Shadow of the Demon Lord Revision

In April of 2019, we reprinted *Shadow of the Demon Lord* and included a few revisions to the game, which are summarized below. Many of the changes are purely typographic, squashing bugs that slipped through the initial editing pass. Despite the changes, you can still enjoy the game with the original rulebook without have to adopt or make any of the following changes.

Foreword, page 3

We updated the foreword to include kind words by my friend and former boss, Chris Pramas.

Clockwork, page 15

We brought the revision of the clockwork forward from the *Ghosts in Machines* supplement. The new text is as follows:

Key You have a key somewhere on your body that you cannot reach. The key determines whether you are a creature or an object. If the key is turning, you count as a creature and use your normal statistics. If the key isn't turning, you count as an object and use the statistics in the following description in place of your normal statistics (your Health becomes the object starting number). Your key stops turning when you become incapacitated or at the end of any round in which you got a 0 or less on an attack roll or challenge roll. Any damage taken in excess of your Health applies to your Health in your object form; if you take damage equal to the Health of your object form, you are destroyed.

Mechanical Body You do not eat, drink, or breathe. You do not age and you cannot be transformed into an undead creature. Your mechanical body makes it impossible for you to swim, so you sink to the bottom when you are submerged in liquid.

OBJECT FORM
Size as your creature form

Perception —
Defense 5; **Health** 15
Strength 0 (−10), **Agility** 0 (−10), **Intellect** —, **Will** —
Speed 0
Immune attack rolls against Intellect, Will, or Perception; attacks that allow challenge rolls to resist using Intellect, Will, or Perception
Suppressed Afflictions Any afflictions you had when you become an object are suppressed and have no effect for as long as you remain an object. However, rounds spent in object form count toward the duration of those afflictions.
Object You cannot use actions or triggered actions, and you cannot move. You are completely insensate.

Failing Magic If you became an object from becoming incapacitated, the magic binding your soul to your body begins to fail. At the end of each round, roll a d6.
6: You arrest the failing magic, and you are no longer incapacitated, but you remain an object until another creature uses an action to restore power to you.
2–5: Magical failure. If you get this result three times, your soul escapes your body, and you remain an object permanently.
1: Explosion! You explode in a 1d6-yard radius from a point in your space. You are destroyed, and everything in the area takes 2d6 damage. A creature that gets a success on an Agility challenge roll takes half the damage.

Wind the Clock While you are an object, any creature that can reach you can use an action to twist your key. If you are not incapacitated, your mechanisms start working again, and you become a creature at the end of the round. If you are incapacitated, roll a d6. On a 3 or lower, you remain incapacitated. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.

Repair Damage A creature can use a tool kit and an action to start repairing you. If the creature spends a total of 4 hours working on you, it can make an Intellect challenge roll with 1 bane. On a success, your object form heals 1d6 + 1 damage.

Gaining Insanity, page 35

We made becoming frightened while frightened from gaining Insanity a bit less punishing.

Whenever you gain Insanity, you become frightened for a number of rounds equal to your new Insanity total. If you are already frightened, you must get a success on a Will challenge roll or become stunned for 1 round as well.

When your Insanity total reaches your Will score, you instead go mad.

Movement by Pace, page 37

The Movement by Pace table has been updated so that the minute entry to 90 yards, hour to 3 miles, and day to 24 miles.

Frightened, page 41

The frightened affliction was changed to eliminate the restriction on when you can act in a turn.

Frightened

A frightened creature makes attack rolls and challenge rolls with 1 bane or 3 banes when it can see the source of the frightened affliction.

Crawl, page 47

We updated the rules to match the errata.

If prone, you can only move by crawling. You crawl at half your Speed, which can be further reduced by difficult terrain or narrow spaces (to a minimum of 1 yard).

Berserker, page 63

We updated the Berserk, Fury Unleashed, and Reckless talents.

Berserk If you are not fatigued when you take damage, you can choose to go berserk. If you go berserk, you gain all of the following benefits and drawbacks for 1 minute or until you become unconscious.

