



IN PURSUIT OF POWER

Paths of Shadow for Shadow of the Demon Lord

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TABLE OF CONTENTS

BECOMING A MAGICIAN ... 3	Life Talents 16
Magician Story Development ... 4	Madness Talents..... 16
TRADITION TALENTS.....6	Metal Talents.....17
Air Talents..... 7	Nature Talents.....17
Alchemy Talents.....7	Necromancy Talents..... 18
Alteration Talents8	Order Talents 18
Arcana Talents8	Primal Talents 19
Battle Talents.....9	Protection Talents 19
Celestial Talents9	Rune Talents..... 19
Chaos Talents.....9	Shadow Talents 20
Conjuration Talents 11	Song Talents 21
Curse Talents..... 11	Soul Talents 21
Death Talents 11	Spiritualism Talents 21
Demonology Talents 12	Storm Talents 22
Destruction Talents..... 12	Technomancy Talents..... 23
Divination Talents 12	Telekinesis Talents 23
Earth Talents13	Telepathy Talents.....24
Enchantment Talents..... 14	Teleportation Talents.....24
Fey Talents 14	Theurgy Talents 25
Fire Talents 14	Time Talents..... 25
Forbidden Talents.....15	Transformation Talents.....26
Illusion Talents15	Water Talents 26
Invocation Talents15	



INTRODUCTION

A young woman runs her fingers over strange diagrams and twisting runes. A clockwork, newly awoken, discovers the magic binding its soul to its mechanical body responds to its will. A halfling in a busy tavern clutches at his head, struggling to drown out the voices in his head that he is almost sure are the thoughts of those sitting around him. A goblin slips through the gap between two stone doors to find a tomb, and seated atop the sarcophagus within is a withered old man, his dry flesh cracking and falling away as he smiles at his newest apprentice. These and countless others represent just some of the ways the people of Urth might take their first step on the path to magical power.

Magic's allure draws people from all ancestries, cultures, and civilizations into its embrace. Magic promises to bend reality, to make possible the impossible, to level the field between weak and strong, making the lowly as powerful as those who rule them. Magic can bend minds, produce fire, shape nature, and do so much more—there is little that magic cannot accomplish, in the right hands. But there is also no limit to the horror that can be worked when it finds its way into the wrong hands.

By itself, magic does nothing. It exists as a field of potential energy enveloping reality, the afterbirth of those creative forces responsible for bringing the universe into existence; to apprehend and shape it into useful forms requires the use of a tool. Such tools could be an enchanted object, a relic, or a strange concoction brewed in a laboratory. Most of its practitioners, however, know magic through spells. A spell acts as a “device” designed to channel a certain amount of magical energy in a patterned way in order to consistently produce a desired effect. The greater one's mastery of magic, the greater the tools he or she can use. To truly realize magic's full potential requires a lifetime of study, practice, and work.

Magicians are those individuals who have committed their lives to learning and mastering magic. This supplement examines this novice path and introduces a host of customization options to make it even more diverse and interesting. At its core, *In Pursuit of Power* aims to make the first steps taken toward mastering magic more meaningful for a novice character, ensuring the circumstances of revelation help shape his or her identity over the course of play.

This supplement references material from outside the main rulebook. The *Demon Lord's Companion* reveals the Alchemy, Death, Demonology, Spiritualism, Telekinesis, and Telepathy traditions. The Fey tradition is described in *Terrible Beauty*. The *Demon Lord's Companion 2* covers the Invocation, Metal, Order, and Soul traditions.

Finally, some reference is made to the Madness tradition, which will be fully revealed in *Occult Philosophy*, along with several new traditions, a great many new spells, and other significant expansions to *Shadow*.



BECOMING A MAGICIAN

Nearly every being on Urth possesses the potential to wield magic. Its various peoples, however, are the most likely to make use of spells and other magical tools necessary for channeling its energies. Some might discover a knack for magic early in life. A moment of extreme stress might burst open the floodgates, manifesting as weird lights, eerie noises, and impossible happenings surrounding the novice until he or she somehow regains control. Others might learn magic in an academic setting, studying alongside fellow apprentices to commit spells taught by master magicians to memory.

The roads to magical mastery are many, but each requires one to take the first step, to make the necessary discovery that makes it possible to learn spells. A magician's training most often describes how he or she discovers the first tradition. A student in a magical institution might discover Arcana first, while an initiate in a coven begins by discovering Life. Similarly, a pupil under the tutelage of a faerie might discover Enchantment or Fey, while a cultist unearths the secrets of Forbidden magic from some horrific entity. Once they set down the path of discovery, magicians begin to encounter other new traditions as well, as they work to broaden their understanding or focus their learning on their first tradition in order to become masters of it in their own right.

The events, circumstances, and decisions you make during your starting adventure could suggest the magician path when you make your choice at the novice level. You might have uncovered an old grimoire filled with magical secrets, encountered or befriended a faerie who promises to teach you magic in exchange for your help, or stumbled across some strange magical device whose potential you are only just now discovering.

Magicians can play almost any role in a group depending on the traditions they discover. Some fight alongside warriors to defeat their enemies, while others rain fire and death on their foes from afar. Others use magic to heal and bolster their companions. Some become manipulators, tricksters, makers of magical objects—or do, really, anything they wish. No matter what role they fill, magicians can always change course, becoming whatever they need to be.

The Magician Story Development table offers ways to explain how and why you follow the magician path. You can use this table if a lot of game time passes between your starting adventure and the beginning of your novice path. You can also use this table if you're creating a character to join an established group of higher-level characters. Of course, if you prefer, you can always make up your own explanation, using the table results as inspiration.

MAGICIAN STORY DEVELOPMENT

d20 Story Development

- 1 An accomplished magician took you on as an apprentice. You toiled at thankless tasks, but little by little your understanding grew.
- 2 You joined a cult devoted to strange and alien entities. Your encounters with the uncanny, along with your shattered sanity, helped you take your first step toward learning magic.
- 3 You explored an ancient temple where you encountered a disembodied being known as a genie. From it, you learned the secret name of fire or other element of your choice.
- 4 You lived a haunted life, surrounded by unexplainable phenomena. After you experienced terrific pain or sorrow, you gained the ability to work magic.
- 5 One day, something in your mind snapped and you became able to move things by thought alone or read other people's thoughts. You might have made this discovery in a difficult situation or someone might have helped you break through your mental restraints.
- 6 You gained a place in one of the great institutions of magic where you learned the art from accomplished practitioners.
- 7 You bargained with a devil, offering up your soul in exchange for magical knowledge.
- 8 A coven of witches welcomed you into their ranks and taught you the ways of their craft.
- 9 You grew up among the Moon Maidens and were initiated into their cult.
- 10 You ventured into the wilderness to seek magical lore from a shaman. You communed with spirits and learned the secrets of nature.
- 11 A faerie tutored you in magic in exchange for small gifts and favors.
- 12 You drank a potion, cast a spell from an incantation, or were otherwise affected by magic. Your experience taught you much and drove you to learn more.
- 13 An incarnation briefly possessed you and left behind knowledge of magic.
- 14 You recall one of your former lives, when you lived as a powerful wizard.
- 15 You are the seventh son or daughter of a seventh son or daughter. Your heritage awakened your abilities.
- 16 You were sold as a slave to a dread sorcerer. You learned what you could by watching him perform his foul art.
- 17 An errant spell killed someone you loved. You committed yourself to magical study to ensure such a tragedy never happens again.
- 18 Magic saved your life, freeing you from a disease or purging your veins of poison. You decided to commit your life to learning and using magic to help and heal others.
- 19 You were training to be a priest but became disillusioned and began searching for greater power.
- 20 You discovered some strange idol that whispered to you the knowledge of unspeakable things.

LEVEL 1 MAGICIAN

Attributes Increase two by 1

Characteristics Health +2, Power +1

Languages and Professions You read all the languages you know how to speak, and add one area of knowledge to your list of professions.

