

Bonus Technomancy Spells

The spells are presented in alphabetical order.

Broadcast

Illusion Cantrip (Technomancy)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Wizard

You speak aloud a phrase up to 25 words and transmit it to every technomantic device without a Security Measure within range. Effects that prevent transmission — such as any thickness of lead, a signal jammer, or a *Blackout* spell — blocks this spell. A device with an audio speaker audibly reproduces your phrase exactly as you had delivered it. If the device is or has a holoscreen, you choose whether it reproduces a likeness of your visage speaking the phrase or displays a simple image of an object, creature, or graphic for the duration of the phrase.

Cantrip Upgrade. The spell's range increases when you reach levels 5 (**60 feet**), 11 (**90 feet**), and 17 (**120 feet**).

Commune with Technology

Level 5 Divination (Technomancy)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Warlock, Wizard

You open your senses to technology and gain knowledge of the surrounding area. If you're above ground, the spell gives you knowledge of the area within **1 mile** of you. If you're underground, the radius is limited to **300 feet**. The spell doesn't function if no modern technology is within **60 feet** of you.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of outlets, power cells, power generators, and other sources of strong power.
- Locations of wide-ranging broadband transmission sources
- Location of one Challenge Rating 10+ creature (GM's choice) with the **TECHNOMANCY** tag
- The most prevalent kind of person, animal, vehicle, or creature with the **TECHNOMANCY** tag as collectively detected by cameras and sound recorders in the area (you choose which to learn)
- The most prevalent presence and extent of an artificial intellect's influence, if any

In addition, if you're in a Gridspace, you can choose from a wider pool of facts:

- Locations of Ingress portals
- Locations of creatures or avatars belonging to creatures that originated from outside the Gridspace
- The most prevalent kind of program that inhabits the Gridspace

For example, you could determine the location of a powerful technomantic creature in the area, the locations of strong power sources, and whether the area has been influenced by an artificial intellect. If you were in a Gridspace, you could determine the locations of Ingress portals rather than the locations of strong power sources.

Detect Technomancy

Level 1 Divination (Technomancy)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Paladin, Ranger, Sorcerer, Wizard

For the duration, you sense the presence of sophisticated technomancy within **30 feet** of you, including devices that rely on arcane programming such as batteries, cameras, holopads, holoscreens, and terminals — as well as creatures, spells, and items with the **TECHNOMANCY** tag. This spell ignores basic and commonplace components such as keypads, personal lights, and wires. If you sense such technomancy, you can take the **Magic** action to see a faint aura around any visible creature or object in the area that has it.

The spell is blocked by **1 foot** of stone, dirt, or wood; **1 inch** of metal; or a thin sheet of lead.

Drone Barrage

Level 3 Conjuraton (Technomancy)

Casting Time: Action

Range: Self

Components: V, S, M (a signal transceiver worth 100+ Credits)

Duration: Concentration, up to 10 minutes

Classes: Paladin, Ranger, Warlock, Wizard

You conjure a swarm of **five** drones that fly around you in a **20-foot Emanation** for the duration. When you cast this spell, you can command the drones to flurry, forcing each creature in the Emanation to make a **Dexterity saving throw**. On a failed save, a target takes **1d6** Bludgeoning damage for each drone in the swarm. On a successful save, a target takes half as much damage. Success or failure, one drone in the swarm is destroyed. As a **Magic** action on each of your subsequent

turns for the duration, you can command the drones to flurry again.

Whenever a creature attacks you, you can take a **Reaction** to destroy one of the drones in the swarm to impose **Disadvantage** on the attack.

When all drones in the swarm have been destroyed, the spell ends.

Using a Higher-Level Spell Slot. You conjure **one** additional drone for each spell slot level above 3.

Find Proxy

Level 1 Conjuration (Technomancy)

Casting Time: 1 hour or Ritual

Range: Self

Components: V, S, M (a Tiny metal orb worth 10+ Credits, which the spell consumes)

Duration: Instantaneous

Classes: Wizard

You imbue the orb used in the casting of this spell with the technomantic programming of a proxy drone. It is an object with **AC 12**, **1** Hit Point, and **Immunity** to Poison and Psychic damage. It has Darkvision out to **60 feet**, and a Fly Speed of **30 feet** and can hover.

