You can hold double your Intellect modifier of Insight from consuming corpses. And spending Insight on a relevant roll grants you 2 boons instead.

Gain one of the following benefits:

**Magic** Increase your Power by 1, discover a tradition, and learn a spell from that tradition.

**Weapon Training** When you attack with a weapon, you make the attack rolls with 1 boon.

**Feast on Thoughts** Once per round, when the total of your attack roll with your natural weapons is 20 or higher and exceeds the target number by at least 5, you can feast directly off of the creature's thoughts. Choose its effect below:

- **Probe Mind** You perceive the creature's surface thoughts, whatever is currently on its mind. You can choose to probe deeper with an Intellect challenge roll against the creature's Will. On a success, you can probe for specific knowledge or even their capabilities, like if they can cast spells, and if so, the highest unknown spell they can cast. Or one combat talent.
- **Draw Insight** You gain the same benefits as Psychic Feast without eating their corpse first.
- **Arcane Insight** Roll an Intellect attack roll against the creature's Will. On a success, you learn the names of up to 3 random spells the creature knows of a Rank half your level or lower. You can then choose one of these spells and expend one of the creature's castings of it. You can expend the spell's Rank in Insight to cast this spell as if you knew it yourself at any time before you complete a rest. Casting the spell this way doesn't require you to have the appropriate Power.



## LEVEL 4 MYTHOS GHOUL EXPERT

**Characteristics** Health +2

Gain one of the following benefits:

**Magic** Either discover a tradition or learn a spell.

**Sharpened Teeth and Claws** Your attacks with your natural weapons deal 1d6 extra damage.

**Feast on Thoughts** You gain another effect from the list above.

## LEVEL 5 MYTHOS GHOUL EXPERT

**Characteristics** Health +2

Gain one of the following benefits:

**Magic** Increase your Power by 1 and either discover a tradition or learn a spell.

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Feast on Thoughts** You gain the last effect from the list above.

## LEVEL 8 MYTHOS GHOUL MASTER

**Characteristics** Health +2

**Sense Flesh** You make Perception rolls to find any living or dead creatures that have physical bodies with 1 boon.

As well, you reduce the number of banes to your attack rolls against such creatures by 1.

Gain one of the following benefits:

**Magic** Either discover a tradition or learn a spell.

**Combat Expertise** When you use an action to attack with a weapon, you can either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn.

**Feast on Thoughts** Whenever you feast on thoughts, you deal 1d6 extra damage.

## PROMETHEAN

Written by Arkham Jones.

**C**rafted from corpses and given life by unusual magic or dark science. Prometheans are shambling hulks of dead flesh instilled with an incomprehensible rage at their own existence and those who created them, often destroying their birthplace and everything around them. Some Prometheans however, develop a keen intelligence and awaken strangely docile. Taking in their surroundings and their existence with aloof strangeness, not unlike that of a newborn child. These unique Prometheans are astonishingly rare and while they struggle with their tortured forms and unstable minds, they embrace the world in all its horror and glory to seek their destinies, even if the world around them views them as utter abominations.

## CREATING A PROMETHEAN

**Starting Attributes** Strength 12, Agility 9, Intellect 10, Will 11

**Random Starting Attributes** Strength 10+1d3, Agility 7+1d3, Intellect 8+1d3, Will 9+1d3

**Perception** equals your Intellect score

**Defence** equals your Agility score

**Health** equals your Strength score +3

**Healing Rate** equals one-quarter of your Health, rounded down

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

**Damage** 0, **Insanity** 1d3, **Corruption** 0

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

**Immune** asleep, charmed, dazed, fatigued, stunned

**Lightning Conduit** You take half the damage from lightning. If you would be incapacitated or killed by lightning, you instead heal damage equal to your healing rate.

**Unstable Rage** When you would take damage, you also gain 1 Insanity. If you would go mad, you instead suffer from *Battle Madness* instead of rolling on the Madness Table.

**Powerful Ancestry** When your group attains level 1, you do not choose a novice path. Instead, whenever the Advancement table in *Shadow* indicates you would gain benefits from a novice path, you gain the benefits from your ancestry for that level.

## LEVEL 1 PROMETHEAN NOVICE

**Attributes** Increase two by 1

**Characteristics** Health +6

**Gouging Blow** When you inflict damage with a melee weapon attack, you can use a triggered action to heal damage equal to your healing rate. Once you use this talent, you cannot use it again until you complete a rest.

## LEVEL 2 PROMETHEAN NOVICE

**Characteristics** Health +6

Gain one of the following benefits:

**Magic** You increase your Power by 1, discover the Storm Tradition, and learn one spell from it.

**Deadened Skin** When not wearing heavy or medium armor, you gain a +1 bonus to Defense.

## LEVEL 4 PROMETHEAN EXPERT

**Characteristics** Health +6

You either learn one spell or gain Adaptive Form.

**Adaptive Form** Prometheans can knit their flesh back together using materials harvested from corpses. By spending 1 use of a Healer's Kit and 1 hour, you can either replace one lost body part (eye, limb, etc) or heal damage equal to your healing rate for each point of Size of the dead creature (minimum 1). A creature cannot be harvested more than once in this manner.



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## LEVEL 5 PROMETHEAN EXPERT

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

**Stunning Blow** When the total of your attack roll is 20 or higher and beats the target number by 5 or more, you deal 1d6 extra damage and the target must make a Strength challenge roll or become Stunned for 1 round.

*Gain one of the following benefits:*

**Magic** You increase your Power by 1 and either discover a tradition or learn a spell from a tradition you have already discovered.

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

## LEVEL 8 EXPERT PROMETHEAN

**Characteristics** Health +4

*Gain one of the following benefits:*

**Harness the Storm** You wield the arcane energies that birthed you to great effect. You learn a spell from the Storm Tradition. In addition, any spells you cast that deal damage cause an extra 1d6 damage.

**Inhuman Strength** You have dedicated yourself to perfecting your physical form, becoming a titan of strength. You gain a +4 bonus to Health, and whenever you use an action to attack with a weapon, you deal 1d6 extra damage.

## PROMETHEAN DEVELOPMENT TABLES

The following tables can help you generate a background story for your Promethean. And what it looks like. Roll on each of the following tables. They should be fairly self-explanatory.

### PROMETHEAN AGE

3d6	Age
3-8	You are a newly created Promethean, 5 years old or younger.
9-12	You are still fresh, 6 to 19 years old.
13-15	You are world-worn, 20 to 99 years old.
16-17	You are venerable among your kind, 100 to 299 years old.
18	You are ancient, one of the few, more than three centuries old.

### PROMETHEAN ORIGIN

d20	Origin
1-4	You were created as a replacement for a loved one.
5-8	You were created as a bodyguard for your creator.
9-12	You were created but unfinished, a freak storm brought you to life instead.
13-16	You were created as a short-lived experiment by your maker to study the effects of resurrection.
17-20	You were created for an unknown reason.

## PROMETHEAN FORM

3d6	Form
3-8	You are a small Promethean, formed of halflings and small humanoids. Increase your Agility by 1, reduce your Speed by 2, and your Size to ½. You are 3 feet tall and weigh 80 pounds.
9-12	You are a stocky Promethean fashioned from the corpses of dwarfs and similar-sized creatures. You are 4 feet tall and weigh 130 pounds.
13-15	You are a humanoid Promethean, formed from multiple dead bodies of humans. You are 6 feet tall and weigh 250 pounds.
16-17	You are a hulking Promethean, formed from the corpses of orcs and bigger creatures. You are 8 feet tall and weigh 600 pounds.
18	You are a colossal Promethean, formed from the corpses of Jotun and imposing creatures. Increase your Size to 2 and your Speed by 2. Reduce your Defense by 3. You are 10 feet tall and weigh 800 pounds.

## PROMETHEAN APPEARANCE

3d6	Appearance
3	You are beyond hideous, poorly stitched together and covered in lightning burns. The stench of your carcass is unbearable for those in close vicinity.
4-5	You are ungainly, your limbs are different sizes and of alternating hues. Cobbled together using whatever was available, animal or human.
6-8	Loose stitching hangs from your body like tattered skin, otherwise, you are solidly constructed.
9-12	You are passable as a living creature, save for dark surgical scars and the occasional stitch.
13-15	You were crafted with care and precision, though dead flesh only goes so far. While patches of skin cover up lingering damage, the obvious nature of your patchwork body is easily concealed with clothing.
16-17	You were expertly stitched together with surgical skill. Your body was built with fine specimens and imperfections can only be seen up close.
18	You are hauntingly beautiful. Only the finest, preserved corpses were used and you were handled with near-inhuman skill.

## PROMETHEAN QUIRK

3d6	Quirk
3	You have a particular disdain for a random part of your body that twitches and disobeys you from time to time.
4-5	Your skin is truly patchworked, having been fashioned by many people from a variety of lands, close and far.
6-8	Your creator substituted animal parts when creating you. A paw instead of a hand, a cat's eye fitted to your eye socket, a patch of fur or hide stitched on your body.
9-12	A part of your body was removed by your creator in a fit of rage. A finger, a toe, your nose, or even genitals.
13-15	You were created with whatever was at hand. You have two left hands or feet, or a limb bending the wrong way.
16-17	Your blood was replaced with a viscous sludge that reeks of acrid chemicals when you bleed.
18	You sometimes herald bad weather, your body crackles with sparks during a storm.