Equipment Gain one basic weapon, a set of robes or other clothing, an implement of magic (tome, wand, staff, skull, or something else), and one of the following: a scroll with an incantation of a rank 0 spell of your choice, a *healing potion*, an alchemist's kit, or a tool kit.

Magic Discover one tradition of your choice. You then gain one of the following options:

- You discover three more traditions.
- You discover two more traditions and learn one spell from a tradition you have discovered.
- You discover one more tradition and learn two spells. These spells must come from traditions you have discovered.
- You learn three spells from the tradition you have discovered.

Cantrip Whenever you discover a tradition, you learn an additional rank 0 spell from that tradition.

Sense Magic You learn the *sense magic* magician spell, which is described below.

SENSE MAGIC

MAGICIAN UTILITY 0

Area A sphere with a 5-yard radius centered on a point within your space.

You know if there are any ongoing magical effects in the area and from points they originate.

LEVEL 2 MAGICIAN

Characteristics Health +2

Magic Gain one of the following options:

- You discover two traditions.
- You discover one tradition and learn one spell from a tradition you have discovered.
- You learn two spells. These spells must come from traditions you have discovered.

Spell Recovery You can use an action to heal damage equal to your healing rate and regain one casting you expended of a spell you learned. Once you use this talent, you must complete a rest before you can use it again.

LEVEL 5 EXPERT MAGICIAN

Characteristics Health +2, Power +1

Magic Discover a tradition or learn one spell from a tradition you have discovered.

Counterspell When a creature you can see attacks you with a spell, you can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane and you make the challenge roll to resist the attack with 1 boon.

LEVEL 8 MASTER MAGICIAN

Characteristics Health +2

Magic Discover a tradition or learn one spell from a tradition you have discovered.

Improved Spell Recovery If you have the Spell Recovery talent, when you use it, you increase the number of castings you regain by one. If you do not have Spell Recovery, you instead gain that talent in place of this one.



MAGICIAN CHECKLIST

If you performed any of the following activities, the magician path might be for you.

- You cast a spell from an incantation.
- You found or used an enchanted object, potion, or some other item of minor magical power.
- You found a book detailing the secrets of magic or befriended someone with magical ability.
- You helped defeat a construct, demon, undead, or some other creature of magic.
- You took damage or gained an affliction from a spell or magical effect.

TRADITION TALENTS

Magicians derive nearly all their capability from the magic they study and eventually master. The primary benefit of their efforts comes in the form of the spells they learn to cast. For example, some magicians delve into the secrets of fire, learning to evoke flames with a word and gesture, shaping and directing them according to their will. Others bend the minds of their victims with Enchantment magic, turning them into unwitting pawns. A rare few dabble in the dark arts, performing such vile acts as creating undead thralls through Necromancy, weakening the fabric of creation with Forbidden spells, or inflicting curses to utterly ruin the lives of those who offend them. While spells and traditions go a long way toward making magicians distinct, their study, research, and practice also open doors to entirely new avenues of development.

Tradition talents offer magicians another way to reflect growing mastery of the traditions they discover. Each tradition offers a set of five talents related to the nature of its magic. You can choose these talents in place of the standard magician talent as indicated in the tradition's description, provided you have discovered the tradition. If, for example, you have discovered Arcana and Alchemy, you could exchange the Cantrip talent for Alchemy Focus and Arcana Focus.

AIR TALENTS

Air Focus (Cantrip) Learn one rank 0 spell from the Air tradition and gain the Lasting Breath talent.

Lasting Breath As a minor activity, expend the casting of a rank 0 Air spell and fill your lungs with air that remains for 1 hour or until you speak, at which point the effect ends. While holding this air in your lungs, you do not need to breathe.

Command the Wind (Sense Magic) You can use an action to produce any one of the following effects:

- You clear away dust and powder from all surfaces inside a 2-yard cube originating from a point within short range.
- You disperse all odors inside a 5-yard cube originating from a point you can reach.
- You cause one unsecured, lightweight object, such as a piece of paper, to fly $1d6 + 3$ yards in a direction you choose.
- You snuff out one candle flame or lantern flame within short range.
- You disperse mist, vapor, fog, or smoke inside a 1-yard cube originating from a point you can reach.

Refreshing Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and then fly up to half your Speed. You must land at the end of this movement or fall. Once you use this talent, you must complete a rest before you can use it again.

Protective Winds (Counterspell) Whenever you cast an Air spell, a powerful wind races around you for a number of rounds equal to your Power score. The wind grants you a +2 bonus to Speed and imposes 2 banes on any attack rolls made against you that use thrown or ranged weapons, other than bolts and beams of energy, as well as projectiles from gunpowder weapons.

Improved Refreshing Recovery (Spell Recovery or Improved Spell Recovery) You can use the Refreshing Recovery talent one additional time between rests.

ALCHEMY TALENTS

Alchemy Focus (Cantrip) Learn one rank 0 spell from the Alchemy tradition and gain the Antitoxin talent.

Antitoxin When you would take damage from poison or you would become poisoned, you can expend a casting of a rank 0 Alchemy spell to reduce the damage you would take to 0 or remove the poisoned affliction from yourself.

Alchemical Admixture (Sense Magic) Whenever you complete a rest and you have an alchemist's kit, you brew a number of doses of alchemist's admixture equal to your Power score. The admixtures lose potency when you next complete a rest. You can use an action to combine the admixture with a potion to achieve any one of the following effects:

- If the potion deals damage, it deals $1d3$ extra damage.
- If the potion heals damage, it heals $1d3$ extra damage.
- If the potion's effect lasts 1 minute or longer, you increase its duration by 50%.

Healing Elixirs (Spell Recovery or Improved Spell Recovery) Whenever you complete a rest and you have an alchemist's kit, you brew a number of healing elixirs equal to your Power score. The elixirs retain potency until you next complete a rest. A creature can use an action to drink the elixir or administer it to an unconscious creature it can reach. At the end of the round, the creature who consumed the elixir heals damage equal to half its healing rate.

Chemical Attack (Counterspell) If you have an alchemist's kit, you can use an action and expend a casting of an Alchemy spell you have learned to throw noxious chemicals at a creature or object within short range of you, causing the target to take $1d6$ damage per rank of the spell expended (a rank 0 spell deals $1d3$ damage). A creature can make an Agility challenge roll, taking half the damage on a success.

Improved Healing Elixirs (Spell Recovery or Improved Spell Recovery) If you have the Healing Elixirs talent, your elixirs heal damage equal to the healing rate of the creature that consumed it.



ALTERATION TALENTS

Alteration Focus (Cantrip) You learn one rank 0 spell from the Alteration tradition and gain the Swift Alteration talent.

Swift Alteration On your turn, you can use a triggered action to cast an Alteration spell you have learned. You can cast Alteration spells in this way a number of times per day equal to 1 + your Power score. You regain expended uses when you complete a rest.

Alter Self (Sense Magic) You can use an action to tap into your knowledge of Alteration magic to make subtle changes to your appearance. You can use this talent a number of times equal to your Power score + 1, regaining expended uses when you complete a rest. When you use this talent, choose one of the following effects, which lasts until you complete a rest.

- You change the color of your skin, eyes, or hair.
- You increase or decrease your height by 1d6 inches.
- You increase or decrease your weight by 2d20 pounds.
- You hide or gain a distinctive cosmetic feature. Examples include scars, tattoos, moles, freckles, and the like.
- You remove some or all of your body hair or gain body hair.
- You change your gender.

Altered Physiology (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and then remove one affliction from yourself. Once you use this talent, you must complete a rest before you can use it again.

Reactive Resistance (Counterspell) When you would take damage from a source other than a weapon, you can use a triggered action to make a Will challenge roll. On a success, you take half the damage. If the total of your roll is 0 or less, you cannot use this talent again until you complete a rest.

Improved Altered Physiology (Spell Recovery or Improved Spell Recovery) When you use Altered Physiology, you heal damage equal to twice your healing rate.