- You gain a +10 bonus to Health
- You cannot be charmed, compelled, or frightened
- You make attack rolls with 1 bane.
- Your attacks with weapons deal 2d6 extra damage.
- You must take a fast turn whenever possible, and use an action on each of your turns to attack, relying on a charge if necessary.

When you stop being berserk, you become fatigued for 1 minute and you must get a success on a Will challenge roll or gain 1 Insanity.

Fury Unleashed If gaining Insanity would cause you to go mad, you go berserk instead, even if you are fatigued. While you are berserk in this way, the GM controls your character. At the end of each round, the GM rolls a d6. On a 5 or higher, you stop being berserk and reduce your Insanity total by 1d6 + your Will modifier (minimum 0). You then become fatigued for 1 minute. If you were already fatigued, you instead take 1d6 damage.

Reckless When you attack with a melee weapon, you can choose to make the attack roll with 1 bane to deal 2d6 extra damage.

Fighter, page 66

The fighter gains the Fight with Anything talent. The fighter also gains a +1 bonus to Defense and the Fighter's Resolve talent at level 9.

LEVEL 3 FIGHTER

Fight with Anything If you attack with a weapon or improvised weapon whose damage die is less than 1d6, you treat the damage die as 1d6. In addition, when you attack with a weapon or improvised weapon, you make the attack roll with 1 boon. Finally, your Strength counts as 2 higher for the purpose of meeting armor and weapon requirements.

LEVEL 9 MASTER FIGHTER

Fighter's Resolve You make challenge rolls to resist attacks with 1 boon.

Use the following Fighter talents in place of those presented in the original book.

FIGHTER TALENTS

Fight with Two Weapons When you attack with two weapons, you reduce the number of banes from the attack by 2.

Haft Attack When you attack with a polearm or a staff, you can use a triggered action to attack with the other end of the weapon. Make the attack roll with 1 bane and the attack deals 1d6 damage.

Powerful Attack When you attack with a heavy weapon, you can make the attack roll with 1 bane to deal 2d6 extra damage.

Precise Attack When you attack with a swift weapon, you can make the attack roll against the target's Agility instead of its Defense.

Shield Bash When you get a success on an attack roll made using a shield, you bash the target and make attack rolls against the same target with 2 boons until the end of the next round.

Swift Reload You can use a triggered action on your turn to reload a weapon that has the reload property.

Swift Shot When you make an attack with a ranged weapon that does not have a reload property, you can use a triggered action to attack with the same weapon. You make the second attack roll with 1 bane.

Paladin, page 68

The paladin is altered as follows.

LEVEL 3 PALADIN

Divine Cause When you would make a challenge roll to resist an attack, you can expend the casting of a spell. You make the roll with a number of boons equal to the rank of the spell whose casting you expended (minimum 1 boon).

Faith Healing You can use an action to touch one living creature you can reach that has 0 Corruption and expend a casting of a spell to do one of the following.

- The target heals 1d6 damage per rank of the spell expended (minimum 1d6 damage)
- If you expended a rank 2 or higher spell, you can remove the diseased or poisoned affliction from the target.

Ranger, page 69

The ranger is altered as follows.

LEVEL 3 RANGER

Nature Lore You make challenge rolls to recall useful information about animals, plants, geography, and nature with 1 boon.

Sorcerer, page 71

Make the following changes to the sorcerer path.

LEVEL 3 SORCERER

Attributes Increase two by 1.
Characteristics Health +2, Power +1
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Sorcery You learn the secrets of sorcery. Whenever you cast an attack spell, you can use this talent to make your

attack roll with 1 boon or to impose 1 bane on challenge rolls made to resist your attack.

Each time you use this talent, you gain 1 strain, which represents your effort to contain the residual magical energy within your body. If you have any strain when you complete a rest, your strain total drops to 0.