A basic artificial intellect pilots your proxy for you and obeys your commands. The intellect can't take actions and can only move, but may be capable of nudging other lightweight objects with its movement.

Technomantic Connection. While your proxy is within **100 feet** of you, you can communicate it via technomantic devices, such as a holopad. You can take a **Bonus Action** to receive a live visual and audio feed of what the proxy can see and hear until the start of your next turn. In addition, when you cast a Divination spell with the **TECHNOMANCY** tag that enhances your sight or hearing, you also share its benefits with the proxy for the duration.

Dismissal. As a **Magic** action, you can temporarily deactivate the proxy, leaving behind the mundane metal orb. Alternatively, you can deactivate it forever. While the proxy is temporarily deactivated, you can take a **Magic** action to touch the orb and reactivate the proxy again.

One Proxy Only. You can't have more than one proxy at a time. If you cast this spell while you have a proxy, the previous proxy vanishes.

Gridspace Simulation

Level 6 Conjuration (Technomancy)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a charged battery and a gold data disk encoded for a Gridspace framework worth 500+ GP, which the spell consumes)

Duration: Instantaneous

Classes: Bard, Wizard

You magically deploy a personal Gridspace of your design and project your mind and the minds of up to six other willing creatures within range into it. The Gridspace has default characteristics (see The Grid section on page XXX) and lasts for up to **4 hours**.

The Gridspace can be of any shape, but it must fit inside a **1,000-foot-radius Sphere**. You otherwise choose the appearance and design of the Ingress and Gridspace, including any geographical features, structures, objects, and facsimiles of creatures. Such facsimiles of creatures obey your commands. In addition, you can connect the Gridspace to the Holonet, allowing creatures inside it to make use of the Holonet normally as if via an arcane relay from your material location.

A creature remains in the Gridspace until it shuts down, until it takes a **Magic** action to expel itself, until you take a **Magic** action to expel it, or until its material body is ever more than **10 feet** from yours. An expelled target cannot return to this Gridspace. You can take a **Magic** action to shut down the Gridspace at any time. You can also set a password that any creature within **10 feet** of your material body can speak to shut it down.

The Gridspace can run the simulations from the descriptions below. A creature that spends at least **1 hour** participating in a simulation gains its benefit when the Gridspace shuts down. A creature can benefit from up to two simulations at a time, each of which lasts for **24 hours**. Regardless of whether a creature participated in a simulation, it gains the benefits of a Short Rest when the Gridspace shuts down if it remained in the Gridspace for at least **1 hour**.

Combat Training. The participant gains Temporary Hit Points equal to twice the maximum value of its largest Hit Die and gains **proficiency** in one Simple or Martial weapon of its choice.

Future Analysis. The participant chooses one event set to occur within the next **24 hours**. Once within the next **24 hours**, when the participant fails a D20 Test related to that event, it can reroll the die and must use the new result.

Magic Training. The participant chooses one Wizard spell of level 2 or lower. It has that spell prepared and can cast it using its own spell slots of the appropriate level. The spell's spellcasting ability is Intelligence.

Skill Training. The participant gains **proficiency** in one skill, tool, or vehicle of its choice, and it adds a **bonus** equal to your spellcasting ability modifier to any ability check made using that skill, tool, or vehicle if the check involves a technomantic object or creature.

Target Preparation. The participant chooses one creature and selects one trait or action from the creature's stat block that imposes a saving throw. It must have cursory knowledge of the trait or action chosen, either having studied it moderately, seen it used prior, or have learned of it from another creature in the Gridspace. The participant has **Advantage** on saving throws against that creature's use of the trait or action.

Ionize

Level 7 Transmutation

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (a pinch of powdered copper or a fulgurite rod)

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Wizard

You supercharge the atmosphere in a **20-foot-radius, 60-foot-high Cylinder** centered on a point within range. For the duration, the Cylinder sheds Dim Light in its area, prevents wireless signals from passing through it, and imposes **Disadvantage** on ability checks made by creatures with the **TECHNOMANCY** tag. When a creature moves into or within the Cylinder, it takes **2d8** Lightning damage for every **5 feet** it travels.

In addition, if an effect forces a creature in the Cylinder to make a saving throw to avoid Lightning damage, each other creature of your choice in the Cylinder is also subjected to that effect and this spell ends early.