ARCANA TALENTS

Arcana Focus (Cantrip) You learn one rank 0 Arcana spell and gain the Simple Spells talent.

Simple Spells When you complete a rest, roll a d6 + 1. The total of your roll is the number of extra castings you have for rank 0 spells you have learned. When you would cast a rank 0 spell, you can expend one of these extra castings instead of expending a regular casting.

Dismiss Magic (Sense Magic)

At any time, you can use a triggered action to end the effect of a spell you cast. In addition, you can use an action to attempt to end an ongoing spell effect that affects a creature, object, or area you can see within medium range. Expend the casting of a spell you have learned and then make an Intellect challenge roll. If the spell whose casting you expended is of a rank lower than the spell you would end, you make the roll with 3 banes. If the spell's rank is higher than that of the effect you would end, you make the roll with 3 boons. On a success, you end the spell.

Magical Rejuvenation (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. For 1 round, whenever you cast a spell, you immediately regain the casting of that spell. Once you use this talent, you must complete a rest before you can use it again.

Arcane Defense (Counterspell) Whenever you cast an Arcana spell, you create a field of magical energy, which lasts for 1 round, that protects you from harm. Until the effect ends, you impose 1 bane on attack rolls made against you.

Improved Magical Rejuvenation (Spell Recovery or Improved Spell Recovery) You can use Magical Rejuvenation one additional time between rests.

BATTLE TALENTS

Battle Focus (Cantrip) You learn one rank 0 Battle spell and gain the Battle Strike talent.

Battle Strike Whenever you attack with a weapon and the total of your attack roll is 20 or higher and beats the target number by at least 5, you can expend the casting of a rank 0 Battle spell to deal 1d6 extra damage on the attack.

Close the Gap (Sense Magic) On your turn, during the first round of combat, you can use a triggered action to move up to your Speed toward a creature you can see. This movement does not trigger free attacks. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Battle Surge (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and then make an attack with a weapon you are wielding. You can substitute Intellect for the attribute you would normally use to make the attack. Once you use this talent, you must complete a rest before you can use it again.

Battle Acumen (Counterspell) When you cast a Battle spell, your combat senses sharpen, helping you see openings where they didn't before exist. For 1 round, you make attack rolls and challenge rolls with 1 boon.

Improved Battle Surge (Spell Recovery or Improved Spell Recovery) You make the attack from Battle Surge with 1 boon and deal 1d6 extra damage.

CELESTIAL TALENTS

Celestial Focus (Cantrip) You learn one rank 0 Celestial spell and gain the Illuminating Strike talent.

Illuminating Strike Whenever you get a success on an attack roll against a creature or object, you can expend the casting of one rank 0 Celestial spell you have learned to cause the target to emit light in a 5-yard radius for 1 round.

Boost Light (Sense Magic) When you cast a Celestial spell that creates an area of light, you double the area's radius.

Radiant Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and release a pulse of blinding light. Each sighted creature, other than you, within 2 yards of you must get a success on a Perception challenge roll or become blinded for 1 round. Once you use this talent, you must complete a rest before you can use it again.

Blinding Defense (Counterspell) When a creature you can see makes an attack roll against you, you can use a triggered action to expend the casting of a rank 1 or higher Celestial spell. The triggering creature must get a success on a Perception challenge roll or become blinded for 1 minute. If you expended a spell of a rank higher than 1, you impose 2 banes per rank above 1. A creature blinded by this effect can use an action to make a Strength challenge roll to remove the blinded affliction from itself on a success.

Improved Radiant Recovery (Spell Recovery or Improved Spell Recovery) You can use Radiant Recovery one additional time between rests.

CHAOS TALENTS

Chaos Focus (Cantrip) You learn one rank 0 Chaos spell and gain the Controlled Chaos talent.

Controlled Chaos Whenever you cast a Chaos spell and the effect instructs you to roll a d6 and the die is not for damage, you can roll an extra die and use either result.

Impose Chaos (Sense Magic) Whenever an attack roll or challenge roll is made by a creature within short range of you, you can use a triggered action and expend the casting of a rank 0 Chaos spell to force that creature to roll a chaos die (a d6). The target applies an odd number as a penalty and an even number as a bonus to the triggering roll.



Chaotic Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to harness Chaos magic. Make a Will challenge roll and find the result on the following table. Once you use Chaotic Recovery, you must complete a rest before you can use it again.

Total	Effect
0 or less	You gain 1d6 Insanity.
1-4	You gain 1d3 Insanity but heal damage equal to half your healing rate.
5-9	You heal damage equal to half your healing rate.
10-14	You heal damage equal to your healing rate and regain the casting of one spell you have learned.
15-19	You heal damage equal to twice your healing rate and regain the casting of one spell you have learned.
20 or more	You heal all damage, remove 1 Insanity, and regain up to two castings of spells you have learned.

Chaotic Defense (Counterspell) When a creature you can see attacks you with a spell, you can use a triggered action to force the creature to make the attack roll with a chaos die (see *Impose Chaos*, on page 9) or you to make the challenge roll to resist the spell with a chaos die. If the triggering creature rolls a 1 on the chaos die or you roll a 6 on the chaos die, the spell has no effect on you.

Controlled Chaos Recovery (Spell Recovery or Improved Spell Recovery) When you make the Will challenge roll for Chaotic Recovery, you make the roll with 1 boon.

CONJURATION TALENTS

Conjuration Focus (Cantrip) You learn one rank 0 Conjuration spell and gain the Swift Conjuration talent.

Swift Conjuration On your turn, you can use a triggered action to cast a rank 0 Conjuration spell you have learned.

Conjurer's Trick (Sense Magic) You can use an action to perform a minor magical trick a number of times per day equal to 1 + your Power score, regaining expended uses when you complete a rest. When you use this talent, choose one of the following options:

- You cause one object within short range to change color for 1 minute.
- You cause a small ball of light in a color you choose to float above your hand for 1 minute. The ball sheds light in a 1-yard radius.
- You throw sparkling glitter into the air that dissipates immediately.
- You cause a puff of smoke in a color you choose to flow from your mouth.
- You pull a flower, handkerchief, or something similar from out of thin air.

The object remains for 1 minute or until you drop it, after which it disappears.

Restorative Conjuration (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. In addition, each creature created by a Conjuration spell that you cast who is within medium range of you heals damage equal to your healing rate. Once you use this action, you must complete a rest before you can use it again.

Shielded Conjuration (Counterspell) When a creature you can see attacks a creature created by a Conjuration spell that you cast, you can use a triggered action to impose 1 bane on the attack roll or grant 1 boon on the challenge roll made to resist the attack.

Improved Restorative Conjuration (Spell Recovery or Improved Spell Recovery)

You can use Restorative Conjuration one additional time between rests.

CURSE TALENTS

Curse Focus (Cantrip) You learn one rank 0 Curse spell and gain the Punishing Curse talent.

Punishing Curse On your turn, you can use an action to expend the casting of a rank 0 Curse spell you have learned to cause each creature cursed by you to take 1d3 damage.

Grotesque Doll (Sense Magic) You always know the exact location relative to your own of any creature for which you have fashioned a control doll. In addition, you increase the number of boons granted by your control doll by 1 and banes imposed by the doll by 1.

Accursed Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. Then, each creature within long range cursed by a spell you cast must succeed on a Will challenge roll or take 1d6 damage and gain 1 Insanity. Once you use this talent, you must complete a rest before you can use it again.

Retributive Curse (Counterspell) When you take damage from a creature you can see, you can use a triggered action and expend a casting of a Curse spell you have learned to force the triggering creature to make a Will challenge roll. On a failure, the creature takes 1d6 damage per rank of the spell you expended and becomes cursed for 1 minute or until you use an action to lift the curse. While cursed in this way, the triggering creature is either impaired or slowed, your choice.