Sorcerous Outburst At the end of any round in which you gained 1 or more strain, you must make a Will challenge roll with a number of banes equal to your strain total. On a failure, magical energy explodes from a point within your reach into a sphere with a radius in yards equal to your strain total. The energy deals 1d6 damage per point of your Power to everything in the area other than you. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage. Once you trigger your Sorcerous Outburst, your strain total drops to 0.

LEVEL 6 SORCERER

Characteristics Health +2

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Greater Sorcery Your understanding of Sorcery improves. Greater Sorcery replaces the Sorcery talent. When you cast a spell, you can choose to gain 1 strain and apply any one of the following effects to the spell.

Empowered Spell If you cast an attack spell, this talent grants you 2 boons on your attack roll and imposes 2 banes on challenge rolls made to resist this spell.

Enlarged Spell If the spell affects an area, you double it. Thus, if the spell would affect a sphere with a 5-yard radius, you could affect a 10-yard radius instead.

Far Spell If the spell affects an area or a target other than you, you can increase the range from touch to short range, short range to medium range, medium to long, or long to extreme. Thus, if you would choose a point within short range, you can use this talent to choose a point within medium range instead.

Lasting Spell If the spell has a duration, you can use this talent to extend it. A duration of 1 minute becomes 10 minutes, 10 minutes becomes 1 hour, 1 hour becomes 8 hours, and 8 hours becomes 24 hours.

Potent Spell If you cast an attack spell that deals or heals damage, you can use this talent to increase the damage dealt or healed by the spell. If the spell deals damage or heals damage to one or more targets, each target takes or heals 2d6 extra damage. If the spell deals or heals damage over time, the spell instead deals or heals 1d6 extra damage.

LEVEL 9 MASTER SORCERER

Characteristics Health +2, Power +1

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Sorcerous Blast You can release your strain as a blast of magical energy. You must have at least 1 strain to use this talent. Use an action to reduce your strain by 1 and make an Intellect or Will attack roll against the Agility of one creature or object within medium range. On a success, the blast of energy hits and the target takes 2d6 damage.

Spellbinder, page 72

We added a sacrifice line to *spellbound weapon*.

SPELLBOUND WEAPON SPELLBINDER UTILITY 1
Target On weapon you can reach
Duration 4 hours

You touch the target and imbue it with magic that lasts for the duration. Until the spell ends, the target has the following benefits.

- The target counts as your implement.
- The target grants 1 boon on attack rolls you make with it.
- If the target is within 1 mile of you, you can use an action to teleport it to your hand or to your feet if your hands are full.
- You can use an action to touch the target and remove all damage from it, even if the target is destroyed, provided you have a fragment of it.

Sacrifice You can use a triggered action on your turn to expend a casting of this spell. Until the end of the round, your attacks with the weapon deal extra damage equal to your Power score.

Thief, page 73

We updated the Pick Pockets talent to match the errata.

Pick Pockets You can use an action, or a triggered action on your turn, to take an object from a creature within your reach. The object taken must be something you can hold in one hand and be somewhere on the creature's body but not held in its hands (or in a similar appendage). If you can see the object, you can take that object. If you can't, because you reach into a pouch or backpack, the GM determines the item taken.

Wizard, page 76

We clarified how the Grimoire talent works. Replace Grimoire with Grimoire and Grimoire Casting.

Grimoire You acquire a tome filled with magical lore. The tome grants 1 boon on Intellect challenge rolls you make to recall information about magic. In addition, the tome also contains spells you have discovered during your travels.

Your Grimoire holds three spells of a rank you can cast. The spells can belong to any tradition, even a tradition you have not yet discovered, but the spell must be at least rank 1. For the purpose of gaining Corruption from learning certain spells, choosing a spell to include in your Grimoire counts as learning it. Finally, if you learn a spell already in your Grimoire, you can add another spell to your Grimoire of a rank (minimum 1) you can learn and cast.