## PROMETHEAN PERSONALITY

### 3d6 Personality

- 3 You rage at your own existence, hating the way your dead flesh moves and are fully conscious of the fact you are a hideous construct. While you may not hate others, you envy their completeness.
- 4-5 Unlike your body, you are full of life and find your existence a free one, full of possibilities.
- 6-8 You are oblivious and naive to the workings of the world, treating everything as a brand new experience.
- 9-12 You view the world through a coldly logical perspective, emotions rarely trouble you as you find them more of a nuisance than anything else.
- 13-15 You are solemn and withdrawn, only revealing your true self to others that you can trust.
- 16-17 You are cold and aloof, but when your emotions flare up you are a fearsome thing.
- 18 Your emotional responses are switched around, you might cry at a joke, or laugh during a funeral.

## PROMETHEAN BACKGROUND

### d20 Background

- 1 You were created as a killing machine from the corpses of serial killers. Gain 2 Corruption
- 2 At the moment of your 'birth', witch hunters stormed the laboratory and put it to the torch. You made sure the witch hunters never escaped. Gain 1 Corruption.
- 3 You awoke alone on a wooden operating table with no sign of your creator, you've been looking for them ever since.
- 4 You were found by scholars who took you to a remote academy and were studied as an anatomical study. One day you decided to leave, but not before learning much more about yourself.
- 5 You were brought to life, killed by your creator, then broke out of your grave after a freak storm awakened you.
- 6 Fleeing your creator, you fell in love with someone from a distance, enamored with their beauty but terrified of what they might think of you. You've never spoken to them, yet.

- 7 There was nothing for you where you were born, so you decided to travel and observe how others operate. You speak one additional language.

- 8 You use your unbridled anger to save the weak from oppression, those that know of the rumor speak of you only in hushed tones.

- 9 Your creator raised you like a child of their own before you outlived them. You buried them but still feel guilty to this day.

- 10 You spent 1d6 years in a permanent rage that left utter destruction in your wake, resulting in a professional killer being hired to track you down by the survivors.

- 11 You accidentally wandered into a Hidden Kingdom and made friends with the elves, who dressed you strangely and threw rotten fruit at you for fun.

- 12 Choose a character in your group. They were around when you were resurrected by lightning and you believe them to be your creator.

- 13 Your brain is that of a famous philosopher, you are prone to giving lectures on wholly bizarre and existential ramblings. Gain 1 Insanity.

- 14 A necromancer sought to control you, but you liberated him of his life and made friends with the bones of his servants.

- 15 You were born amidst a pile of skulls, you carry one with you that sometimes talks to you in a strange voice.

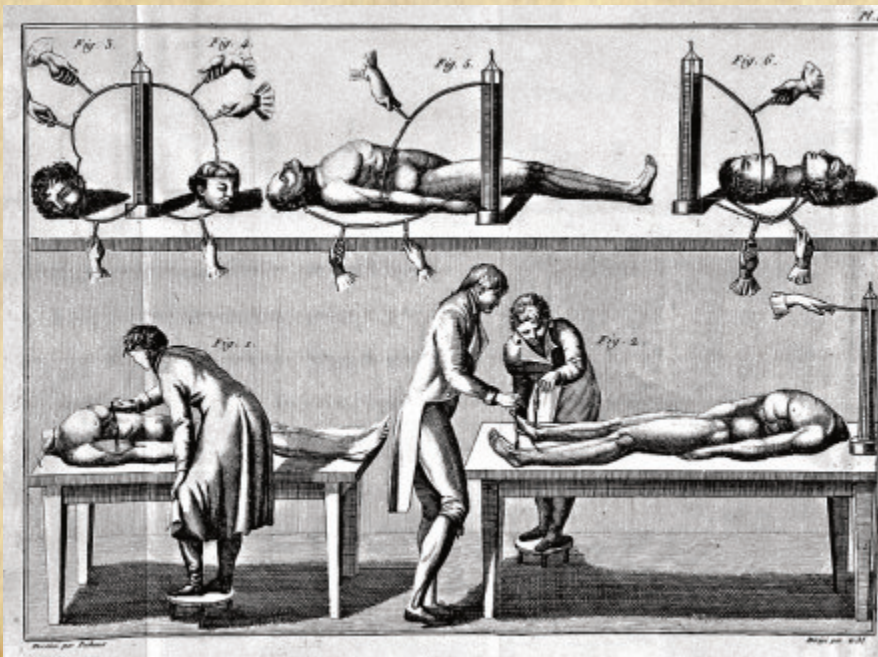
- 16 You were picked up by a traveling circus and used as a performer for a time, you brought many to the attraction and earned 2d6 cp.

- 17 One of your hands is made of non-organic matter and is covered in runes. You do not know what they mean.

- 18 You've suffered from a constant itch in your arm until one day you tore open the skin and found a map to a faraway land.

- 19 Your creator didn't leave you anything to wear, you traveled to the nearest tavern to ask for clothes and they laughed at you. You left with a hodgepodge outfit while they nursed more than their drinks.

- 20 You are not alone, there is an identical Promethean out there in the world. You feel them drawing closer to you every time you rest.



## EXPERT PATHS

**T**hat follows are three homebrewed Expert paths: The Besieger, the Bowman, and the Thrower.



### THE BESIEGER

Expert Path by Liam#6899 & Si\_S#2927

**T**his homebrewed expert path combines a pavise with the crossbow for safer dispatching of one's enemies from range. It's a good alternative to the Paviser master path found in

*Masters of Arms.*

#### LEVEL 3 BESIEGER

**Attributes** Increase two by 1  
**Characteristics** Health +5, Perception +1  
**Languages and Professions** Add one martial profession to your list of professions.  
**Equipment** You gain a pavise.

**Pavise** You cannot use the pavise in melee combat. It is a light wooden wall shield studded with metal lining to reinforce and a small spike to embed into the terrain. It has a Size of 1. Replacement cost is 2 silver.

**Dig In** You can use a triggered action or an action on your turn to deploy your pavise. While your pavise is deployed you count as half-covered if targeted by attacks. Once deployed the pavise cannot be moved. You must use an action to disassemble your pavise. While behind the shield's cover, you gain a passive +1 Defense bonus.

**Swift Reload** As per fighter talent.

#### LEVEL 6 BESIEGER

**Characteristics** Health +4

**Durable** When you would heal damage equal to your healing rate, your healing rate equals your Health divided by 3.

**Crossbow Master** You make attack rolls with crossbows with 1 boon. If your attack roll is above 20 and beats the target's Defense by 5, the attack deals 1d6 extra damage.

#### LEVEL 9 BESIEGER

**Characteristics** Health +4

**Swift Shot** Crossbow You may take a second shot with your crossbow immediately after using Swift Reload. The second shot is made with 1 bane.

**Pavise Mastery** While behind the cover of a pavise, you gain a passive +2 Defense bonus instead.

### BOWMAN

Written by Nezzeraj.

**M**asters of bows and crossbows, the bowman prefer to attack from a safe distance, whittling down foes before their enemies have a chance to do any harm. Some focus on long-range precision fire with the longbow, others with a rapid-fire fusillade from a shortbow, and others still with the devastating power of a crossbow. Whatever form it takes, the bowman is a capable archer on both the first and last lines of defense.

#### LEVEL 3 BOWMAN

**Attributes** Increase two by 1

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

**Languages and Professions** You speak another language or add a profession to your list of professions.

**Fast Fingers** You can use a triggered action on your turn to reload a weapon that has the *reload* property. Alternatively, if you are wielding a ranged weapon without the *reload* property, you can nock two arrows and make an attack as if you were attacking with two weapons (*Shadow*, page 51).

**Hawkeye** Reduce the number of banes imposed by the ranged attack options called shot, distant shot, and staggering shot by 1.



## LEVEL 6 BOWMAN

**Characteristics** Health +4, Speed +1

**Pinpoint Accuracy** You deal 1d6 extra damage with Bows and crossbows. If the total of your attack roll is 20 or higher and beats the target number by 5, your attack counts as if you had succeeded on either the called shot or staggering shot attack options.

**Keep Your Distance** When you heal damage equal to at least your healing rate, you can move up to your Speed. This movement does not trigger free attacks.

## LEVEL 9 MASTER BOWMAN

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

**Perfect Aim** Reduce the number of situational banes imposed by cover or obscurement by 2.

**Trick Shot** On a successful ranged attack, you may immediately make another ranged attack with 1 bane to one additional target within short range of the first target.



## THROWER

Written by NezzeraJ.

**T**hile some knife fighters prefer to get up close and personal with their victims, throwers prefer to keep them at a distance. With deadly accuracy they can silence, blind, mutilate, and kill with a well-aimed throw. Throwers keep an arsenal of well-balanced and sharp but ultimately disposable small blades at their disposal.

