

The Renegade Mage's Technomancer Spell Notes for 4th Edition

Created by Steven E. Ehrbar. Version 0.9.8, last revision April 24th, 2023.

General Notes

In cases of differences in a spell by edition, the 4th edition version of a spell is used by default, as modified by the Unofficial Errata PDF and specific spell notes herein. Additional magic item forms from *GURPS Technomancer* are valid unless specified otherwise.

Page references of B## are to the *GURPS Basic Set*, M## are to *GURPS Magic*, T ## are to *GURPS Classic Technomancer*, PY## are to *Pyramid* 3/115 "Technomancer", BIO## are to *GURPS Bio-Tech*, and LAS## are to *GURPS Magic: The Least of All Spells*.

Air Spells

Purify Air M23, T17

Item: (b) Mesh grid. Always on; purifies the air passing through the grid. *Energy cost to create*: 200 for up to 9 square inches, or 300 per square yard.

Animal Spells

Animal spells in Merlin use the default five categories (bird, fish, mammal, reptile, vermin), similar to 3rd edition's *GURPS Magic* (which separated mollusks). Animal spells do not work on apes and other creatures with racial IQs of 6+.

Body Control Spells

Transform Body M43

With regard to the no-maintenance-cost magic item:

Only chimeras, halflings, and humans are the valid transformation targets for chimera, halfling, and human subjects.

Chimeras, halflings, humans, and all dragon types are all valid for dragon subjects.

Communication and Empathy Spells

Insignificance M48

Secret; requires Security Clearance.

Presence M48

Secret; requires Security Clearance.

Exchange Bodies M49

Secret; requires Security Clearance.

Broadcast Spell T19

Secret; requires Security Clearance.

Earth Spells

Earth to Stone M51, T37

Making "metal" with this spell results in a magical substance similar to a nickel-iron alloy; melting it ends the transformation, much like what happens to Essential Water when boiled.

Move Terrain M55

Not invented, not available.

Enchantment Spells

Scroll M57, T19

The standard retail price of a scroll is \$475 × (standard days to write).

Spellprocessor T19

The reason scrolls cost half as much; this doubles the speed they're made at.

Golem M59, T19

The standard golem types are covered in the Technomancer Dragons & Golems PDF.

Golems, however cheap, cannot be created using Quick & Dirty enchantment.

Simulacrum M61

Secret; requires Security Clearance.

Doppelgänger M62

Not invented, not available.

Soulburner Gestalt T20

Secret; requires Security Clearance.

Mana Warhead T21
Secret; requires Security Clearance.

Spell Targeting T21
Minimum 300 energy.
Secret; requires Security Clearance.

Powerstone M69
Quadruple-cost castings on cheap objects are not possible; Powerstones *must* be worth at least $\$10 \times P^2 + \$40 \times P$ for the spell to work.

Manastone M70
Quadruple-cost (thus, 20 energy) castings on cheap objects are possible.

Homunculus M70
Not invented, not available.

Effigy M71
Not invented, not available.

Soul Stone M71
Not invented, not available.

Weekend Regular
Cast by the lead enchanter of a Slow and Sure enchantment (or any enchanter on an Industrial Enchantment line) at the end of a day of enchanting, this allows days of work to be skipped while the spell is maintained without having to be made up with extra days of work.
Duration: 24 hours.
Cost: 8 to cast, 0 to maintain.
Prerequisite: Enchant.

Interchangeable Part Regular
Cast by any enchanter on an Industrial Enchantment line, this allows a different enchanter to be substituted at his position the next day without disrupting the enchantment.
Duration: Instantaneous.
Cost: 6.
Prerequisite: Enchant.
Item: Any. *Cost to create:* 400 energy.

Fire Spells

High-Explosive Fireball T21
Damage type is crushing (incendiary) with the explosive modifier; use 4th edition explosion rules for area effect.

Shape-Charged Fireball T21
Damage type is crushing (incendiary) with the explosive modifier; use 4th edition explosion rules for area effect.

Gate Spells

Timeport, Timeport Other M81
Not invented, not available.

Timeslip, Timeslip Other M81
Not invented, not available.

Planar Summons M82
Secret; requires Security Clearance.

Planar Visit M82
Not invented, not available.

Plane Shift, Plane Shift Other M83
Secret; requires Security Clearance.

Phase, Phase Other M83
Not invented, not available.

Beacon M83
Timeport version unavailable.

Seek Gate M85
Not invented, not available.

Seek Gate M85
Not invented, not available.

Scry Gate M85
Not invented, not available.

Control Gate M85
Not invented, not available.

Create Gate M85
Not invented, not available.

Slow Time M86
Not invented, not available.

Accelerate Time M86
Not invented, not available.