Improved Accursed Recovery (Spell Recovery or Improved Spell Recovery)

Creatures that get a failure on the Will challenge roll to resist your Accursed Recovery take 2d6 extra damage and gain 1d3 additional Insanity.

DEATH TALENTS

Death Focus (Cantrip) You learn one rank 0 Death spell and gain the Stay Death talent.

Stay Death Whenever you would become incapacitated, you can use a triggered action and a casting of a rank 0 Death spell you have learned to immediately heal 1d3 damage. Once you use this talent in this way, you must wait at least 1 minute before you can use it again.

Deathly Presence (Sense Magic) You can use an action, or a triggered action on your turn, to deal 1d3 damage to every creature within 1 yard of you. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Steal Life (Spell Recovery or Improved Spell Recovery) You can use an action to steal the life from one living creature within short range. The target must make a Strength challenge roll. On a failure, the target takes damage equal to your healing rate and you heal damage equal to twice your healing rate. On a success, you heal damage equal to half your healing rate. Once you use this talent, you must complete a rest before you can use it again.

Feed on Death (Counterspell) Whenever an attack you make causes a living creature to become incapacitated, you, for 1 round, make attack rolls and challenge rolls with 1 boon.

Improved Steal Life (Spell Recovery or Improved Spell Recovery) You can use Steal Life one additional time between rests.

DEMONOLOGY TALENTS

Demonology Focus (Cantrip) You learn one rank 0 Demonology spell and gain the Demonic Shadows talent.

Demonic Shadows You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Demonology spell to become partially obscured by shadow for 1 minute. Until the effect ends, each demon you released from the Void via a Demonology spell you cast deals 1d6 extra damage on all of its attacks.

Demon Sense (Sense Magic) You are always aware of the presence of demons and dark magic spells cast within medium range of you. Demons within this range cannot be hidden from you.

Demonic Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to twice your healing rate and regain an expended casting for one Demonology spell you have learned. Roll a d6. On a 6, you gain 1d3 Insanity. Once you use this talent, you must complete a rest before you can use it again.

Demonic Partnership (Counterspell) You are possessed by a demon if you're not already possessed (*Shadow*, page 227). In addition, whenever you go mad (*Shadow*, page 35) you do not become compelled by the demon. Instead, shadows spill from your body to partially obscure your space, you gain darksight if you don't already have it, and you gain a 3d6 bonus to Health. At the end of each round, roll a d6. On a 6, you lose these benefits and you reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

Improved Demonic Recovery (Spell Recovery or Improved Spell Recovery) You can use Demonic Recovery one additional time between rests.

DESTRUCTION TALENTS

Destruction Focus (Cantrip) You learn one rank 0 Destruction spell and gain the Heightened Destruction talent.

Heightened Destruction When you cast an attack spell that deals damage, you can use a triggered action to expend the casting of a rank 0 Destruction spell. The triggering attack deals 1d6 extra damage.

Crumble (Sense Magic) You can use an action to touch an object that is neither worn nor carried by someone other than you. You reduce the object's Health by an amount equal to 1d6 + your Power. The reduction lasts for 1 minute. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Brutal Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. Then, one creature within short range of you must make a Strength challenge roll. The creature takes 1d6 damage and is moved 1d6 yards away from you on a failure, or just half the damage on a success. Once you have used this talent, you must complete a rest before you can use it again.

Sudden Destruction (Counterspell) When you take damage, you can use a triggered action to cast a Destruction spell you know. You do not take damage from casting the spell in this way.

Improved Brutal Recovery (Spell Recovery or Improved Spell Recovery) You can use Brutal Recovery one additional time between rests.

DIVINATION TALENTS

Divination Focus (Cantrip) You learn one rank 0 Divination spell and gain the See it Coming talent.

See it Coming When you roll a boon or a bane and get a result you dislike, you can use a triggered action and expend a casting of a rank 0 Divination spell to reroll the die. You must use the new result.

Diviner's Anticipation (Sense Magic) You see fleeting images of possible futures. You can use this talent in either of the following ways up to a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

- If you would be surprised, you can use a triggered action to not become surprised.
- If a creature makes an attack roll against you with at least 1 boon, you can use a triggered action to impose 1 bane on the triggering roll.

Gift of Foresight (Spell Recovery or Improved Spell Recovery) You can use an action to peer into the near future and receive a warning of some danger to come. The next time you would take damage before you complete a rest, you reduce the damage by an amount equal to 2d6 + your Power score. Once you use this talent, you must complete a rest before you can use it again.

Sudden Warning (Counterspell) When a creature attacks you, you can use a triggered action to make an Intellect challenge roll. On a success, you impose 1 bane on the triggering attack roll or you make the challenge roll to resist the attack with 1 boon.

Improved Gift (Spell Recovery or Improved Spell Recovery) You can use Gift of Foresight one additional time between rests.

EARTH TALENTS

Earth Focus (Cantrip) You learn one rank 0 Earth spell and gain the Earthen Defense talent.

Earthen Defense You can use an action, or a triggered action on your turn, and expend the casting of a rank 0 Earth spell to take half damage from weapons until the end of the round.

Feel Tremors (Sense Magic) If you are standing on the ground, you can use an action, or a triggered action on your turn, to feel the faintest tremors around you for

1 minute. You know the location of each creature within short range and such creatures cannot be hidden from you while within range. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Might of the Mountain (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate.

For 1 round, you have a +3 bonus to Defense and you take half damage from all sources. Once you use this talent, you must complete a rest before you can use it again.

Stony Defense (Counterspell)

When you would take damage from a weapon, you can use a triggered action to make a Will challenge roll. On a success, you take just half the damage instead. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Improved Might of the Mountain (Spell Recovery or Improved Spell Recovery)

You can use Might of the Mountain one additional time between rests.



ENCHANTMENT TALENTS

Enchantment Focus (Cantrip) You learn one rank 0 Enchantment spell and gain the Enchanting Nature talent.

Enchanting Nature When you would make an attack roll in a social situation, you can expend a casting of a rank 0 Enchantment spell to make the roll with 1 boon.

Sense Desire (Sense Magic) You can use an action to sense the desires of one creature you can see within short range. For 1 minute, your knowledge grants you 1 boon on attack rolls made as a result of casting Enchantment spells against the target and imposes 1 bane on the target's challenge rolls made to resist your Enchantment spells.

Enchanting Flourish (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and force one creature you can see within short range to make a Will challenge roll. On a failure, the creature becomes charmed for 1 minute or until you attack it. When you use Enchanting Flourish, you must complete a rest before you can use it again.

Compelling Defense (Counterspell) When a creature you can see would attack you, you can use a triggered action and expend the casting of a rank 1 or higher Enchantment spell to make an Intellect attack roll with 1 bane against the target's Will. On a success, the triggering creature becomes compelled for 1 round.

Improved Enchanting Flourish (Spell Recovery or Improved Spell Recovery) You can use Enchanting Flourish one additional time between rests.

FEY TALENTS

Fey Focus (Cantrip) You learn one rank 0 Fey spell and gain the Unpredictable Evasion talent.

Unpredictable Evasion When you would move, you can use a triggered action to expend a casting of a rank 0 Fey spell. Until the end of the round, your movement does not trigger free attacks.

Piercing Gaze (Sense Magic) You can use an action to focus your sight so that you can see through solid objects for 1 round. Your vision can pierce 10 feet of wood, 1 foot of stone, or 1 inch of metal, though iron blocks your vision completely. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Nimble Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and move up to half your Speed without triggering free attacks. Once you use this talent, you must complete a rest before you can use it again.

Evade Magic (Counterspell) If you would be the target of a spell or caught in the area of a spell, you can use a triggered action to teleport up to 5 yards to an unoccupied space you can see.

Improved Nimble Recovery (Spell Recovery or Improved Spell Recovery) You can use Nimble Recovery one additional time between rests.

FIRE TALENTS

Fire Focus (Cantrip) You learn one rank 0 Fire spell and gain the Resist Flame talent.