## LEVEL 3 THROWER

**Attributes** Increase two by 1

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

**Languages and Professions** You speak another language or add a criminal profession to your list of professions.

**Honed Edge** When throwing knives or daggers, the damage die becomes 1d6. While throwing darts increases the damage die to 1d3. In addition, you gain a boon on ranged attack rolls with weapons with the *thrown* property.

**Cloak of Knives** You gain a cloak that grants +1 Defense and holds a number of cleverly concealed thrown weapons equal to your Agility score. You don't have to keep track of the number of knives, but if an attack roll results in a 0 or below, you have depleted your cache. It costs 1 ss to restock your cloak. Additionally, when you use the attack action, the weapon can be drawn as part of the attack and does not require the *use an item* action or a minor activity.

## LEVEL 6 THROWER

**Characteristics** Health +4

**Bull's Eye** You aim for a vulnerable area. When using the called shot ranged attack option, you reduce the number of banes by 1.

**Versatile Thrower** You can add either your Strength or Agility modifier to damage dealt by thrown weapons. Additionally, increase the range of thrown weapons to medium.

## LEVEL 9 MASTER THROWER

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

**Fan of Knives** You can use an action to throw out a barrage of blades dealing normal weapon damage +1d6 in a 5-yard radius around you. All creatures can make an Agility challenge roll to take half damage. After using this talent you must wait 1 minute before using it again.



## MASTER PATHS



ot one, but two variants on the Death Dealer master path from *Shadow*. And a completely new, blood-focused master path that can manipulate their blood to their advantage.



## DEATH DEALER

Written by Nezzeraj.



Death Dealers sound cool on paper, but in play, they can feel somewhat underwhelming. What follows are two variants on the Death Dealer to make them live more up to their name.

### DEATH DEALER VARIANT 1

This variant makes the Death Dealer excel even more at using heavy weapons or even use two one-handed weapons to create their carnage.

#### LEVEL 7 DEATH DEALER

**Attributes** Increase three by 1

**Characteristics** Health +6

**Brutal Swing** When you incapacitate a creature with an attack using a heavy weapon, you can use a triggered action to attack with the same weapon at any point before the end of your turn.

#### LEVEL 10 DEATH DEALER

**Characteristics** Health +6

**Heavy Weapon Master** When wielding heavy weapons, your attacks deal an extra 1d6 damage. Additionally, ignore the *cumbersome* property, and one-handed weapons can be treated as off-hand weapons.

### DEATH DEALER VARIANT 2

Another variant of the Death Dealer, with a *Savage Cyclone* that decimates foes and allies alike around you, replacing the *Make Mountains of the Dead* talent.

#### LEVEL 7 DEATH DEALER

**Attributes** Increase three by 1

**Characteristics** Health +6

**Brutal Swing** When you incapacitate a creature with an attack using a heavy weapon, you can use a triggered action to attack with the same weapon at any point before the end of your turn.

#### LEVEL 10 DEATH DEALER

**Characteristics** Health +6

**Savage Cyclone** When wielding heavy weapons, you can use an attack action to spin in a circle, striking every adjacent creature, including allies. Make a single attack roll with 1 bane. Each creature successfully hit takes extra damage equal to your Strength modifier. After the attack is resolved, you are fatigued for one round.



### FINDUVJEL'S EMPORIUM

Finduvjel's Emporium catalogs new weapons and items for your games. Including a plethora of new weapons and collecting those from our previous supplements. New potions, poisons, alchemical items, and the all-new weapon oils. Special ammunition. Portable and siege artillery. New optional rules crafting, modifying, and repairing your weapons. Expanded explosives. A number of awesome new relics and three new tables for generating trinkets. New tools and gear to help you in your adventures.

## SANGUINE WEAPONMASTER

Written by David Rybacki.

**W**asters of both blood and steel, Sanguine Weaponmasters have moved beyond the limitations of common weapons and have instead mastered the ability to create the perfect weapon for a given encounter.

This path uses the Blood tradition that can be found in [Tombs of the Desolation, page 15](#) and is expanded upon in [Haematurgy: Blood Magic](#) and [Tapping the Pulse of Power](#).

Check the [Magic](#) chapter for a new Blood spell that can be used with this path.

### LEVEL 7 SANGUINE WEAPONMASTER

**Attributes** Increase three by 1

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

**Magic** You learn the Blood tradition or learn one Blood spell

**Summon forth the Sanguine Weapon** You can use an action or a triggered action on your turn to take a 1d6 penalty to your Health and create a one-handed weapon from your spilled blood. This weapon lasts until you release the weapon willingly, at which point you reduce the penalty taken from summoning the weapon by one, as the weapon returns to your body and the wound closes. Any left-over Health penalty gained this way is removed when you complete a rest. The weapon has the following benefits:

- **Implement** - The weapon counts as your implement.
- **Attack** - Your attack rolls with the weapon are made with 1 boon.
- **Damage** - The weapon deals 2d6 damage if you're Size 1 or smaller, adding 1d6 extra damage for each Size larger than 1.
- **Properties** - When created, you can select two of the following properties for the weapon: Defensive +1, Finesse, Reach +1, Thrown, Entangle, or Flexible.
- **Blood Bound** - The weapon can not be destroyed, disarmed, or dispelled while you are still conscious or until you release it.
- **Open Wound** - As long as you maintain the weapon, you count as if you're bleeding which can not be stanchd until you release the weapon. While this does not cause any additional damage, it makes you vulnerable to any attacks or effects that require a bleeding target.

### LEVEL 10 MASTER SANGUINE WEAPONMASTER

**Characteristics** Health +3

**Sanguine Masterstroke** When you attack with your Sanguine Weapon you can use a triggered action to expend a casting of one of your Blood spells. If the attack deals damage, it deals +1d6 extra damage and inflicts a bleeding wound that deals 1 damage for each Rank of the expended spell at the end of each round. The bleeding lasts until the target or another creature uses an action to stanch the wound.

**Hunger for Blood** When you damage a bleeding opponent with your Sanguine Weapon, you can use a triggered action to heal your Healing Rate. You can do this a number of times equal to your Power, regaining any expended uses when you complete a rest.

**Improved Sanguine Weapon** When you summon your Sanguine weapon, you can choose an additional property from the list, or increase the Defensive or Reach property's value to +2.

### NEW WEAPON TRAITS

The following weapon properties are a preview of the many new properties introduced in [Finduviel's Emporium](#) from Ra Press.

**Entangle** This weapon can be used to grab an opponent within reach. Make the attack roll against the target's Agility. On a success, the target takes no damage but instead becomes grabbed. While a target that is your Size or smaller is grabbed this way, you can use an action or a triggered action on your turn to pull the target towards you a number of yards equal to your Strength modifier minus the target's Strength modifier (minimum 0).

**Flexible** Attacks with this weapon ignores an opponent's defense bonus from shields and banes from guarded attacks.



# BESTIARY

## BUTTERFLY SPIDERS

Written by Jarred Caldwell (Ra Press).

These beautiful, yet giant butterflies haphazardly hover around fields and forests. But when they see a human, they become very dangerous. They capture humans and wrap them in their silk webs. Instead of eating them like normal boring spiders, they inject a substance to melt the human inside the web. The human then slowly transforms, much like caterpillars do in cocoons, and they reform as afresh new Butterfly Spider themselves.

### BUTTERFLY SPIDER

DIFFICULTY 10

Size 1/2 faerie

**Perception** 10(+0), darksight

**Defense** 10; **Health** 15; **Insanity** -; **Corruption** 0

**Strength** 7(-3), **Agility** 12(+2), **Intellect** 5(-5), **Will** 8(-2)

**Speed** 10; flyer

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

**Spell Defense** A butterfly spider takes half damage from spells.

When a creature attacks the butterfly spider with a spell, the butterfly spider imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

**Iron Vulnerability** A butterfly spider is impaired while it is in contact with iron. As well, the butterfly spider loses Spell Defense for as long as it remains in contact with iron and for 1 minute after.

#### ATTACK OPTIONS

**Digestive spit** (medium range) +2 with 1 boon (2d6 plus Dissolve on 20+)

**Dissolve** The target must make a Strength challenge roll with 1 bane. On a failure, it takes 2d6 damage. The corrosive substance dissolves any clothing, weapons, armor, and other equipment. For each piece of equipment the spit contacts, roll a d6. On a 1 the equipment is rendered useless.

#### SPECIAL ACTIONS

**Cocoon** The butterfly spider wraps one defenseless creature within its reach in strands of silk until the creature becomes wholly cocooned. A cocooned creature is immobilized until it is freed. The cocoon has Health 10 and takes double damage from fire. A creature cocooned is Defenseless and Immobilized. A creature who spends a rest cocooned is permanently transformed into a butterfly spider.



## SHARKS

Written by Ronny Anderssen (Ra Press)

The depths are dangerous for even the toughest of adventures. Filled with not only monsters but also dangerous animals that want to eat any unsuspecting heroes. These shark variants are perfect for your aquatic adventures. They're based on the animal creature blocks from *Shadow* with an added shark theme to them.