Locate Terminal

Level 2 Divination (Technomancy)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a forked antenna)

Duration: Instantaneous

Classes: Cleric, Ranger, Wizard

Choose one wired technomantic device you can see within **60 feet** of you. If that device has one or more terminals, control panels, or other physical interfaces that are within **1,000 feet** of you, you learn the direction and distance to the closest one.

Manifest Artificial Intellect

Level 4 Conjuration (Technomancy)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a computer chip worth 250+ Credits)

Duration: Concentration, up to 1 hour

Classes: Wizard

An intangible, intermediate artificial intellect manifests within a technomantic device to which you have at minimum Permissive Access. For the duration, you can take a **Magic** action to command the intellect to perform any actions or complex tasks that can be taken at the target device as if the intellect were a creature there. The action or task can't require physical interaction and the intellect must satisfy all of the action or task's other requirements, if any (at GM's discretion). The intellect's host device must also be able to receive your commands

in some way, whether wirelessly or via interface. If the commanded action involves or references an ability score, ability modifier, or character level, the intellect uses your spellcasting ability, your spellcasting ability modifier, or your character level, respectively, to perform that action.

For example, you could command the intellect to sift information from the Holonet, set up a hacking trap, run a program, or interact with other users. You could also connect the intellect's host device to another device and command the intellect to attempt to hack it. However, the intellect could not expend spell slots to empower the device, turn off the device if its power switch must be manually flipped, or perform a task that requires other equipment — such as the physical components of Hacker's Tools.

Memetic Horror

Level 6 Enchantment (Technomancy)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a miniature metal brain)

Duration: Concentration, up to 1 minute

Classes: Bard, Wizard

An unsettling horror plays on a screen you can see within range for the duration. A creature that starts its turn within **20 feet** of that screen and can see or hear it must make a **Wisdom saving throw**. On a failed save, it takes **4d10** Psychic damage and becomes transfixed by the screen. While transfixed, it is **Incapacitated** and has a Speed of **0**. On a successful save, it takes half as much damage only and it is immune to this spell. Any creatures you designate when you cast the spell are unaffected.

When a transfixed creature starts its turn, it shares the horror with each enemy within **20 feet** of it that it knows isn't transfixed, forcing each enemy that can see or hear the screen or a transfixed creature to make this spell's initial saving throw. In addition, it involuntarily transmits a wireless feed of the horror to one enemy it knows isn't transfixed by this spell and is within **1,000 feet** of it. If that enemy sees or hears the feed, it must make this spell's initial saving throw.

A transfixed creature makes a **Wisdom saving throw** at the end of each of its turns, if it starts its turns unable to see a screen or another transfixed creature, or if it takes damage. On a successful save, it ends the spell on itself and is immune to this spell.

Using a Higher-Level Spell Slot. The damage increases by **1d10** for each spell slot level above 6.

Neural Transfer

Level 9 Necromancy (Technomancy)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a rare gold nanolattice worth 10,000+ Credits, which the spell consumes)

Duration: Instantaneous

Classes: Cleric, Wizard

You touch a creature that has died within the last **24 hours**. That creature is revived as an artificial intellect hosted in a suitably large technomantic data storage device within **10 feet** of you, such as a server stack or a macrodata stick, to which must have Admin Access (see Access, page XXX). That device serves as the intellect's host machine.

The intellect is no longer a creature. It follows the rules outlined in the Artificial Intellects section (see page XXX) and the GM has great latitude in deciding what it can and can't do. The intellect loses access to all of its class features, but retains its character level, Intelligence score, proficiencies, and languages known. The intellect can only sense its surroundings via sensors—such as a camera or microphone—that it has Permissive Access to. While residing in a host machine, the intellect can only take actions that it can take if it were a creature at the machine except those that require physical interaction, as well as any of the actions below.

If the host machine is destroyed, the intellect dies. A True Resurrection spell cast targeting the creature transfers the intellect to its revived body, restoring its material form.

Cantrip. The intellect can cast the Broadcast and Jolting Spark cantrips without providing Material components. Intelligence is its spellcasting ability for these spells.

Exert Control. The intellect has a pool of **energy** equal to its character level and regains **all** expended energy daily at dawn. It can expend energy to cast one of the spells below without providing Material components, using **Intelligence** as its spellcasting ability and casting as if in the host machine's space. For spells with a range of Touch, gaining Permissive Access to a target counts as touching it.