Resist Flame When you would take damage from fire, you can use a triggered action and expend the casting of a rank 0 Fire spell to take half the damage instead.

Stoke the Flames (Sense Magic) When you cast a Fire spell that deals damage, you can use a triggered action to cause the spell to deal 1d6 extra damage. You can use this talent a number of times equal to 1 + your Power. You regain expended uses when you complete a rest.

Flames of the Phoenix (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate, causing flames to burst out in a 1-yard radius centered on a point in your space. The flames deal damage equal to 1d6 + your Power to everything in the area other than you. A creature can make an Agility challenge roll and takes half the damage on a success. Once you use this talent, you must complete a rest before you can use it again.

Fiery Defense (Counterspell) When a creature within 1 yard of you attacks you with a weapon, you can use a triggered action to release a blast of flames. The triggering attacker must get a success on an Agility challenge roll or take 1d6 damage from the flames and catch fire, taking 1d6 damage at the end of each round until a creature uses an action to extinguish the flames.

Improved Flames of the Phoenix (Spell Recovery or Improved Spell Recovery) You can use Flames of the Phoenix one additional time between rests.

FORBIDDEN TALENTS

Forbidden Focus (Cantrip) You learn one rank 0 Forbidden spell and gain the Horrid Magic talent.

Horrid Magic When you cast a Forbidden attack spell, you can use a triggered action and expend a rank 0 Forbidden spell to make the attack roll with 1 boon and impose 1 bane on the challenge roll made to resist the spell.

Sense Corruption (Sense Magic) You can use an action to detect the location of each creature with 1 Corruption or more that is within medium range. If any such creatures were hidden from you, they are no longer hidden from you. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Dreadful Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. When you do so, strange black runes appear on your body, from which a foul-smelling smoke issues. For 1 round, you impose 1 bane on attack rolls made against you. Once you use this talent, you must complete a rest before you can use it again.

Horrid Retribution (Counterspell) When you take damage from a creature, you can use a triggered action to exact retribution from the triggering creature. Make an Intellect attack roll against the target's Strength. On a success, worms spill from the target's orifices, causing the target to take damage equal to 1d6 + your Power. You can use this talent a number of times equal to your Power score, regaining expended uses when you complete a rest.

Improved Dreadful Recovery (Spell Recovery or Improved Spell Recovery) You can use Dreadful Recovery one additional time between rests.

ILLUSION TALENTS

Illusion Focus (Cantrip) You learn one rank 0 Illusion spell and gain the Illusionist's Trick talent.

Illusionist's Trick You can use an action and expend a casting of a rank 0 Illusion spell to cause a Size 1/2 or smaller object you can see within short range to become hidden from all creatures for 1 round. A creature that touches the target ends the effect.

Minor Illusion (Sense Magic) You can use an action to create a silent visual illusion inside a cube of space, 1/2 a yard on a side, originating from a point you can reach. The effect lasts for as long as you concentrate, up to 1 minute. If you create an illusion of a creature, it behaves in a lifelike manner until the effect ends. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Disappearing Trick (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and become invisible for 1 round. Once you use this talent, you must complete a rest before you can use it again.

Blurred Defense (Counterspell) When a creature you can see would make an attack roll against you, you can use a triggered action and expend a casting of a rank 1 or higher Illusion spell to impose a number of banes on the triggering attack roll equal to the rank of the spell whose casting you expended.

Improved Disappearing Trick (Spell Recovery or Improved Spell Recovery) You can use Disappearing Trick one additional time between rests.

INVOCATION TALENTS

Invocation Focus (Cantrip) You learn one rank 0 Invocation spell and gain the Daemon Friend talent.

Daemon Friend You make rolls to resist gaining Insanity from casting Invocation spells with 1 boon.

Bind Daemon (Sense Magic) You can use an action, or a triggered action on your turn, to extend the duration of one Invocation spell that you have cast with a duration of 1 minute, extending it to 10 minutes, or with a duration of 10 minutes, extending it to 1 hour. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Restorative Invocation (Spell Recovery or Improved Spell Recovery) You can use an action to cast one Invocation spell you have learned without expending a casting to do so. You then heal damage equal to your healing rate. Once you use this talent, you must complete a rest before you can use it again.

Daemonic Guardian (Counterspell) When a creature attacks you, you can use a triggered action and expend a casting of a rank 1 or higher Invocation spell. Complex patterns of lines and markings appear all over your body, burning with unholy light until the end of the round. Until this effect ends, you gain a bonus

to Defense equal to the rank of the spell you expended, you impose a number of banes on attack rolls made against you equal to the rank of the spell you expended, and you make challenge rolls to resist attacks with a number of boons equal to the rank of the spell you expended.

Improved Restorative Invocation (Spell Recovery or Improved Spell Recovery)

You can use Restorative Invocation one additional time between rests.

LIFE TALENTS

Life Focus (Cantrip) You learn one rank 0 Life spell and gain the Vitality Gain talent.

Vitality Gain Whenever you cast a Life spell, you gain a bonus to Health equal to 1 + the rank of the spell for 1 minute.

Helping Hand (Sense Magic) You can use an action to touch one creature you can reach. If the creature has an affliction, you can make a Will challenge roll with 1 bane. On a success, you remove the affliction. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Shared Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate, and one creature within short range you choose heals damage equal to its healing rate. Once you use this talent, you must complete a rest before you can use it again.

Seal Death's Door (Counterspell) When a creature you can see within short range would make a fate roll, you can use a triggered action to roll a d6. You can use your result in place of the result of the creature's fate roll.

Improved Shared Recovery (Spell Recovery or Improved Spell Recovery)

You can use Shared Recovery one additional time between rests.

MADNESS TALENTS

Madness Focus (Cantrip) You learn one rank 0 Madness spell and gain the Spread the Insanity talent.

Spread the Insanity When you cast a Madness attack spell, you can expend a casting of a rank 0 Madness spell to make the attack roll with 1 boon or to impose 1 bane on the challenge roll made to resist the spell. At the end of the round, make a Will challenge roll. On a failure, you gain 1 Insanity.

Foment Discord (Sense Magic)

You can use an action to cause any number of creatures you choose within short range to hear strange sounds and experience unsettling visions. Each creature you choose must get a success on a Will challenge roll or make all Will attack rolls and challenge rolls with 1 bane for 1 minute. A creature affected by your use of this talent can make a Will challenge roll at the end of each round and ends the effect on itself with a success. You can use Foment Discord a number of times equal to half your Power (minimum 1), regaining expended uses when you complete a rest.



Unspeakable Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to cause your body to ripple and waver, exuding stinking slime, and puffs of noisome gas, all of which coincide with you healing damage equal to your healing rate. Each creature within short range that can see you must get a success on a Will challenge roll or gain 1 Insanity. Once you use this talent, you must complete a rest before you can use it again.

Insane Revelation (Counterspell) When you would make an attack roll or challenge roll, you can use a triggered action to roll a d6. On an odd number, you gain 1 Insanity. On an even number, you make the triggering roll with 2 boons.

Delusional Recovery (Spell Recovery or Improved Spell Recovery)

When you use Unspeakable Recovery, you impose 1 bane on Will challenge rolls made to resist gaining Insanity from seeing your transformation. In addition, a creature that gets a failure on this roll gains 1d3 Insanity instead of 1.

METAL TALENTS

Metal Focus (Cantrip) You learn one rank 0 Metal spell and gain the Weapon Resistance talent.

Weapon Resistance You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Metal spell to impose 1 bane on attack rolls made against your Defense until the end of the round.

Shape Metal (Sense Magic) You can use an action to bend, twist, and reshape a Size 1/2 or smaller metal object into any form you choose. The effect is permanent. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Iron Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. For 1 round, you gain a +5 bonus to Defense. Once you use this talent, you must complete a rest before you can use it again.

