

destruction

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## BREAK

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**Target** One Size 1/2 or smaller object within short range

Take 1 damage. The target takes damage equal to its Health.

*SHADOW 123*

*ATTACK 0*

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## RUIN

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

Take 1 damage. The target takes 1d6 damage; if it is a creature, it must make a Strength challenge roll, becoming fatigued for 1 minute on a failure.

*SHADOW 123*

*ATTACK 0*

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## DISSOLVE

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**Target** One creature with a physical body you can reach

Take 2 damage. Make a Will attack roll against the target's Strength. On a success, the target takes 1d6 + 1 damage from your corrosive touch and becomes impaired for 1 minute. If the target becomes incapacitated by this damage, it dies instantly and dissolves into sludge, leaving anything it wore and carried on the ground in the space it occupied.

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

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## REND

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**Target** One creature you can see within short range

Take 2 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 3d6 + 1 damage.

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

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## SUNDER

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**Target** One object made from glass, metal, or stone you can see within medium range

Take 2 damage and the target takes 3d6 damage. If this damage destroys the target, it explodes in a 2-yard radius from a point within its space, dealing 1d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

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# ENTROPIC POWER

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**Duration** 1 minute

Take 3 damage. For the duration, your attack spells deal 1d6 extra damage.

**Triggered** When you cast an attack spell that deals damage, you can use a triggered action to cast this spell. The attack spell deals 2d6 extra damage and this effect ends.

*SHADOW 124*

*UTILITY 2*

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## ERODE

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**Target** One creature with a physical body you can see within short range

Take 3 damage. Make a Will attack roll against the target's Agility. On a success, the target becomes impaired for 1 minute. At the end of each round while it is impaired in this way, the target takes 1d6 damage.

**Attack Roll 20+** The target takes 1d6 extra damage at the end of each round while it is impaired in this way.

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## DETONATE

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**Target** One Size 1 or smaller object that was never a creature that you can see within medium range  
Take 4 damage. The target takes damage equal to its Health and then explodes in a 4-yard radius from a point within its space, dealing 6d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

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## EVAPORATE

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**Target** One creature with a physical body or one object you can reach

Take 4 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 6d6 damage as it begins to evaporate. An object destroyed by this damage evaporates into a fine mist. A creature incapacitated by this damage dies instantly and becomes a crimson cloud that partially obscures the space it occupied for 1 round.

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

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## DESTROY

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**Target** One Size 3 or smaller creature or object you can see within medium range

Take 5 damage. The target takes 30 damage.

*SHADOW 124*

*ATTACK 4*

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## DISINTEGRATE

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**Target** One creature with a physical body or one object you can see within long range

Take 6 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 9d6 damage. A creature incapacitated by this damage dies immediately and is reduced to a small pile of dust in the space it occupied.

**Attack Roll 20+** The target takes 3d6 extra damage.