ENERGY SPELLS

Spell	Energy
Channel Technovirus	5
Command (targeting only Constructs with the TECHNOMANCY tag)	1
Power Surge	1
Sensor Cloak	3
Summon Mech (reactivation option only)	4
Trace Signal	2
Tracking Program	1

Manifest Avatar. While in a virtual world or a Gridspace, the intellect takes a **Magic** action to manifest an avatar for itself. The intellect controls the avatar, which uses the stat block of any Beast, Celestial, Fiend, or Human with a CR equal to or lower than the intellect's character level. The intellect can't take this action again until the next dawn.

Transfer Host. The intellect takes a **Magic** action to transfer itself to an empty technomantic storage device or a Construct with the **TECHNOMANCY** tag within **120 feet** of its host machine. The intellect must have Admin Access to the target machine to take this action. If the target machine is a Construct, its CR must be equal to or lower than the intellect's character level. The transfer takes a number of hours equal to its character level to complete, after which the target machine becomes the intellect's new host machine. If the new host machine has a stat block, the intellect controls the Construct.

Overclock

Level 3 Enchantment (Technomancy)

Casting Time: Action

Range: Touch

Components: S, M (a microprocessing unit worth 100+ Credits)

Duration: Instantaneous

Classes: Sorcerer, Wizard

You touch a technomantic device running a program or operation with a completion time of **10+ minutes** or a creature in the process of casting a spell of level 3 or lower that has a casting time of **10+ minutes**. You channel the Current into the target, reducing the duration of its running program, operation, or spell's casting time by **10 minutes**, to a minimum of **1 round**.

Using a Higher-Level Spell Slot. You can target a creature casting a spell of a level equal to or less than the level of the spell slot you use.

Power Surge

Level 1 Evocation (Technomancy)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a lump of quartz set into a copper ring)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You induce a surge of Current in a **10-foot-radius Sphere** centered on a point you can see within range. Each creature in the Sphere must make a **Dexterity saving throw**, taking **2d6** Lightning damage on a failed save or half as much on a successful one.

In addition, technomantic devices inside the Sphere that aren't being worn or carried suffer a power surge, shutting off if they aren't protected against energy surges. Until the start of your next turn, a creature that ends its turn within **5 feet** of an affected device takes **1d6** Lightning damage.

Using a Higher-Level Spell Slot. The initial damage increases by **1d6** for each spell slot level above 1.

Screengrab

Level 3 Conjuration (Technomancy)

Casting Time: Action

Range: Touch

Components: V, S, M (a black satin glove)

Duration: 1 minute

Classes: Warlock, Wizard

You touch and reach into a physical screen currently displaying a live feed of another location up to **1,000 feet** away. A spectral arm manifests from the camera recording that location. For the duration, you can use and control the arm as if it were yours, such as making Unarmed Strikes, taking the Utilize action, or interacting with objects. The arm's reach is the same as yours.

In addition, you can use the arm to pull one object through the screen to you, teleporting the object into your hand. If you do so, the spell ends early.

Screenwalk

Level 6 Conjuration (Technomancy)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 round

Classes: Warlock, Wizard

You touch a physical screen larger than a **3-foot square** that is currently displaying a live feed of another location, at any distance away on the same plane of existence.

You must be casually familiar with the location. For the duration, any Medium or smaller creature can step into the screen using **5 feet** of movement and teleport to an unoccupied space it can see on the screen.

Singularity

Level 8 Enchantment (Technomancy)

Casting Time: Action

Range: 150 feet

Components: V, S, M (an internally etched fiberoptic orb)

Duration: Concentration, up to 1 minute

Classes: Wizard

Arcane weave endlessly reiterates into a tangible technomantic singularity in a **40-foot-radius Sphere** centered on a point within range for the duration. Within the Sphere, technomantic objects and devices don't function properly, wireless signals fail to reach their destinations, and spells fail to be cast.

When you cast this spell and at the start of each of your turns for the duration, the Sphere deals **1d10** Force damage to every object and creature inside it, and each creature in the Sphere must succeed on an **Intelligence saving throw** or have **Disadvantage** on ability check and attack rolls until the end of its next turn. Creatures with the **TECHNOMANCY** tag make this save with **Disadvantage**.

If the spell lasts for the full duration, it manifests an intermediate artificial intellect controlled by the GM when it ends if there is an available technomantic device in the Sphere.