Ironhide (Counterspell) When you would take damage, you can use a triggered action to expend the casting of a Metal spell you have learned. Roll 1d6 for each rank of the spell you expended. If you expended a rank 0 spell, roll a d3 instead. You reduce the triggering damage by the amount you rolled.

Improved Iron Recovery (Spell Recovery or Improved Spell Recovery)

You can use Iron Recovery one additional time between rests.

NATURE TALENTS

Nature Focus (Cantrip) You learn one rank 0 Nature spell and gain the Nature Walk talent.

Nature Walk You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Nature spell you have learned to touch yourself or one creature you can reach. For 1 minute, the movement of the creature touched ignores the effects of moving across difficult terrain created by plants and the creature only leaves tracks if he or she chooses.

Detect Animals (Sense Magic) You can use an action to cast your senses out to sense the presence of any animals within long range. You know the exact location and kind of any animal within range. Such creatures cannot be hidden from you. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Bountiful Nature (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. If you are standing on the ground when you use this talent, you do not need to eat or drink until you complete a rest, and the ground within 3 yards of you becomes overgrown with thick grasses, vines, and brambles, creating an area of difficult terrain that remains until cleared away. Once you use this talent, you must complete a rest before you can use it again.

Natural Camouflage (Counterspell) If you are in a space obscured or covered by plants, you can use an action to become hidden, your body's appearance changing so that you blend in with the growth.

Improved Bountiful Nature (Spell Recovery or Improved Spell Recovery)

When you use Bountiful Nature, you heal damage equal to twice your healing rate and the area of overgrowth increases to a 5-yard radius centered on a point in your space.

NECROMANCY TALENTS

Necromancy Focus (Cantrip)

You learn one rank 0 Necromancy spell and gain the Kill Flesh talent.

Kill Flesh Whenever you deal damage to a living creature, you can expend a casting of a rank 0 Necromancy spell to deal 1d3 extra damage.

Animate Minor Corpse (Sense Magic)

You can touch the remains of any dead creature you can fit in the palm of your hand and cause that creature to become undead until you complete a rest. The creature is a noncombatant and is destroyed if it takes any damage. It obeys your mental commands and accompanies you wherever you go. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Necromantic Resurgence (Spell Recovery or Improved Spell Recovery)

You can use an action to heal damage equal to your healing rate. Each undead under your control and within short range of you heals 1d6 damage. Once you use this talent, you must complete a rest before you can use it again.

Servant Sacrifice

(Counterspell) If a creature you can see targets you for its attack and you are within 2 yards of an undead you control, you can use a triggered action to switch the target from yourself to the undead creature you control.

Improved Necromantic Resurgence (Spell Recovery or Improved Spell Recovery)

You can use Necromantic Resurgence one additional time between rests.



ORDER TALENTS

Order Focus (Cantrip) You learn one rank 0 Order spell and gain the Order's Decree talent.

Order's Decree When you would roll a d6, you can use a triggered action and expend a casting of a rank 0 Order spell to choose the result of the roll. Once you use this function of this talent, you must wait 1 minute before you can use it again.

Invoke Order (Sense Magic) You can use an action to impose order on everything inside a cube of space, 2 yards on a side, originating from a point you can reach. Everything in the area becomes clean, polished, and free of any stain and odor. The effect freshens the air and purifies any food and water in the area, making it safe for consumption. Any loose items smaller than Size 1/4 are stacked into neat piles according to kind. The effect might have other effects at the GM's discretion. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Ordered Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. Any object you are wearing or carrying also heals all damage. Once you use this talent, you must complete a rest before you can use it again.

Unassailable Mind (Counterspell) When you would gain Insanity or go mad, you can use a triggered action to make a Will challenge roll. On a success, you do not gain the Insanity or go mad.

Improved Ordered Recovery (Spell Recovery or Improved Spell Recovery)

You can use Ordered Recovery an additional time between rests.

PRIMAL TALENTS

Primal Focus (Cantrip) You learn one rank 0 Primal spell and gain the Leaps and Bounds talent.

Leaps and Bounds You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Primal spell. For 1 round, you have a +2 bonus to Speed and you ignore difficult terrain when you move.

Night Vision (Sense Magic) You can use an action to gain the shadowsight trait for 1 hour. If you already have shadowsight (*Shadow*, page 215), you also make Perception rolls with 1 boon until the effect ends. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Primal Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. For 1 round, you make attack rolls with 1 boon. Once you use this talent, you must complete a rest before you can use it again.

Overcome Affliction (Counterspell) If you have an affliction at the end of any round, you can remove it. You can use this talent a number of times equal to half your Power score (minimum 1), regaining expended uses when you complete a rest.

Improved Primal Recovery (Spell Recovery or Improved Spell Recovery) You can use Primal Recovery one additional time between rests.

PROTECTION TALENTS

Protection Focus (Cantrip) You learn one rank 0 Protection spell and gain the Reactive Defense talent.

Reactive Defense You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Protection spell to gain a +1 bonus to Defense for 1 minute.

Alarm Ward (Sense Magic) You can use an action to touch a Size 1 or smaller object that can be opened or closed, imbuing it with magic that lasts for 8 hours or until opened, which ends the effect. If any creature other than the caster opens the object, it gives off a loud ringing noise that lasts for 1 minute and can be heard up to 100 yards away. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Shielded Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and evoke an invisible field of magical energy around you that lasts for 1 minute or until destroyed. The field has a Health score equal to 10 + your Power score. When you would take damage, the damage is applied to the field first. If the field is destroyed, the effect ends and any damage taken in excess of the field's Health applies to you. Once you use this talent, you must complete a rest before you can use it again.

Ward against Magic (Counterspell) You can use an action to create a ward to protect you from spells and other forms of magic. The ward is an invisible field that forms a barrier against spells along the leading edge of your space. The ward lasts for 1 minute. Until the effect ends, when a creature attacks you with a spell, you impose 1 bane on the attack roll and make the challenge roll to resist the spell with 1 boon, and take only half damage from spells. You can use this talent a number of times equal to half your Power score (minimum 1), regaining expended uses when you complete a rest.

Improved Shielded Recovery (Spell Recovery or Improved Spell Recovery) When you use Shielded Recovery, the field's Health score is equal to 10 + twice your Power score.

RUNE TALENTS

Rune Focus (Cantrip) You learn one rank 0 Rune spell and gain the Persistent Rune talent.

Persistent Rune When you cast a Rune spell that has a duration of 1 minute, you can use a triggered action to extend the duration to 10 minutes. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Conceal Script (Sense Magic) You can use an action to touch one piece of writing you can reach and cause the writing to become invisible to all creatures other than you and one other creature you designate when you use this talent. The effect can conceal up to 300 words of writing, the effect lasting until you complete a rest. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.



Runic Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to cause runes to flare up all over your body and gleam with magical energy for 1 hour. When the runes appear, you heal damage equal to your healing rate and then gain a bonus to Health equal to twice your Power. Once you use this talent, you must complete a rest before you can use it again.

Defensive Sigil (Counterspell) You can use an action to inscribe a defensive sigil somewhere on your body, imbuing it with magical energy that remains for 1 hour, until triggered, or you use this talent again. The next time you take damage, the sigil flares to life, scorching everything other than you that is within 1 yard of you. The flames deal damage equal to $1d6 +$ your Power score. A creature that would take this damage can make an Agility challenge roll and takes half the damage on a success. You can use this talent a number of times equal to your Power score, regaining expended uses when you complete a rest.

Improved Runic Recovery (Spell Recovery or Improved Spell Recovery)
You can use Runic Recovery one additional time between rests.

SHADOW TALENTS

Shadow Focus (Cantrip) You learn one rank 0 Shadow spell and gain the Stolen Shadows talent.

Stolen Shadows When you are in an area obscured by shadows or darkness, you can use a triggered action and expend the casting of a rank 0 Shadow spell to drag the shadows and darkness with you when you move. This effect causes you to be partially obscured until the end of the round.