You can create additional Grimoires to hold more spells or to replace a Grimoire you have lost. To create a Grimoire, you must spend 48 hours creating a book using exotic materials worth 5 gc. When you complete your work, you can inscribe any three spells of a rank you can cast inside the book.

Grimoire Casting If you are holding a Grimoire, you can cast a spell it contains by expending the casting of a spell you have learned of the same or higher rank.

Tenebrist, page 97

We updated the Cloak of Shadows talent to match the errata.

Cloak of Shadows While you are in a lit area, you are treated as if you were in an area of shadows.

Weapons Table, page 103

We updated the table to match the errata.

Add the finesse property to dart.
Add the thrown property to spear under **Military Melee Weapons**.

Harness Magic, page 118

We updated the *harness magic* spell to match the errata.

HARNESS MAGIC	ARCANA UTILITY 4

Duration See the effect

Roll 1d6 + 3 to determine how many points of magical energy you harness. You retain these points until you complete a rest or you spend them. While you have points remaining, you cannot again cast *harness magic*. You can cast a spell you have learned by spending a number of points of magical energy equal to the rank of the spell (minimum 1) without expending a casting from that spell.

Entropic Power, page 124

We updated the *entropic power* spell to match the errata.

ENTROPIC POWER	DESTRUCTION UTILITY 2

Duration 1 minute

Take 3 damage. For the duration, creatures that take any damage from your attack spells take 1d6 extra damage.

   Triggered When you cast an attack spell that deals damage, you can use a triggered action to cast this spell, which ends at the end of the round. If the target takes damage from your spell, it takes 2d6 extra damage.

Discerning Illusions, page 132

We updated the third sentence to match the errata.

It makes the roll with 1 bane per point its Power score is lower than that of the illusion's caster or 1 boon per point its Power score is greater than that of the illusion's caster.

Nightfall Blade, page 139

We updated this spell to make it more useful.

NIGHTFALL BLADE	SHADOW UTILITY 0

Duration 1 minute; see the effect

Wisps of darkness form a solid blade in your hand that remains for the duration or until it leaves your hand. The blade functions as an off-hand swift weapon with the finesse property that deals 1d6 damage. It deals 1d6 extra damage when you get a success on an attack roll against a target in an area obscured by shadows or darkness. When you cast this spell, you can make an attack with the blade created by this spell.

Acid Rain, page 142

We updated this spell to match the errata

ACID RAIN	STORM ATTACK 4

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range
Duration 1 minute

Acidic green rain falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. When you cast the spell, and at the end of each round for the duration, the rain deals 5d6 damage to each creature in the area that does not have shelter. Each creature that takes damage in this way must make a Strength challenge roll, taking half the damage on a success.

Censure, page 145

We updated this spell to make it more useful.

CENSURE	THEURGY ATTACK 1

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

You present your holy symbol, a bit of scripture, or some other physical representation of your faith, and release a wave of holy power that spreads through the area. Each demon, devil, faerie, spirit, or undead in the area must get a success on a Will challenge roll or become impaired for 1 minute. When impaired in this way, a creature cannot take fast turns.

Twain Self, page 146

We updated this spell to match the errata

TWAIN SELF	TIME UTILITY 4

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

You cause your self from the future to appear in the area and it remains in your time for the duration. Until the spell ends, you and your future self can each take a turn every round, though the paradox of your twained existence imposes 1 bane on both of your attack rolls and challenge rolls.

   You and your future self have identical attributes and characteristics. Although you can act separately, you and your future self count as one creature for the purpose of sharing resources. Thus, if one takes damage or gains Insanity, it applies to both characters. If one expends the casting of a spell, the casting is expended for both. If one of you suffers an affliction or would benefit from an ongoing effect, the affliction and effect apply to both.

   Your future self has identical copies of everything you wear and carry, with a couple exceptions. First, if you or your duplicate consume or expend on item, such as dealing a healing potion, the item is lost to both of you. Furthermore, if you have a relic, you must decide whether you or your future self carries the relic.

If either you or your future self becomes incapacitated, the other does as well. If you die, your future self disappears.

