

# DEMONIC PACTS

## INVOKING A DEMON POWER

Roll your Doom die, with Disadvantage if it isn't the first time you summon a demon today (this resets after a long rest). If the Doom Usage die is depleted while invoking a demon, roll on the Demon's revenge table below. Additionally, if the Doom die rolls a 1, there is a side effect (detailed in the demon's description).

## DEMONS

### DEMON'S REVENGE (D6)

1. You cannot invoke this demon until the next sunrise
2. The demon steals one of your possessions
3. The demon destroys a weapon belonging to one of your allies
4. The demon pays itself in blood: lose d6 HP
5. Broken pact: you cannot invoke this particular demon ever again
6. The demon appears and inflicts you 3d6 damage before wandering off. The pact is broken (as above)

# SPIRIT ALLIANCES

## CALLING A SPIRIT

Roll your Doom die, with Disadvantage if it isn't the first time you summon a spirit today (this resets after a long rest).

## SPIRITS

# BLACK SWORD HACK

# SORCERY

## CASTING A SPELL

Make an INT test. If the spell was already cast on the same day, roll with Disadvantage. A failure means the spell cannot be cast before the character has taken a long rest. On a critical failure, roll on the Torn Veil table:

## SPELLS

### TORN VEIL (D6)

1. You cannot cast spells until the next sunrise
2. The spell's energy ravages your body: lose d6 HP
3. You provoke an explosion of arcane energy, causing d6 damage to anyone Nearby
4. Your body pays the price of your hubris: permanently lose 1 HP
5. Your mind is shattered by the magical energies: permanently lose 1 point of INT
6. A tentacled monstrosity appears and takes you to another plane

**BLACK  
SWORD  
HACK**

# FAERIE TIES

## BUILDING A MARVEL

- **Creation** - You get as many invention points as your INT score at the beginning of the week.
- **Maintenance** - Subtract half the cost of your gadgets that are still active from the invention points you get each week.
- **Cost** - Each marvel requires 20 coins worth of materials per invention point required.
- **Usage Die** - Many marvels will have usage dies, unless they are single use

## SCIENTIFIC MARVELS