Dancing Shadows (Sense Magic) You can use an action to take control of a shadow you can see within medium range for 1 minute. As a minor activity, you can cause the shadow to move up to 5 yards in any direction, change the shadow's appearance, and otherwise control it as if it were a puppet. You can use this talent a number of times equal to $1 +$ your Power score, regaining expended uses when you complete a rest.

Darkening Bloom (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and then cause magical darkness to spread out from a point in your space until it reaches a 2-yard radius. The darkness remains for 1 round. Once you use this talent, you must complete a rest before you can use it again.

Sheltering Darkness (Counterspell) When you cast a Shadow spell, you become partially obscured by shadows for a number of rounds equal to your Power score.

Improved Darkening Bloom (Spell Recovery or Improved Spell Recovery)
You can use Darkening Bloom one additional time between rests.

SONG TALENTS

Song Focus (Cantrip) You learn one rank 0 Song spell and gain the Amplified Song talent.

Amplified Song When you cast a Song spell, you can use a triggered action and expend the casting of a rank 0 Song spell to achieve one of the following effects:

- You can increase the range from short to medium.
- Extend the duration from 1 minute to 10 minutes.
- Change the duration from concentration to 1 minute.

Enthralling Performance (Sense Magic) You can use an action to start singing, dancing, or playing an instrument. The Perception score of each creature that can see and hear you drops to 5 until your performance ends. You must use an action on each of your turns to continue the performance. A creature can use an action on its turn to make a Will challenge roll and the effect ends for that creature on a success. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Uplifting Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. Then, choose one creature within short range that can hear you. The target makes attack rolls and challenge rolls with 1 boon for 1 round. Once you use this talent, you must complete a rest before you can use it again.

Deafening Shriek (Counterspell) When you take damage, you can use a triggered action to issue a deafening shriek. Each creature in a 5-yard-long cone originating from a point in your space must get a success on a Strength challenge roll or take 1d6 damage and become deafened for 1 round. You can use this talent a number of times equal to your Power score, regaining expended uses when you complete a rest.

Improved Uplifting Recovery (Spell Recovery or Improved Spell Recovery)
You can use Uplifting Recovery one additional time between rests.

SOUL TALENTS

Soul Focus (Cantrip) You learn one rank 0 Soul spell and gain the Free Spirit talent.

Free Spirit You can use an action, or a triggered action on your turn, and expend the casting of a rank 0 Soul spell. For 1 minute, you gain a bonus to Speed equal to your Power (minimum 1).

Attuned Soul (Sense Magic) You can use an action to attune your soul. Your soul remains attuned for 1 hour, until you expend it, or until you use this talent again. When you would make a challenge roll to resist an attack, you can expend your attunement to grant yourself 2 boons to the roll. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Transcendent Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and remove 1 Insanity. Once you use this talent, you must complete a rest before you can use it again.

Avoidance (Counterspell) When you make a challenge roll to resist or reduce the amount of damage you would take, you take half the damage on a failure or no damage on a success.

Improved Transcendent Recovery (Spell Recovery or Improved Spell Recovery)
You can use Transcendent Recovery one additional time between rests.

SPIRITUALISM TALENTS

Spiritualism Focus (Cantrip) You learn one rank 0 Spiritualism spell and gain the Spiritual Allies talent.

Spiritual Allies When you cast a spell, you can use a triggered action and expend the casting of a rank 0 Spiritualism spell to cast the spell from a space occupied by you, or from a creature within short range of you under the effect of a Spiritualism spell you cast.

Helpful Haunt (Sense Magic)

You can use an action to call up a helpful haunt to perform a service for you. Each time you use this talent, choose one of the following effects:

- Draw an item from a container you are carrying and place it in your hand, or stow an item you are holding in a container you are carrying.
- Pick up an object you could hold in one hand that is within short range of you and is not being worn or carried by another creature, and deliver it to you or one creature within short range of you.
- Open or close a door or container you can see within short range of you.
- Make a haunting sound such as a groan, knock, or something similar originate from a point you can see within short range. The noise is faint and short-lived, audible only to creatures within short range of the point.

You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Spiritbound Recovery (Spell Recovery or Improved Spell Recovery)

You can use an action to heal damage equal to your healing rate. Each creature you choose within short range that is under the effects of a Spiritualism spell you cast also heals 1d6 damage. Once you use this talent, you must complete a rest before you can use it again.

Spirit Jump (Counterspell) You can use an action, or a triggered action on your turn, to switch the target of one Spiritualism spell you cast to another target within the spell's range. If the new target is unwilling, you must get a success on a Will attack roll against the target's Will. On a success, the target is affected as if you had cast that spell on it. The duration, however, is unchanged.

Improved Spiritbound Recovery (Spell Recovery or Improved Spell Recovery)

You can use Spiritbound Recovery one additional time between rests.



STORM TALENTS

Storm Focus (Cantrip) You learn one rank 0 Storm spell and gain the Electrified Weapon talent.

Electrified Weapon When you attack with a melee weapon made from metal, you can use triggered action and expend a casting of a rank 0 Storm spell. Lightning dances across the weapon and deals 1d6 extra damage if you get a success on the attack roll.

Storm Mantle (Sense Magic) You can use an action to cause thick mist to swirl around your body and partially obscure you for 1 minute. During this time, tiny arcs of electricity flash in the mist. Until the effect ends, whenever a creature makes a melee attack against you with a metal weapon and gets a success, the creature takes 1 damage from a jolt of electricity. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Thunderous Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. Then, thunder booms from a point in your space. Each creature within 3 yards of that point must get a success on a Strength challenge roll or take 2d6 damage and become deafened for 1 minute. Once you use this talent, you must complete a rest before you can use it again.

Static Charge (Counterspell) Each time you cast a Storm spell, you gain one storm token that remains for 1 minute or until you expend it. When you make an attack with a Storm spell or a metal weapon, you can expend a storm token to deal 1d6 extra damage with the attack.

Improved Thunderous Recovery (Spell Recovery or Improved Spell Recovery) You can use Thunderous Recovery one additional time between rests.

TECHNOMANCY TALENTS

Technomancy Focus (Cantrip) You learn one rank 0 Technomancy spell and gain the Upgrade talent.

Upgrade You can use an action to augment a melee or ranged weapon with Technomantic power. You must concentrate for 1 minute, during which time you use your tools to make the modifications using a tool kit. When you finish, expend the casting of a rank 0 Technomancy spell. For 1 hour, attacks made with the weapon deal +1 damage.

Gadget (Sense Magic) You can use an action to start building a gadget from spare parts you've picked up. If you concentrate for 1 minute, during which time you use tools to construct the device, you create a gadget that retains potency for 1 hour or until it's used. Any creature holding the gadget can use it to make an attack roll or challenge roll with 1 boon. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Mechanical Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. In addition, you remove 1d6 damage from each object you can reach and any creature or object created by a Technomancy spell you cast that is within short range of you. Once you use this talent, you must complete a rest before you can use it again.

Foil Device (Counterspell) When a creature you can see within short range of you makes a weapon attack, you can use a triggered action to make an Intellect challenge roll. On a success, you impose 1 bane on the triggering attack roll.

Improved Mechanical Recovery (Spell Recovery or Improved Spell Recovery) You can use Mechanical Recovery one additional time between rests.

TELEKINESIS TALENTS

Telekinesis Focus (Cantrip) You learn one rank 0 Telekinesis spell and gain the Mental Force talent.

Mental Force When you make an attack with a weapon, you can expend a casting of a rank 0 Telekinesis spell you have learned. The triggering attack deals extra damage equal to your Will modifier.