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

Tidal Forces, page 148

We updated this spell to match the errata

TIDAL FORCES	WATER ATTACK 3

Target Any number of creatures within medium range

Each target must make a Strength challenge roll with 1 bane. On a failure, it is moved 2d6 yards toward you or away from you (your choice) and becomes dazed for 1 round. On a success, it is just moved half the distance.

Chapter 10: Bestiary

We gave Insanity and Corruption scores to creatures in the Bestiary. Note that the characters at the end of this chapter do not have them as it is up to the GM to decide the totals for each.

Amphisbaena: Insanity —; Corruption 0
Huge Animal: Insanity 0; Corruption 0; natural weapon deals 4d6 damage
Large Animal: Insanity 0; Corruption 0; Speed 10; natural weapon deals 3d6 damage
Medium Animal: Insanity 0; Corruption 0; natural weapon deals 2d6 + 1 damage
Small Animal: Insanity 0; Corruption 0
Tiny Animal: Insanity 0; Corruption 0
Animal Swarm: Insanity 0; Corruption 0
Animated Corpse: Insanity —; Corruption —
Barghest: Health 70; Insanity —; Corruption 0
Barrow Wight: Insanity —; Corruption 2
Basilisk: Health 100; Insanity 0; Corruption 1
Bear: Size 2; Insanity 0; Corruption 0
Fomor: Insanity 3; Corruption 2
Warg: Health 25; Insanity 3; Corruption 3
Minotaur: Insanity 3; Corruption 4
Bloody Bones: Insanity —; Corruption 4
Boggart: Insanity —; Corruption 1
Bone Machine: Health 100; Insanity —; Corruption —
Boneguard: Insanity —; Corruption 1
Broodling: Insanity —; Corruption 4
Burrowing Centipede: Insanity 0; Corruption 0; Mandibles deal 2d6 damage
Catoblepas: Insanity 0; Corruption 0
Chainbound: Insanity —; Corruption —
Changeling: Difficulty 10; Insanity 0; Corruption 0
Clockwork: Difficulty 10; Insanity 0; Corruption 0
Cockatrice: Insanity 0; Corruption 0
Huge Construct: Insanity —; Corruption —
Large Construct: Insanity —; Corruption —
Medium Construct: Insanity —; Corruption —

Small Construct: Insanity —; Corruption —; appendage deals 2d6 damage
Huge Demon: Insanity —; Corruption —
Large Demon: Insanity —; Corruption —
Medium Demon: Insanity —; Corruption —
Small Demon: Insanity —; Corruption —
Tiny Demon: Insanity —; Corruption —
Dire Wolf: Insanity 1; Corruption 1
Dragon: Insanity 2; Corruption 3
Drake: Insanity 0; Corruption 0
Dread Mother: Insanity 3; Corruption 2
Dryad: Insanity 2; Corruption 1
Dwarf: Insanity 0; Corruption 0
Elf: Difficulty 10; Insanity 1; Corruption 0
Emerald Darter: Insanity 0; Corruption 0
Fungal Hulk: Insanity —; Corruption —
Fungal Mite: Insanity —; Corruption —
Fury: Insanity —; Corruption 4
Earth Genie: Insanity —; Corruption —
Flame Genie: Insanity —; Corruption —; Speed 12
Water Genie: Insanity —; Corruption —
Wind Genie: Insanity —; Corruption —
Ghastly Chorus: Insanity —; Corruption —
Ghoul: Insanity 5; Corruption 4
Giant: Insanity 1; Corruption 2
Replace Giantfall to match errata

Giantfall The giant deals damage equal to 2d6 X its Size to everything in the area where it falls. A creature can make an Agility challenge roll with a number of banes equal to the giant's Size (minimum 1 bane). On a success, the creature takes half the damage and moves to the nearest open space outside the area. On a failure, the creature becomes trapped under the giant's body.