### REEF SHARK

DIFFICULTY 5

Size 1 aquatic animal

**Perception** 12(+2), sightless

**Defense** 12; **Health** 20; **Insanity** 0; **Corruption** 0

**Strength** 12(+2), **Agility** 11(+1), **Intellect** 6(-4), **Will** 10(+0)

**Speed** 0; swimmer 10

**Pack Fighting** When the reef shark attacks a target within the reach of another creature with this trait and that is friendly to the reef shark, it makes the attack roll with 1 boon. Otherwise, the creature makes the attack roll with 1 bane.

#### ATTACK OPTIONS

**Teeth** (melee) +2 with 1 boon (1d6+1)

### HUNTER SHARK

DIFFICULTY 10

Size 2 aquatic animal

**Perception** 12(+2), sightless

**Defense** 13; **Health** 30; **Insanity** 0; **Corruption** 0

**Strength** 14(+4), **Agility** 11(+1), **Intellect** 6(-4), **Will** 11(+1)

**Speed** 0; swimmer 10

**Blood Frenzy** A hunter shark makes attack rolls against injured targets with 1 boon.

#### ATTACK OPTIONS

**Teeth** (melee) +4 with 1 boon (2d6+1 plus Rend Flesh on attack roll 20+)

#### SPECIAL ATTACKS

**Rend Flesh** A living creature of flesh and blood suffers a bleeding wound that remains until it heals any damage. At the end of each round when a creature suffers a bleeding wound, the creature takes 1d6 damage from blood loss.



# CURSE FROM A GLACIAL GRAVE

An encounter written by Jay Richards.



now gleams in the high mountains on the edge of the Blasted Lands. Frigid waves and motes of ice from the Frozen Sea lap at the harbor of a port monarchy nestled in a small fjord there. Even as summer dawns after a rainy spring in the river valley. Icy winds start to blow down from the glacier at the sunset on the summer solstice from the highest peak overlooking the kingdom. The gale chills the lands to sub-zero temperatures overnight and it remains frozen throughout the season. The hardened inhabitants of these lands call this the **Ice Queen's Curse**.

The local legends say that long ago the kingdom's lands were peaceful. They exported ice from the glacier, and textiles made in the town from caribou fur-felt woven into lightweight and warm garments and blankets. In the kingdom's castle, twin princesses lived content, until the king and queen traveled abroad, and their ship was lost at sea. In grief, they were unable to decide who would be the new ruler. So the sisters journeyed to consult with an ancient troll who was frozen within the glacier. He magically conjured a shard of glacial ice for them. The troll explained that on the solstice, should they look upon it as a mirror it would give them a glimpse into their futures. When the time came the princesses stared into its depths. The reflection of the sister with auburn hair was that of a regal and noble queen. The tow-haired sister looked into the mirror, and they saw a rotted figure with awful frostbitten and melted skin. She screamed and threw the mirror to the floor which shattered it into thousands of shards each retained the horrible image of the horrifying reflection frozen inside.

Rumors spread that the fairer princess was secretly an evil witch. Some legends even recount that it was the red-haired princess who began the surreptitious witch gossip. One year later, after a particularly harsh winter that lasted nearly until summer. The town pitched itself into a fervor as crops failed. A starving mob marched en masse on the castle with torches and farming implements in hand and claimed that the evil witch caused the famine. The fair-haired princess submitted herself to the crowd in hopes to allay their fears and reach an understanding.

However, she was met with a fever of hunger and rage. When she realized there would be no leniency she fled from the rioting mob up the ice harvesters' mountain trails to the glacier, with nowhere left to go she faced her people and pleaded for mercy. None was to be found. The fair-haired princess was burned alive in a pyre at the edge of the glacier.

In the decades since, every year a glacial wind begins to gust down from the glacier beginning on the first day of summer, ending on the last day of summer. Most of those who went to investigate did not return, and the few who did report seeing a horrifying spirit of the once fair princess drifting near the place of the still blackened pyre marks. As the stories of this spirit spread the townsfolk began calling her the "Ice Queen". Many people left during the first decade of the Ice Queen's curse due to the cold during the growing season made farming nearly impossible, and those who have stayed survive through hunting and trading with nearby villages. One of the few silver linings is that herds of woolly sheep and caribou flock to the fjord down from the mountains during the summer looking for food and water.

## ICE QUEEN'S CURSE: WINTER'S GALE

A particularly strong blast of icy air buffets against creatures and causes extremely low temperatures triggering **Cold Exposure** in the fjord or on the mountain: Each hour outside a creature is subject to **Extreme Cold**, where it must make a Strength challenge roll.

On a failure, the creature becomes fatigued. If it is already fatigued, it instead takes a cumulative  $\text{1d6}$  penalty to Health. This penalty remains until the creature is no longer fatigued and is no longer subject to exposure. A creature fatigued from exposure removes this affliction when it completes a rest in a comfortable environment. If exposure causes a creature to take a penalty to Health, it develops frostbite.

### EXTREME COLD

**Cold Exposure** makes activity difficult, during morning hours from the hours of 2:00 AM to 4:00 AM, and evening hours from 4:00 PM to 8:00 PM, creatures exposed to the cold weather make all  $\text{d20}$  rolls with 1 bane. During the night from the hours of 8:00 PM to 2:00 AM, creatures make the rolls with 2 banes.

## ICE QUEEN'S GRAVE

During the summer months the **Ice Queen's Spirit**, deformed into the same terrifying visage the troll's mirror predicted, can be found drifting around the glacier especially near the spot she was put to the pyre. The area is subject to a constant blizzard while the **Ice Queen's Spirit** restlessly wanders the glacier.

### BLIZZARD CONDITIONS

The glacier's terrain makes moving and balance difficult terrain due to ice and snow, as well as heavy obscurement caused by the swirling snow of the blizzard.

## ICE QUEEN'S SPIRIT

The Ice Queen's translucent spirit is a visage of horrible burns and frostbite. Her skin hangs partially melted off a charred skeleton, turned black by frostbite. She wails in pain along with the howling of Winter's Gale and seeks only to destroy all warmth and life that approach the glacier. The Ice Queen does not speak, only wails with incoherent shrieks.

The constant blizzard that rages around the **Ice Queen's Spirit** causes heavy obscurement, blocks the sun from the sky, and triggers **Cold Exposure** from Winter's Gale each minute for any living creature on or near the glacier. The **Ice Queen's Spirit** begins combat with the *Sorrowful Wail* with the intent to trigger *Fatal Horror* upon anyone who comes within her range, then each round she attempts to catch as many living creatures in a *howl*, and she only uses *chilling touch* as a last resort.

The frozen bodies of old villagers, and more recent ice harvesters who dared too close to the glacier litter the ground all around the end of the mountain path. Determine how many are recently deceased when first encountered by rolling **1d3** to find the number of **cold corpses** wandering around the glacier. Attracted by the warmth of the living **cold corpses** will always attack the nearest living creature with its *claw* and continue attacking until the living creature is no longer living, then it will move to the next living creature in its perception area, and repeat until no living creature remains, in which case they will wander aimlessly around the glacier until they freeze solid from the blizzard.

### COLD CORPSE

DIFFICULTY 10

*Size 1 horrifying undead*

**Perception** 11(+1), darksight

**Defense** 13; **Health** 15; **Insanity** 5; **Corruption** 0

**Strength** 13 (+3), **Agility** 12 (+2), **Intellect** 7 (-3), **Will** 11 (+1)

**Speed** 10; ice walker

**Immune** damage from cold; gaining insanity, and frightened.

**Ice Walker** A cold corpse ignores the effects of moving across difficult terrain caused by ice or snow.

**Vulnerable to Fire** A cold corpse takes double damage from fire and heat.

#### ATTACK OPTIONS

**Claw** (melee) +3 with 1 boon or 2 boons against a slowed target (2d6 damage plus Freeze)

**Freeze** A living target must get a success on a Strength challenge roll or become slowed for 1 round. While slowed in this way, the creature makes attack rolls and challenge rolls with 1 bane. A target already slowed instead takes 1d6 extra damage.

## ICE QUEEN'S SPIRIT

DIFFICULTY 500

*Size 1 horrifying undead spirit*

**Perception** 13 (+3), truesight

**Defense** 15; **Health** 50; **Insanity** 8; **Corruption** 2

**Strength** — (-), **Agility** 15 (+5), **Intellect** 13 (+3), **Will** 12 (+2)

**Speed** 10; drift

**Immune** damage from cold, disease, poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed.

**Spell Defense** The Ice Queen's Spirit takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking her with a spell makes the attack roll with 1 bane.

**Insubstantial** The Ice Queen's Spirit takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

**Fatal Horror** A creature that gains Insanity from the Ice Queen's Spirit must succeed on a Strength challenge roll or take damage equal to its healing rate. A creature that goes mad from Insanity gained from the Ice Queen's Spirit instead takes damage equal to its Health, it dies instantly and rises as a compelled **cold corpse** 1d6 rounds later.

**Heat Sense** The Ice Queen's Spirit knows the location of each heat source including living creatures within 1 mile of her. Such creatures cannot become hidden from her, and her attacks rolls against living targets ignore banes imposed by obscurement.