Psychokinetic Attack (Sense Magic) You can use an action to cause an object to fly at a creature or object you choose within short range. You can choose any object within short range that you can see, isn't worn or carried by another creature, and that you could hold and carry in two hands. Examples include discarded weapons, rocks, bricks, fallen branches, and the like. The object flies at one creature you can see within short range of you. The target must get a success on an Agility challenge roll or be struck by the object, taking 1d6 damage. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Shielded Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. In addition, you construct an invisible barrier around your body that lasts for 1 minute or until its destroyed. The barrier has Health 5. Whenever you would take damage, the damage first applies to the barrier. Once the barrier has taken its maximum damage it disappears and any damage in excess of its Health applies to you. Once you use this talent, you must complete a rest before you can use it again.

Instinctive Casting (Counterspell) You can use a triggered action on your turn to cast a Telekinesis spell you have learned. Once you have used this talent, you must wait at least 1 minute before you can use it again. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Improved Shielded Recovery (Spell Recovery or Improved Spell Recovery)
You can use Shielded Recovery one additional time between rests.

TELEPATHY TALENTS

Telepathy Focus (Cantrip) You learn one rank 0 Telepathy spell and gain the Contact talent.

Contact You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Telepathy spell to telepathically communicate with one creature within short range for 1 round. Such communication is two-way and happens regardless of whether you and the creature have languages in common.

Mindbite (Sense Magic) You can use an action to attack the mind of one creature you can see within short range. Make an Intellect attack roll against the target's Will. On a success, either the target takes 1d6 damage or becomes impaired for 1 round. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Mental Fortitude (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. For 1 minute, you make Intellect and Will challenge roll to resist attacks with 3 boons and you impose 3 banes on attack rolls made against your Intellect or Will. Once you use this talent, you must complete a rest before you can use it again.

Counterthought (Counterspell) When a creature makes an attack roll against your Intellect or Will, you can use a triggered action to impose 2 banes on the attack roll. On a failure, the target must get a success on a Will challenge roll or gain 1 Insanity.

Improved Mental Fortitude (Spell Recovery or Improved Spell Recovery)
You can use Mental Fortitude one additional time between rests.

TELEPORTATION TALENTS

Teleportation Focus (Cantrip) You learn one rank 0 Teleportation spell and gain the Sidestep talent.

Sidestep When you would make an attack roll, you can use a triggered action and expend the casting of a rank 0 Teleportation spell. You teleport to an open space that you can see within 2 yards of you. If teleporting in this way would put you where you can reach your target, you make the attack roll with 1 boon.

Narrow Escape (Sense Magic) When you take damage from an attack, you can use a triggered action to teleport up to 3 yards to an open space you can see. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Distant Recovery (Spell Recovery or Improved Spell Recovery) You can use an action, or a triggered action on your turn, to teleport to an open space you can see within medium range and then heal damage equal to half your healing rate. Once you use this talent, you must complete a rest before you can use it again.

Flickering Defense (Counterspell) You can use an action, or a triggered action, on your turn to flicker in and out of existence for 1 minute. Until the effect ends, you impose 1 bane on attack rolls made against you. You can use this a number of times equal to half your Power score (minimum 1), regaining expended uses when you complete a rest.



Improved Distant Recovery (Spell Recovery or Improved Spell Recovery)

You can use Distant Recovery one additional time between rests.

THEURGY TALENTS

Theurgy Focus (Cantrip)

You learn one rank 0 Theurgy spell and gain the Deific Wrath talent.

Deific Wrath

You can use an action and expend a casting of a rank 0 Theurgy spell to channel your god's wrath at one demon, spirit, or undead you can see within short range. Make a Will attack roll against the target's Strength. On a success, a beam of brilliant light strikes the target and deals 1d6 damage to it. If you rolled a 6 on the die for the damage roll, the target also becomes impaired for 1 round.

Orison (Sense Magic)

You can use an action to

offer up a prayer and receive a minor blessing. Each time you use this talent, choose one of the following effects:

- You cause one creature you can reach to heal damage equal to half its healing rate.
- You imbue one creature with divine favor that lasts until it is used or the creature completes a rest. The affected creature can use the favor to remove 1 bane from an attack roll or challenge roll it would make.
- You cause a tongue of holy flame to appear over your head, shedding light as a candle. It remains there for 1 minute. While the flame burns, the smell of incense fills the air around you.
- For 1 round, when you speak, creatures who hear you and know at least one language can understand what you say.

You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Miraculous Recovery (Spell Recovery or Improved Spell Recovery)

You can use an action to heal damage equal to twice your healing rate. Once you use this talent, you must complete a rest before you can use it again.

Minor Prayer (Counterspell)

When a creature you can see within short range of you would make a challenge roll, you can use a triggered action to grant that creature 1 boon on its roll.

Improved Miraculous Recovery (Spell Recovery or Improved Spell Recovery)

You can use Miraculous Recovery one additional time between rests.

TIME TALENTS

Time Focus (Cantrip)

You learn one rank 0 Time spell and gain the Race the Clock talent.

Race the Clock

When you take a fast turn, you can use a triggered action and expend a casting of a rank 0 Time spell to move up to your Speed. If you only move half your Speed, your movement does not trigger free attacks.

Speed Rest (Sense Magic)

You can use an action to touch a creature you can reach. If the target starts resting within 1 minute of being touched, it completes the rest in half the time it normally takes. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Instant Recovery (Spell Recovery or Improved Spell Recovery) You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. Until the end of the round, you impose 1 bane on attack rolls made against you. Once you use this talent, you must complete a rest before you can use it again.

Hasten (Counterspell) On your turn, you can use a triggered action to move more quickly through time for 1 round. You gain a +6 bonus to Speed. During a fast turn, you can move and use an action, while during a slow turn, you can use an action, move, and, either use an action or move again. Once the effect ends, you must get as success on a Strength challenge roll or take 1d6 damage and become fatigued for 1 hour. You can use this talent a number of times equal to half your Power score (minimum 1), regaining expended uses when you complete a rest.

Improved Instant Recovery (Spell Recovery or Improved Spell Recovery)

You can use Instant Recovery one additional time between rests.

TRANSFORMATION TALENTS

Transformation Focus (Cantrip) You learn one rank 0 Transformation spell and gain the Minor Transformation talent.

Minor Transformation You can use an action and expend the casting of a rank 0 Transformation spell to assume the form of a **tiny animal** for 1d6 rounds. You can also become a tiny animal with the flier trait, but the effect lasts for 1d3 rounds instead.

Animal Traits (Sense Magic) You can use an action to gain the climber or the swimmer trait for 1 minute. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Bestial Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate and regain the casting of one Transformation spell you have learned. If you are not under the effects of a Transformation spell when you use this talent, you can cast a Transformation spell you have learned using a triggered action. Once you use this talent, you must complete a rest before you can use it again.

Vicious Counter (Counterspell) When you take damage while you are in the form of a different creature as the result of a Transformation spell you cast, you can use a triggered action to make a melee attack using a natural weapon against a creature you can reach. Once you use this talent, you must wait 1 minute before you can use it again.

Improved Bestial Recovery (Spell Recovery or Improved Spell Recovery)

You can use Bestial Recovery one additional time between rests.

WATER TALENTS

Water Focus (Cantrip) You learn one rank 0 Water spell and gain the Liquid Contortions talent.

Liquid Contortions You can use an action, or a triggered action on your turn, and expend a casting of a rank 0 Water spell. For 1 round, you can move through spaces occupied by other creatures regardless of their Size in relation to yours. Such movement does not trigger free attacks.

Douse (Sense Magic) You can use an action, or a triggered action on your turn, to douse one flame you can see within medium range. You can use this talent a number of times equal to 1 + your Power score, regaining expended uses when you complete a rest.

Flowing Recovery (Spell Recovery or Improved Spell Recovery) You can use an action to heal damage equal to your healing rate. For 1 round after, your movement does not trigger free attacks. Once you use this talent, you must complete a rest before you can use it again.

Ride the Wave (Counterspell) When you cast a Water spell, you can use a triggered action to move up to a number of yards equal to your Power score. Your movement does not trigger free attacks.

Improved Flowing Recovery (Spell Recovery or Improved Spell Recovery)

You can use Flowing Recovery one additional time between rests.

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