Trick Circuit

Level 2 Enchantment (Technomancy)

Casting Time: Action

Range: Touch

Components: V, S, M (a burnt wire)

Duration: 8 hours

Classes: Ranger

You touch a terminal and reroute its power source. Until the spell ends, whenever a creature attempts to use the terminal, it must succeed on a **Dexterity saving throw** or take **2d4** Lightning damage. When you cast this spell, you can choose a passphrase that, when spoken within **5 feet** of the terminal, suppresses the spell for **1 minute**.

If a creature takes a **Study** action to examine the terminal, it can discover the tampering and the passphrase with a successful **Intelligence (Arcana) check** against your **spell save DC**.

Using a Higher-Level Spell Slot. The damage increases by **1d4** for each spell slot level above 2.

Voltaic Barrier

Level 4 Abjuration (Technomancy)

Casting Time: Action

Range: Touch

Components: V, S, M (an electrum hoop)

Duration: 10 minutes

Classes: Ranger, Paladin, Sorcerer, Wizard

You discharge an electrified, repulsing barrier in a **10-foot Emanation** for the duration. The Emanation is Dim Light, grants Half Cover against projectiles originating from outside the Emanation, and prevents wireless signals from passing through it.

In addition, whenever a creature enters the Emanation or ends its turn there, it must make a **Constitution saving throw**. If it has the **TECHNOMANCY** tag, or if it is wearing or is made mostly of metal, it has **Disadvantage** on the save. On a failed save, it takes **2d8** Lightning damage and **1d8** Thunder damage, and is pushed **10 feet** straight away from you. A creature makes this save only once per turn.

Weavetext

Level 1 Illusion (Technomancy)

Casting Time: 1 minute or Ritual

Range: Self

Components: S, M (a sheet of transparent plastic worth 10+ Credits, which the spell consumes)

Duration: Until dispelled

Classes: Bard, Wizard

You weave strands of the arcane Current into an illusory ciphertext or 25 words or less and embed it into the programming of a technomantic device to which you have at minimum Permissive Access. You decide the specifics of the text's location. For example, you may insert it onto a particular display graphic, slip it into certain lines of code, embed it over a particular set of plaintext, or post it onto a Holonet page (provided you have appropriate access to do so). The text cannot be seen by nonmagical senses and can only be seen by creatures that have Truesight or a form of magical vision, such as the *Detect Magic* or *Detect Technomancy* spell.

If a creature takes a **Study** action to examine the text's location, the creature can sense the existence of the text with a successful **Intelligence (Arcana) check** against your **spell save DC** even if it can't see it.

The weavetext lasts for the duration, and it disappears if dispelled or if its location is deleted or destroyed. If its location is duplicated, the weavetext doesn't get duplicated.

While Inside a Magical Plane. If you cast this spell while inside a plane of existence made of pure magic, such as a Gridspace, you gain the option to embed the

weavetext inside your space. If you choose this option, you instead create hovering, stationary text, which must fit inside a **5-foot Cube** and can be in any shape or orientation of your choice.

Wire Whip

Evocation Cantrip (Technomancy)

Casting Time: Action

Range: 20 feet

Components: V, S, M (a loop of copper wire)

Duration: Instantaneous

Classes: Bard, Warlock, Wizard

You evoke a charged wire and whip it toward a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** Lightning damage and, until the start of your next turn, until it is ever outside the range of the spell, or until it has Total Cover from you, it must subtract **1d4** from the next attack roll it makes. If the target is a Construct with the **TECHNOMANCY** tag, it subtracts **1d6** instead.

Cantrip Upgrade. The damage increases by **1d8** when you reach levels 5 (**2d8**), 11 (**3d8**), and 17 (**4d8**).

Bonus Triburgy Spell

Originally a subclass feature for the Infinity Domain cleric, *Heighten Inertia* has been preserved as a spell following its replacement. The Infinity Domain cleric now includes this spell in its list of domain spells.

Heighten Inertia

Level 1 Transmutation

Casting Time: Reaction, which you take when you see a creature within 30 feet of yourself throw or launch a Small or Smaller object

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Wizard

You heighten the inertia of the launched object, causing it to fly in a straight line up to **300 feet** before it falls normally. If the object is launched as part of an attack, such as a Thrown weapon or fired ammunition, you change its normal range to **300 feet** for that attack.