Goblin: Insanity 1; Corruption 1
Golem: Insanity —; Corruption —
Gorgon: Insanity —; Corruption 5
Grave Thrall: Insanity —; Corruption 1
Great Cat: Insanity 0; Corruption 0; Claws and teeth deal 3d6 damage
Gremlin: Insanity 3; Corruption 1
Griffon: Insanity 0; Corruption 0
Hag: Insanity —; Corruption 5
Halfling: Insanity 0; Corruption 0
Harpy: Insanity 3; Corruption 3
Organ Filch: Insanity —; Corruption 3
Tear Thief: Insanity —; Corruption 4
Hell Swine: Insanity 2; Corruption 0
Hobgoblin: Insanity 1; Corruption 0
Hood: Insanity 3; Corruption 1
Horse: Insanity 0; Corruption 0
Jack-O'-Lantern: Insanity —; Corruption 2
Killing Mist: Insanity —; Corruption —
Large Spider: Insanity 0; Corruption 0
Lash Crawler: Insanity —; Corruption —
Leshy: Insanity 0; Corruption 0

Living Tar: Insanity —; Corruption —
Lizardman: Insanity 3; Corruption 1
Lurk: Insanity 1; Corruption 0
Manes: Insanity —; Corruption 0
Manticore: Insanity —; Corruption 6
Huge Monster: Insanity —; Corruption 2
Large Monster: Insanity —; Corruption 2
Medium Monster: Insanity —; Corruption 2
Small Monster: Insanity —; Corruption 2
Tiny Monster: Insanity —; Corruption 1
Muttering Maw: Insanity —; Corruption 3
Nisse: Insanity 1; Corruption 0
Oculus: Insanity —; Corruption 5
Ogre: Insanity 3; Corruption 2
Ettin: Insanity 3; Corruption 3
Horned Ogre: Insanity —; Corruption 5
Ooze: Insanity —; Corruption —
Orc: Insanity 2; Corruption 2
Phantom: Insanity —; Corruption 1
Poltergeist: Insanity —; Corruption 2
Promethean: Insanity —; Corruption —
Redcap: Insanity 3; Corruption 4
Reen: Insanity —; Corruption —
Rot Maiden: Insanity —; Corruption —
Shadow: Insanity 1; Corruption 7

Replace Drain to match errata

Drain A living target gains 1 Corruption and takes a –6 penalty to Health that lasts until it completes a rest. While subject to this penalty, the target makes Strength attack rolls and challenge rolls with 1 bane. If the target creature becomes incapacitated by an attack a shadow makes while the target has this penalty, the creature dies. At the end of the next round, a new shadow wriggles free from the body and stands up in the nearest open space. The shadow can take the next available turn.

Shadow Weaver: Insanity —; Corruption 5
Shrieking Eel: Insanity 0; Corruption 0
Skinchanger: Insanity 4; Corruption 2
Spriggan: Insanity —; Corruption —
Stone Worm: Insanity 0; Corruption 0
Strangelvine: Insanity —; Corruption —
Tomb Scarab Swarm: Insanity —; Corruption 0
Troglodyte: Insanity 4; Corruption 3
Troll: Insanity 1; Corruption 3
Vampire: Insanity —; Corruption 5
Vampire Bat: Insanity 0; Corruption 0
Warhorse: Insanity 0; Corruption 0
Wraith: Insanity —; Corruption 6

Replace Lasting Harm to match errata

Lasting Harm A living target takes a cumulative penalty to Health equal to the damage taken from the attack. If the target creature becomes incapacitated by an attack a wraith makes while the target has this penalty, it dies. At the end of the next round, a new wraith with half the Health of its creator wriggles free from the body and stands up in the nearest open space. The wraith is compelled for 1 hour by its creator, after which time it can act normally.

Zombie: Insanity —; Corruption —
Replace Sluggish Trait with the following:
Sluggish The zombie cannot use triggered actions. When the zombie takes a turn, it can either use an action or move up to its Speed, regardless of when it takes its turn during the round.