**Vulnerable to Fire** The Ice Queen's Spirit takes double damage from fire and heat.

**Impaired by Sunlight** The Ice Queen's Spirit is impaired while in an area lit by sunlight.

#### ATTACK OPTIONS

**Chilling Touch** (melee) +5 with 1 boon (3d6 damage)

**Howl** She unleashes a bone-chilling scream in a 6-yard-long cone that spreads from a point she can reach. Every living creature in the cone must roll a success on a Will challenge roll or gain 1 Insanity.

#### SPECIAL ATTACKS

**Sorrowful Wail** The Ice Queen lets loose an unholy shriek with the power of a blizzard. Each living creature within medium range that can hear must get a success on a Will challenge roll with 2 banes or take 3d6 damage and gain 1d6 Insanity. Once the Ice Queen's Spirit uses Wail, she must wait 1 minute before she can use it again.

#### SPECIAL ACTIONS

**Drift** The Ice Queen's Spirit can use an action or a triggered action on its turn to move up to its Speed without triggering free attacks.

#### END OF THE ROUND

**Freezing Presence** Waves of lethal cold radiate from the Ice Queen's Spirit, freezing all liquids within short range. As well, each creature within short range, other than herself, must succeed on a Strength challenge roll or take 1d6 damage and become slowed. Plants in the area wither and die.

**Undead Recovery** The Ice Queen's Spirit removes one affliction from herself.

## BLOODBORNE WEAPONS

Written by William Buxton

**B**uilding upon the Ra Press book *Way of the Transforming Blade*, the author decided to convert the transforming weapons found in the video game Bloodborne, which Way of the Transforming Blade drew heavy inspiration from.

Transforming a weapon from one form to another is a Minor Activity (unless noted otherwise).

### BLOODLETTER

A bloodstained *mace* wrapped in torn, crimson ribbons, crossguard, grooves along the haft, and five serrated flanges clean of blood. The wielder can sacrifice their very lifeblood and plunge the weapon into their chest. The weapon they pull out has a pulsating, spiked ball of solidified blood for its head.

With a flick of the wrist, the weapon can transform into a spiked *halberd* instead. And wicked hunters know how to turn this transformation into an unexpected and bloody assault, with the weapon extending out their backs briefly, siphoning some lifeforce, before fully retracting the weapon out of the body for use.

**Bloody Halberd** While the weapon is in its *mace* form, you can use a triggered action on your turn and take a penalty to Health equal to 1d6 + your Healing Rate to transform the Bloodletter to its *halberd* form. It stays transformed as long as you have a Health penalty from the weapon.

Or you can use an action on your turn instead, to both transform the weapon into a *halberd*, taking the penalty to Health, and attack with it. You make the attack roll with 1 boon and if you damage your target, you reduce the penalty to your Health by 1d3.

When you complete a rest, you reduce any Health penalty imposed by this weapon by 1d3.

**Staggering Strike** While the weapon is transformed into a *halberd*, and a target takes damage from it, they must make an Agility challenge roll or fall prone.

**Blood Power** When you transform the Bloodletter, it gains three blood charges. You can use an action to spend one of these charges to activate one of the following effects:

- **Frenzy Slam:** You strike the ground with the weapon and an explosion of blood erupts into a 2-yard-radius. All creatures except the wielder within the area take 3d6+5 damage, gains 1 Insanity, and fall prone. A creature can make an Agility challenge roll to take half the damage instead and ignore the insanity gain and prone affliction. Finally, the wielder must make a Will challenge roll or gain 1 Insanity.

- **Finisher Sweep:** You attack all creatures within reach of the weapon. The Bloodletter then transforms back to being a *mace*, removing the penalty to Health from Bloody Halberd.

When the Bloodletter is transformed back into a *mace*, you take a penalty to your Health equal to the number of charges spent. This penalty is removed when you next complete a rest.

### HOLY MOONLIGHT BLADE

The Holy Moonlight Blade is an intricate silver *bastard sword* of ancient origin. It can be transformed into a *greatsword*, and upon transformation, explodes in shimmering colors of green and blue, that reflect off of it like moonlight. The wielder can draw upon its power to channel the abysmal cosmos within and hurl waves of light at their foes.

**Enchanted Blade** The *Holy Moonlight Blade* is a finesse weapon and you make attack rolls with 1 boon and it deals 1d6 extra damage. The damage counts as Celestial and Sunlight for the purposes of any effects. Also, against Undead, you gain another boon and deal +1d6 extra damage (Hereto *Righteous Damage*).

**Channel Abyssal Cosmos:** The weapon contains three charges. You can use an action to spend one of these charges to activate one of the following effects:

- **Transformed Strike:** Your attack with the weapon deals 1d6 extra damage and if the target takes damage, they become prone from the explosive impact of energy. After, the weapon automatically transforms into its other form.
- **Lightwave:** Your attack with the weapon can target a creature up to 10 yards away, and deal 6d6 *Righteous Damage* instead of its normal damage.

All spent charges are refilled when you complete a rest.

### KIRKHAMMER

The Kirkhammer is a silvered *sword* that can be sheathed into a special scabbard shaped like a huge block of stone, effectively transforming it into a *maul*.

**Blocking Stance** While wielding the Kirkhammer in its *maul* form and a creature attacks you, you can use a triggered action to impose 1 bane on the creature's attack roll. If they still hit you, you take only half the damage and ignore the following afflictions: Dazed, Impaired, Prone, and Stunned.

## TONITRUS

A *mace* of simple pure-steel-like design, with a large round circular head, 3 pitted holes at the top, ring-like design coiling down the haft to an intricately twisted handle. The wielder can strike the weapon, and a switch within the weapon makes it emit a bright current of blue electricity that dances safely around its head.

The Tonitrus is a *morningstar* that can become electrical.

**Electrical** While wielding the Tonitrus, you can use a triggered action on your turn to activate its electrical property until the end of the round. While electrified, the weapon deals 1d6 extra damage and all damage dealt becomes lightning damage. At the end of the round, roll a **d6**: On a **1**, the weapon loses its Electrical property until you complete a rest. On a **6**, the weapon continues to be electrical until the end of the next round, which also prompts another d6 roll.

## WHIRLIGIG SAW

The Whirligig Saw is a *staff* that can be inserted into a huge circular saw that transforms it into a *greataxe*.

**Mutilate:** If your attack roll with this weapon results in a 20 or higher and beats the target number by 5, the target takes 1d6 extra damage and suffers a bleeding wound. While bleeding, it takes 1d6 damage at the end of the round until the target heals damage or a creature uses an action to stanch the wound.



## VERSATILITY IS KING!

*Way of the Transforming Blade* details special weapons that can transform between two different forms. And adds two paths utilizing these weapons, the Switch Blade Warrior, and The Legendary Relic Warrior.



# magic

**N**ew magic; both a new tradition and spells, brewed by our finest brewers. For this first issue, we have a new spell for the Blood tradition and a new tradition complete with new spells: Eldritch Words.

## BLOOD

*Written by David Rybacki.*

### BLEEDING BLOWS

BLOOD UTILITY 1

**Target** One target weapon within short range

For a number of rounds equal to your Power score + 1, a bloody crimson aura surrounds the target weapon and enhances its ability to tear open bleeding wounds. When the weapon deals damage to a creature, you can use a triggered action to cause the creature to suffer a bleeding wound. The wound deals 1d6 damage to the creature at the end of each round until the creature dies, or someone uses an action and makes an Intellect roll, stanching the bleeding on a success.

## ELDRITCH WORDS

*Written by Ronny Anderssen (Ra Press).*

**A** new tradition focused on eldritch words of power. Each of the eldritch words spells consists of a single word that manifests into reality to enact what it details.

### LIGHTS!

ELDRITCH WORDS UTILITY 0

**Duration** 1 hour

**Target** One creature or object within medium range

The target starts to emit light into a 10-yard radius. The light follows the target for the duration.

### STOP!

ELDRITCH WORDS ATTACK 0

**Triggered** When a creature you can see within medium range moves or uses an action, you can cast this spell and force them to stop. Make an Intellect attack roll against their Will. On a success, they cannot move or use actions until the end of the round.

### ATTACK!

ELDRITCH WORDS ATTACK 1

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, they must immediately attack a target of the casters choosing for 1 round.

### BLEED!

ELDRITCH WORDS ATTACK 1

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, the target starts to bleed out of all their orifices taking 1d6 damage at the end of each round. The bleeding can be stanching by the target or any other creature by using an action.

### STAY!

ELDRITCH WORDS ATTACK 1

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, they become immobilized for 1 minute.

### DIE!

ELDRITCH WORDS ATTACK 2

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, the target must immediately attack themselves with their most powerful attack.

### PROTECT!

ELDRITCH WORDS ATTACK 2

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, they must protect a target of the caster's choosing for 1d6 rounds.

### KILL!

ELDRITCH WORDS ATTACK 3

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, they must attack a target of the casters choosing until their target is dead.

### MINE!

ELDRITCH WORDS ATTACK 3

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, the target must immediately give you all their equipment, even stripping to do so.

### TRUTH!

ELDRITCH WORDS ATTACK 4

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, the target becomes cursed. While cursed this way, the creature must always tell the truth.

