Process Fuel

Requirements You must have an alchemist's kit

Target Special materials worth 5 ss that you can reach

You concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time the target becomes 1 gallon of fuel.

alteration

Tolerate Radiation

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it becomes immune to the effects of radiation.

  Sacrifice You can expend a casting of this spell to cast the *enhance senses* spell from the Alteration tradition.

alteration

Convert Salvage

Requirements You must have the Prayer talent and must have chosen the Dark Gods as your patron deities

Target One creature you can see within short range

Duration 1 minute

Until the end of the round, the target makes attack rolls with 3 boons.

For the duration, whenever you use the Prayer talent, you gain a cumulative +1d6 bonus to Health that lasts until the spell ends.

arcana

Stun Pulse

Target A point in space within long range

A spot of twisting light appears at the target point and explodes in a 5-yard radius. Each creature in the area must make a Strength challenge roll. A creature takes 3d6 damage, falls prone, and becomes dazed and impaired for 1 minute on a failure, or just takes half the damage on a success. A creature already dazed becomes unconscious instead.

Attack 5

DIVINATION

Dowse

Duration 1 hour

If there is food or water within long range of you, you instantly know it and the fastest route to it. Until the spell ends, you make all Perception rolls with 1 boon.

Bestow Know-how

Target One creature

Duration 24 hours

You touch the target. Choose one language or profession. The target can speak, read, or write the language or use the profession for the duration.
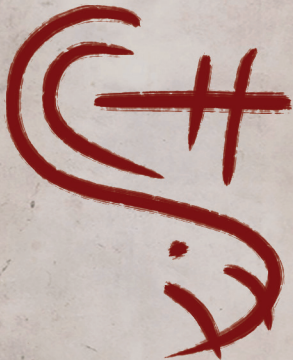
Bestow Mutation

Target One living creature you can see within short range

Tendrils of dark magic reach for the target to transform it. Make an Intellect attack roll against the target's Strength. On a success, the target takes 1d6 damage, gains 1 Insanity, and gains a random mutation. To determine the mutation, roll on the **Mutations** table on page 198 of *Shadow of the Demon Lord*.

PROTECTION
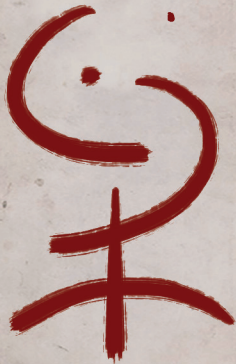
Bulletproof

Target One creature you can reach

Duration 1 minute

You touch the target. For the duration, it takes half damage from ranged weapons that use rounds.

Fortify

Target One object you can reach

Duration 1 hour

You touch the target and grant it a bonus to Health that lasts for the duration. The bonus equals 10 × the target's Size.

RUNE

Rune of Velocity

Target One vehicle you can reach

Duration 1 hour

You touch the target and leave behind a sigil that remains for the duration. The target's Maximum Speed increases by 10.

Triggered You can use a triggered action on your turn to expend a casting of this spell and touch one creature you can reach. The target gains a +2 bonus to Speed for 1 hour.

Storm

Recharge

Target One battery you can reach

You touch the target and recharge it (*Godless*, pg 28, "Batteries").

Sacrifice You can expend a casting of this spell to cast the shock spell from the Storm tradition.

Stinging Smoke

Area A cylinder, 3-yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 minute; see the effect

Acrid yellow smoke spreads across and heavily obscures the area for the duration or until dispersed by wind. Each living creature in the area with a physical body is impaired while in the area. As well, at the end of each round until the effect ends, each creature in the area must get a success on a Strength challenge roll or take 1d3 damage from the stinging smoke.

TECHNOMANCY

CREATE AMMUNITION

Target One piece of mechanical salvage you can reach

You touch the target. If you concentrate on it for 1 minute, it becomes 1 gc worth of ammunition.

TECHNOMANCY

CREATE BATTERY

Target One piece of electrical salvage you can reach

You touch the target. If you concentrate on it for 1 minute, it becomes a fully charged battery.

UTILITY 0

TECHNOMANCY

CREATE TOOLS

Target One piece of mechanical salvage you can reach

Duration 2 hours

You touch the target and cause it to become a tool kit for the duration.

TECHNOMANCY

Armor-Piercing Ammunition

Target One weapon you can reach that uses rounds

Duration 1 minute

You touch the target. For the duration, the spell grants 1 boon on attack rolls made with the target and attacks with it deal 1d6 extra damage.

TECHNOMANCY

Illuminating Ammunition

Target One weapon you can reach that uses rounds

Duration 1 minute

You touch the target. For the duration, any creature or object that takes damage from an attack made using the target emits light in a 2-yard radius from a point in its space for 1 minute. The light grants 1 boon on attack rolls made against that creature or object.

TECHNOMANCY

Incinerating Ammunition

Target One weapon you can reach that uses rounds

Duration 1 minute

You touch the target. For the duration, any creature that takes damage from an attack made using the target must get a success on an Agility challenge roll or catch fire (*Shadow*, page 201). Targets that are flammable objects automatically catch fire.

TECHNOMANCY

Explosive Ammunition

Target One weapon you can reach that uses rounds

Duration 1 minute

You touch the target. For the duration, whenever a creature gets a success on an attack roll using this weapon, the attack's target explodes in a 1-yard radius from a point in its space. Everything in the area takes 1d6 + 1 damage. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage.

TECHNOMANCY

Assemble Bike

Area A cube of space, 2 yards on a side, originating from a point you can reach and resting on a solid surface

Duration 1 hour

Concentrate for 10 minutes. At the end of this time, a dirt bike or motorcycle appears in the area and remains for the duration. The vehicle does not require fuel.

TECHNOMANCY

Autogun

Duration 24 hours

You create a machine gun that lasts for the duration. The weapon creates its own ammunition. The magic grants 1 boon on attack rolls made with this weapon.

TECHNOMANCY

Fabrication

Requirements You must have a tool kit

Target Salvage required to build an item you choose upon casting this spell and that you can reach

Choose an item that requires the target salvage to create. You must concentrate for 1 minute, during which time you use the tool kit and the target salvage. At the end of this time, you create the item as if you had gotten a success on the challenge roll (see *Godless*, p 41, for details on creating items).

TECHNOMANCY

Assemble Vehicle

Area A cube of space, 6 yards on a side, originating from a point you can reach and resting on a solid surface

Duration 8 hours

You concentrate for 10 minutes. At the end of this time, a vehicle worth 500 gc or less appears in the area and remains for the duration. The vehicle does not require fuel.

TECHNOMANCY

Rocket Turret

Area A cube, 1 yard on a side, originating from a point you can reach and resting on a solid surface

Duration 1 minute

You create a Size 1 rocket turret in the area. The turret has Defense 5 and Health equal to your Intellect score. It lasts for the duration or until destroyed. At the end of each round, the turret fires a rocket at one point within long range. When the rocket reaches that point or impacts against a solid surface before then, it explodes in a 3-yard radius, dealing 2d6 + 1 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage.

ATTACK 5

WATER

Purify Fluid

Target All liquids inside a cube of space, up to 10 yards on a side, originating from a point within short range

Duration 1 minute

The target becomes clean drinking water.

Sacrifice You can expend a casting of this spell to cast the *Wellspring of Life* spell from the Water tradition.