### OBEDI!

ELDRITCH WORDS ATTACK 5

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, the target becomes cursed. While cursed this way, they will follow wherever you go. You can make an Intellect attack roll against their Will. On a success, the target becomes compelled 1 minute.

### FETCH!

ELDRITCH WORDS ATTACK 6

**Target** One creature that can hear you

The target must make a Will challenge roll with 2 banes. On a failure, the target becomes cursed. While cursed in this way, they must do anything in their power to retrieve a single item of your choice. The creature must keep looking for the item, no matter where it is in existence until they successfully get it to you or the curse is removed.

## SILENCE!

ELDRITCH WORDS ATTACK 7

**Target** One creature that can hear you

The target must make a Will challenge roll. On a failure, the target becomes cursed. While cursed this way, the creature is unable to speak or make any sound.

## CHALLENGE!

ELDRITCH WORDS ATTACK 8

**Target** One creature that can hear you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed. Until the curse is lifted or it dies, the creature must challenge every creature they meet to a fight to the death.

**Aftereffect** If you complete a rest and the target is still cursed, you gain 1 Corruption.

## HEAR ME!

ELDRITCH WORDS UTILITY 9

**Triggered** When casting an Eldritch Word spell, you can use a triggered action to expend a casting of this spell. Your booming voice carries up to a 1-mile radius, affecting everyone that can hear with the Eldritch Word.

**Aftereffect** You must make a Will challenge roll with 3 banes or lose your voice for 2d20 days.

## GO TO HELL!

ELDRITCH WORDS ATTACK 10

**Target** A 100-yard-radius sphere centered on a point you can see

Your word echoes strangely and makes the whole area vibrate as the ground splits open, devil's hands grasping anyone nearby. All creatures within the area must make a Will challenge roll, or immediately be dragged down to hell. Creatures make the roll with a number of banes equal to their Corruption total.

**Aftereffect** You must get a success on a Will challenge roll with a number of banes equal to your Corruption total, or gain 1d6 Corruption and 1d6 Insanity.

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RA PRESS




# ADVENTURES

## PASS ON STRONG

Written by Pantelis.

Art by Dimitra.

ass on Strong is a Starting Adventure. The PCs have been invited to a party that is used to celebrate an Old Faith tradition in honor of Old-Man Winter. There are drinks and food everywhere but everything goes south when a demon cult enters the building taking everyone hostage and wants nothing else but to summon a great demon from the void capable of spreading chaos.

### THE INVITATION

*A handout of the letter can be found on page XX.*

It is with great pleasure that I, Caroline, daughter of Donovan, a priest of Old-Man Winter and our city's temple and member of the noble house of Gredar of Riverfort,

Invite you to the party that I and the rest of my family will be hosting in the mansion of my dear mother. The mansion is located out of the city following the river westwards. It should be but a ten-minute walk away from the main gate. I have had the road to the mansion cleaned and repaired, so do not worry about dirtying up your clothes. It is a great celebration within our faith and I hope to see you and your companions there. The party begins at 9:20 pm coinciding with the return of my father from the temple.

With much love, Caroline Gredar.

*The i of course has a heart instead of a dot.*

### INVOLVING THE PLAYERS

It all of course depends on the player and the GM but here are some ways to get into the mansion.

They could be a servant to one of the people who got invited.

They could work for Caroline or even be part of her family

They could have been invited by Caroline directly

They could have stolen or found the invitation

They could sneak into the mansion or deceive their way in  
Extreme: They could be part of the cult since the time of the mother and wanted to leave when Caroline took over. This is the best opportunity they have by aiding the rest of the players.

### RIVERFORT

Riverfort is the name of the city that Caroline is from and lives in and as the name suggests it is built on top of a river.

Originally just a fort next to the river, it developed into a city when the owner of the fort invited people to live near him, and with the expansion of it into a village and the need for luxuries it attracted people of all classes to settle there.

Some two centuries later it has become a really big town with the fort being used as a Town Hall and the descendants of the people that were directly invited to live near the fort being treated as nobility and most of them arrogantly calling themselves that.

### THE GREDAR FAMILY

The family consists of four members. Rosalina, the mother, Donovan, the father, Gregory, the son, and Caroline the daughter. Rosalina was murdered on the streets of Riverfort by a thief who just wanted some money for some food and unknown to the family (except for Caroline) she was the leader of a cult. Before her death, she had initiated her daughter into the cult and taught her how to run it hoping she would take over after she steps down. Due to her death though Caroline took over the cult and had more fanaticism than her mother radically changing the cult and making a blood sacrifice every year. The sacrifices would either be a random person from the city or someone who tried to leave the cult after joining in. This year, after years of trying, she thinks she can summon a powerful demon although the sacrifice must be greater. Caroline looks extremely like her mother and most of how she acts is the same. She also has an amulet on her that looks like one side of a cage and if questioned about it she will say that she found it in a mansion and it reminded her of her mother, so she kept it. Gregory is very naive but does recognize that his sister started acting weird when she started planning for the party which is the reason he investigates the library and will tell a character of her weird behavior if talked to. Donovan is a priest of the Old-Man Winter and is very devoted to his work. He doesn't know of either his wife's or daughter's cult.

### THE CULT

The cult, during Rosalina's reign, was heavily based on the old faith and Old Man Winter but with the theme of the cage. The cage symbolized his entrapment which in turn symbolizes immortality and a life without struggles. Under Caroline, however, while not immediately, the influence from Old Man Winter's cult was completely dropped and the themes of the cage were reversed.

It now symbolized life itself as it is filled with struggles and it needed to be broken for the soul to be free. The cult is unknown in Riverfort. Its members are from all around the Empire and are extremely devoted to it.

## THE MANSION

It is located, as the invitation says, west, ten minutes away from the city. The river flows a couple of meters next to it and it is within the entrance of a small forest. Some of the trees manage to reach the height of the mansion but ultimately it is the most prominent thing there. The mansion from the outside seems massive with two floors, a front and back garden, only one large window that envelops the main entrance doors and is facing the front garden, and a roof made of ceramic tiles. It has been painted nude and has brown details around the window and doors.

The mansion looks recently renovated and it is since it was abandoned by the family even before Rosaline's death.

### 1. FRONT GARDEN

The front garden is divided into two by the pathway to the main entrance and is entirely made up of grass and with shrubbery around it creating some pseudo-border with the garden and the outside forest. Both sides of the garden have a small fountain. The one on the left portrays some birds spitting the water into the fountain. The right one is grotesque and unsettling as it depicts a man laying down and a dagger sticking through his chest. Presumably, the water would flow through the wound but it isn't currently working. On it, there's a note that reads in common "Ew. Replace it".

### 2. BACK GARDEN

Unlike the front garden, this one doesn't seem to be maintained as it is covered with leaves that fell from the nearby trees and there isn't some way to distinguish where the garden ends and where the forest begins as some trees have been growing inside the borders of the garden as well.

There is also an entrance there that leads to the kitchen and the servant rooms. Right before the cult makes its move at about 11:20 pm they will board up that entrance.

### 3. MAIN ENTRANCE

At the end of the pathway, there is a set of double doors that are guarded by two guards holding spears (secretly cultists although there is no way to find that out on them). When approached they ask for your invitation. If the character gives them the invitation or is part of the group of someone else who has been invited, the guards will ask for their weapons and afterward, they will allow them to pass through.

If they don't have the invitation they will be escorted outside the mansion and asked to leave. If they claim they lost it they will be ordered to sit next to the door and after an hour or so Caroline would come out and ask them why they are there.

Liking the idea of the character being indebted to her she will invite them into the party unless they are wearing rugged clothing where she would ask the guards to escort them out. Just before 11:30 pm, the guards would go in making the total of guards in the Main Hall five.

### 4. MAIN HALL

The main hall is the first room you encounter after walking through the main entrance. It is a huge open room that a character would estimate takes up 1/3 of the mansion. An awe-inspiring chandelier hangs from the roof. The center of the room is empty and there would be people dancing after 10:30 pm.

The back of the room has an elevated platform and musicians on it. They don't start playing music until after 10:00 pm and at 10:30 pm they start playing music that people can dance to. On the side of there are tables filled with different kinds of food and drinks (mainly wine) and servers who occasionally go across the room giving people drinks and asking them if they want anything else.

There are two doors, one on the left that is always guarded and leads to the lounge and one on the right that leads to the kitchen.

There are 2 servers, a total of 3 guards (as **Cultists**), and 4 musicians. By 11:30 am there are a total of 30 guests in the hall. Also in the hall is Caroline who goes around and talks to people randomly.

### 5. LEFT WING

On the left wing, there is a hallway that connects the main hall with the lounge, the library, and the storage room. The hallway always has a cultist patrolling it.

**Lounge** The lounge has a fireplace that is currently unlit and two couches. On top of the fireplace, there is a family painting with all four members. Caroline and Gregory look about 10 years old since it was painted while their mother was still alive. A door at the back of the room leads to the hallway.

**Library** It is filled with bookcases all over the wall except for the wall with the entrance and there is a table in the middle of it. Anyone who searches it will read of the cult's plan if they haven't realized it already. If they find their way here after 10:00 pm they see the body of Gregory and his guts spilled all over the floor. Anyone rolling Perception and succeeding on the roll finds 1d3+1 random incantations of rank 0 spells (or determined by the DM).

**Storage** It is filled with equipment used by the workers that are renovating the mansion. There's nothing that could be used as a weapon, just paint, and some hammers. Some stairs lead to the second floor.

## 6. RIGHT WING

There is a hallway that connects the kitchen, the servants' room, and the "barracks". There is no one patrolling the place but cultists will investigate the place after 5 minutes to see if they missed anyone.

**Kitchen** The kitchen is filled with meats and unprepared food. There are 2 cooks in there and a servant occasionally comes in to restock the tables or get a requested drink. The staff will question anyone that comes into the kitchen and won't allow passage without any reasonable excuse. It is filled with knives that could be used as an off-hand weapon.

**Servants Room** The servants' room is mostly empty except for 8 beds. If searched they can find a total of 5cp.

**Barracks** This is where all the guards that were hired are temporarily sleeping. There aren't any real beds, just some bedrolls on the floor and some spears and a bow with 10 arrows. It also has the weapons of the characters that were taken from them. Some stairs lead to the second floor.

## 7. SECOND FLOOR

On the left side, there is a hallway that connects four small bedrooms each containing 1d3 ss if searched and on the end of the hallway there is a ladder that leads to the half-floor above the main hall. There are three cultists here looking through the bedrooms.

On the right side, there are two rooms one is a dining room and contains the door to the secret room that unless successfully passing a Perception challenge roll with 2 banes is almost invisible.

The second room is the master bedroom and if searched they will find 1d3 ss. On the right side of the bed is a portrait of Rosaline with a medallion extremely similar to the one Caroline is wearing. With a successful Perception challenge roll, the character notices the medallion on the portrait is poking out, and if pressed they hear a door open (the one in the dining room).

The secret room is empty except for a ladder that leads to the half-floor above the main hall.

## 8. HALF FLOOR

The half-floor is completely dark. If a character tries to navigate the room without light or darksight they need to roll an Agility challenge roll. If they fail they trip and alert the people in the main hall of their location, meaning they send about 3 cultists from the main hall that fight the characters in that room (now with light that they have brought). The characters can destroy the ceiling where the chandelier is with a successful Strength challenge roll. If they destroy it the chandelier falls and kills anyone below it. It gives their position away as if failing the Agility challenge roll.

## TIMELINE

**9:10 pm** Caroline, Gregory and Donovan arrive.

**9:20 pm** The first guests start showing up.

**10:00pm** The music starts.

**10:30pm** Guests start dancing.

**10:50 pm** Caroline would go into the right wing.

**11:00 pm** Gregory goes to the library and reads the plans of the cult and is gutted by his sister right after.

**11:10 pm** Caroline would go into the main hall from the left wing. She would be wearing different clothes.

**11:20pm** The cultists board up the back entrance. If someone tries to remove the boards it gives their position away and the cultists swarm the place. If they try to do that before 11:30 then the guards would escort the person out and ask them to leave (politely at first) but if they insist on staying they will attack.

**11:30 pm** The cult makes its move. Caroline shoots Donovan and the cult puts the people in the middle of the hall and holds them hostage. (In the confusion of the gunshot players who are in the hall can easily make it into the kitchen if not another opportunity arises later).

**11:35 pm** The cultists send people on the right wing to find anyone who may be hiding.

**11:40 pm** A guest that arrived late heard the gunshot and looked at the window. Upon seeing the people getting grouped up he went to notify the town guards who arrive now. The guards shout at the cultists to surrender since there is no way for them to escape (The cultists scrambling to see what to do is enough for another opportunity for the players to try to escape through the kitchen). They do not rush in as they are afraid they will kill all the hostages.

**11:45 pm** They start killing everyone one by one with every minute that passes.

**00:00 am** After the last person dies powerful magic starts coming out of the bodies that can be felt even by people who cannot normally sense it. A rift enough for two people to go through opens up and a demon walks through and attacks everyone. Upon the arrival of the demon, the cultists cut their throat except for Caroline who stays to watch the destruction, becoming the target of the demon if the players are not there (She won't put up a fight). If they are it attacks them first.

**00:10 am** The guards come in (They could come in sooner if signaled by the players or if the double doors are opened).

If anything happens to disturb the schedule like the finding of Gregory's body Caroline will reveal herself as if it was 11:30 pm and the town guards will arrive 10 minutes after that and will get in 30 minutes after they arrive causing the cultists to kill the people sooner, making the ritual fail.

## THE FIGHTS

There are 9 cultists (as **Cultist** armed with a spear) in total; 5 in the main hall and 4 in the bedrooms of the second floor.

- Two will be sent from the main hall to investigate the right wing.
- Two will be sent from the main hall and one from the bedrooms to investigate the half-floor.
- Caroline is the same but is only armed with a pistol and a small knife. She will not attack during the demon fight. Instead, she will be on her knees in a state of ecstasy.
- There is a total of five town guards (as **Patroller**) if they come into the main hall.
- The demon appears to be made of metal. It is a cage that seems to hover above the ground with hands filled with blisters and horn-like extremities coming out of the cage with eyes looking out of the darkness within it. Its statistics are described below.



### CAGE DEMON

DIFFICULTY 5

*Size 2 Horrifying Demon*

**Perception** 12 (+2); truesight

**Defense** 13; **Health** 20

**Insanity** -; **Corruption** -

**Strength** 13(+3); **Agility** 11(+1); **Intellect** 10(+0); **Will** 15(+5)

**Speed** 13

**Immune** damage from disease or poison; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned

**Spell Defense** A demon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the demon with a spell makes its attack roll with 1 bane.

**Demonic Shadows** Lit areas out to 1 yard around the demon become shadows.

#### ATTACK OPTIONS

**Claws** (melee) +3 (1d6)

#### SPECIAL ATTACKS

**Double Attack** The demon attacks two different targets with its claws.

#### SPECIAL ACTIONS

**Void Step** The demon uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a roll of 1, the demon cannot use Void Step again for 1 minute.

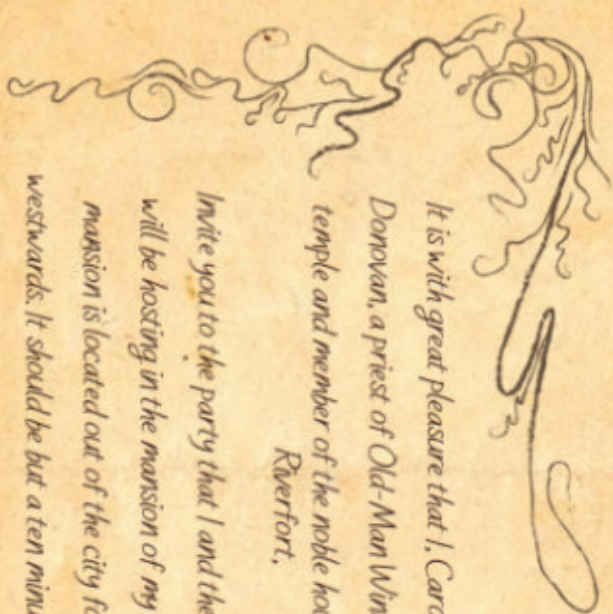


## TOME OF HORROR AND MADNESS

From the depraved minds of **Ra Press** comes two new ancestries: The Swarm Infestation and Void Parasite.

Five new Expert paths: The Consumer of Corruption, the Iron Lord, Mad Piper, Symbiotic Infestation, and Truth Seeker.

And finally, four new Master paths: Blood Letter, Esper, Psycho Killer, and the Taxidermist. All focused around the themes of corruption, body horror, and insanity.

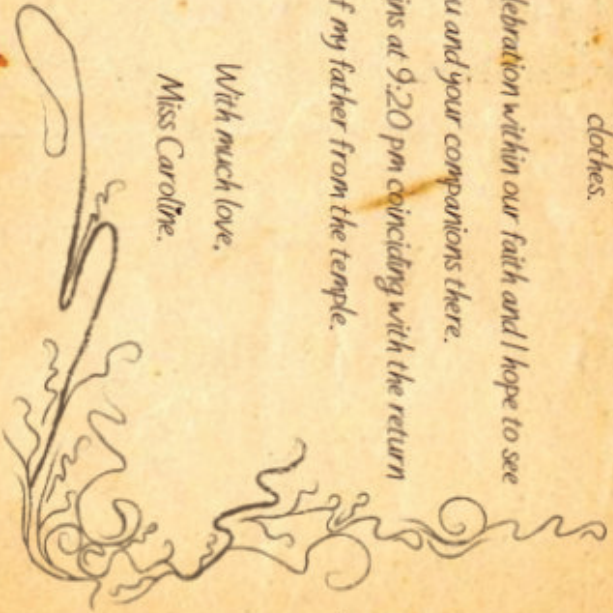


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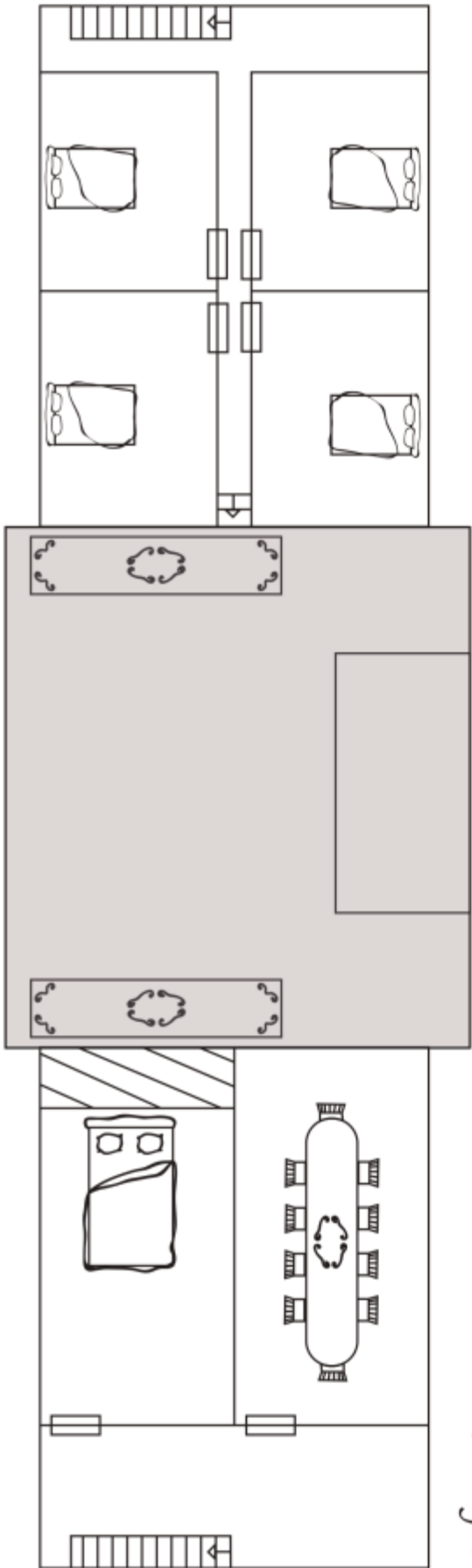
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It is a great celebration within our faith and I hope to see you and your companions there.  
The party begins at 9:20 pm coinciding with the return of my father from the temple.

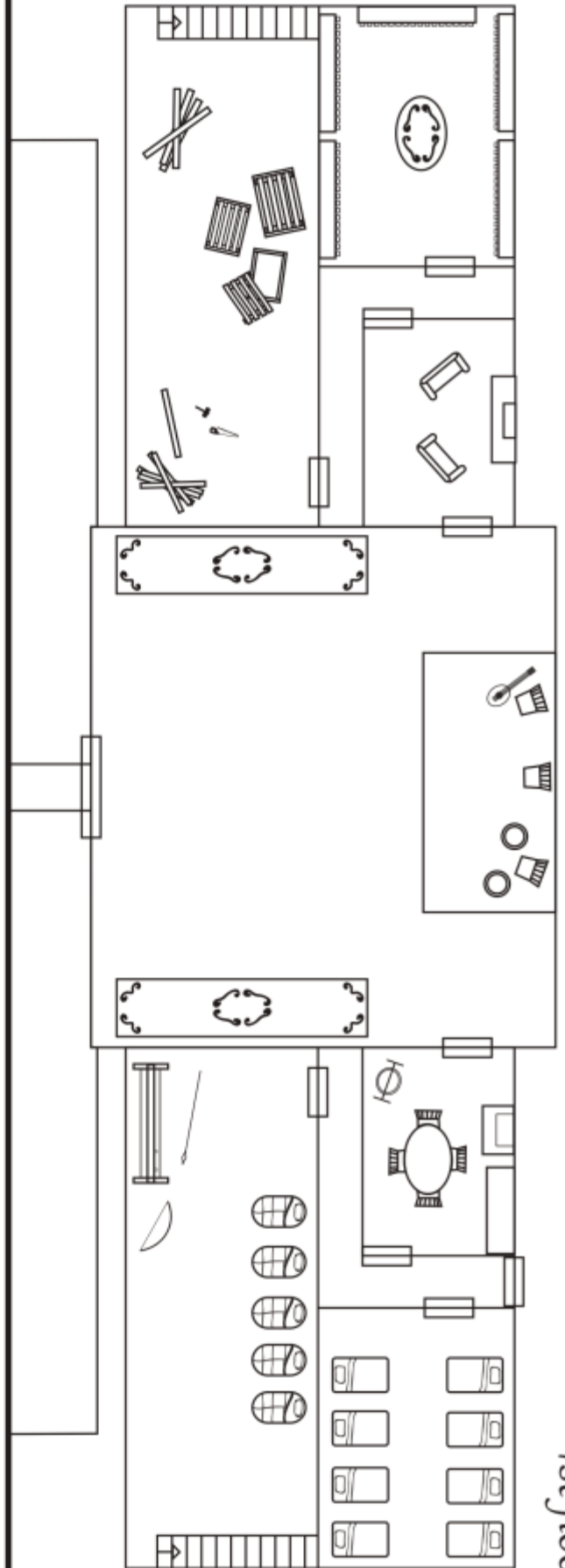
With much love,  
Miss Caroline.



HANDOUT



2nd floor



1st floor



# The homebrew vault



You might not know this but there exists a Google drive where we try to collect all the homebrew works for Shadow of the Demon Lord. You can find it by following this link: [SotDL Homebrew Vault](#).

We will use this category to highlight some of the homebrew works that we find on the vault, with the creator's permission of course. *The underlined text has links directly to the vault.*

## REFERENCE GUIDES

The homebrew vault has several reference guides listing all of SotDL's monsters, equipment, spells, ancestries, paths, and more.

**Ancestries and Paths** Jarred Caldwell has done a terrific job collecting all the ancestries and paths in an easy to browse reference guide. Not only that, but it includes an overview of all the ways a dead character can come back to life, all the ways you can gain a pet, all the ways you can gain corruption, an analysis of the game's poisons, and there's more coming!

**Bestiary** The bestiary, by NezzeraJ and Ronny Anderssen, lists all the monsters found in SotDL publications. From both official and third-party books. It includes difficulties, type, and where to find them.

- **Creature Modification** Sort of an add-on to the above Bestiary, this one collects all the different creature modifications with the type of creature they can be applied to, and where to find them.

**Diseases** There are not many diseases available for SotDL, yet. But this reference guide keeps up to date with which ones *are*.

**Equipment** This reference guide by Ronny Anderssen aims to list all the equipment found in published SotDL content. Including third-party publications. The reference lists all gear, including weapons, armor, potions, poisons, relics, and even the enchanted object tables. Everything is listed with the book and page where you can find it all.

**Magical Compendium** The magical compendium, by NezzeraJ and Ronny Anderssen, lists all spells with the tradition they belong to, type, and where to find them. This also includes spells from third-party publications.

## ITEMS, RELICS, AND TRINKETS

There are also a few documents on the vault that details more relics and trinkets.

**Enchanted Items** by MadCake details the Amulet of Poison Warning, the Dagger of Compel Undead [A favorite of mine! - Ed.], Dead Man's Deck, and the Har of Farewell.

**Relics & Enchanted Objects** by A.C. Ryder have made a number of Ravenloft artifacts for SotDL: The Tome of Strahd, the Sun blade which is most likely inspired by the Sunsword, the Holy Symbol of the Summer Queen (Ravenkind), Saint Markovia's Thighbone, the Icon of Ravenloft, Gulthias Staff, and the Blood Spear.

**Random Equipment Tables** by Ronny Anderssen has compiled all the equipment from the official releases into easy to use tables for generating a random piece of equipment. It has some variations on the tables based on the group's level tier so it follows the recommended reward structure detailed in *Shadow*.



# IN CLOSING

**A**pocryphal Writings is brought to you by the Shadow of the Demon Lord community and Ra Press.

In addition to collecting and editing this fanzine, Ra Press writes and publishes sourcebooks for Shadow of the Demon Lord, MÖRK BORG, Dnd 5e, and other roleplaying games. If you want to join our community, you can check out our Discord. Or if you want to support us more directly, we're also on Patreon.

## THANK YOU!

**O**ur most sincere thanks go out to all of you who contributed to our very first Shadow of the Demon Lord fanzine.

- **William Buxton** Balgrendian backgrounds & Bloodborne Weapons.
- **David Rybacki** Sanguine Weaponmaster & a new Blood spell.
- **Arkham Jones** The Promethean powerful ancestry.
- **Nezzeraj** The Bowman and Thrower Expert paths, and two variants of the Death Dealer Master path.
- **Liam & Si\_S** The besieger Expert path.
- **Pantelis** An adventure: Pass on Strong.
- **Jay Richards** The Ice Queen and her Curse from a Glacial Grave.
- **Jarred Caldwell** The butterfly spiders.
- **Ronny Anderssen** The Mythos Ghoul powerful ancestry, two sharks, and a new tradition: Eldritch Blood.



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