Sanctuary M86
Not invented, not available.

Suspend Time M86
Not invented, not available.

Time Out M87
Not invented, not available.

Healing Spells

Sterilize Area
Kills all microorganisms in the subject area. Cast on a living being, it will also kill some friendly microorganisms within its body; this will cure all germ-caused diseases but does 3d toxic damage to a man-sized creature! (Damage will be proportional to size for others.)

Duration: Instantaneous.

Base cost: 3.

Time to cast: 10 seconds.

Prerequisite: Decay.

Item: Wand or staff. Subject must be touched by item. *Cost to create:* 400 energy.

Cure Disease M91

In accordance with the 3rd edition rules and *Technomancer* canon, only cures infectious diseases, not other diseases (like cancer).

Resurrection M94
Not invented, not available.

Illusion and Creation Spells

Create Mount M99
Cannot create a permanent mount.

Knowledge Spells

Invisible Wizard Eye M104
Secret; requires Security Clearance.

Light and Darkness Spells

Sunlight, Continual Sunlight M114
Not invented, not available.

Sunbolt M114, T24
Prerequisite is Coherent Light Jet (T24).

Disruption Bolt T24
Damage is “tight-beam burning” plus a linked Agony affliction (B428) lasting 1 second; resist at HT-(damage inflicted). DR from metal armor counts triple. Ignore original’s damage tripling and PD rules.

Prerequisite is Microwave Jet (PY22).

Invisible Sunbolt T24
Replace with Starbolt (PY23).

Starbolt PY23
Secret; requires Security Clearance.

Making and Breaking Spells

Awaken Craft Spirit M104
Not available; no craft spirits.

Meta-Spells

False Aura M122
Secret; requires Security Clearance.

Magic Resistance M123
Not invented, not available.

Scryfool M123
Not invented, not available.

Penetrating Spell M123
Secret; requires Security Clearance.

Suspend Magic M123
Not invented, not available.

Displace Spell M124
Not invented, not available.

Suspend Curse M125
Not invented, not available.

Suspend Mana M125
Not invented, not available.

Lend Spell M126
Not invented, not available.

Charge Powerstone M126
Not invented, not available.

Spellguard M127
Not invented, not available.

Remove Aura M127
Not invented, not available.

Steal Spell M127
Not invented, not available.

Telecast M128
Not invented, not available.

Hang Spell M128
Not invented, not available.

Maintain Spell M128
Not invented, not available.

Throw Spell M128
Not invented, not available.

Suspend Magery M130
Not invented, not available.

Drain Magery M130
Not invented, not available.

Movement Spells

Flying Carpet M146, T26
Base cost of 4, plus 1 per four square feet, half to maintain. Weight capacity of 25 pounds per square foot.
Item: As *Technomancer*, p.26

Ethereal Body M146
Secret; requires Security Clearance.

Cloud-Vaulting M148
Secret; requires Security Clearance.

Necromantic Spells

Steal Energy M150
Doesn't work on apes or other creatures with racial IQs of 6 or less.

Steal Vitality M150
Doesn't work on apes or other creatures with racial IQs of 6 or less.

Control Zombie M152
Also works on toxic zombies (T26); they resist (for themselves) at +4.

Turn Zombie M152
Also works on toxic zombies (T26), but they choose whether or not to run.

Zombie Summoning M153
Doesn't work on toxic zombies (T26).

Mass Zombie M154
Prerequisites: Zombie and one of Charisma 2+, Thanatologist 2+ (*Power-Ups* 3, p. 16), or Will 15+.
Secret; requires Security Clearance.

Command Spirit (type) M154
All incorporeal undead are one "type".

Bind Spirit (type) M158
All incorporeal undead are one "type".

Lich M159
Not invented, not available.

Wraith M159
Not invented, not available.

Plant Spells

"Plants" for the purpose of this college in *Technomancer* include all eukaryotes that either 1) are multicellular and lack nervous systems, or 2) are unicellular and photosynthesize.

Bless Plants M161
May be limited to a single plant, or type of plant, at the time of casting.

Protection and Warning Spells

Atmosphere Dome M169
The dome cannot maintain a pressure of less than 1/10 the ambient air pressure or more than 10 times the ambient air pressure. Pushing out gasses takes a second; drawing them in takes one minute \times (relative target pressure \div atmospheric fraction).

Example: A mage on Earth wants lots of argon, so he sets up an Atmosphere Dome to fill it with 100% argon at 10 times local air pressure. At 100% relative humidity, argon makes up about 0.8% of the ambient air. $10 \div 0.008 = 1,250$ minutes, so it will take 20 hours and 50 minutes to bring the interior up to 1 megapascal of 100% argon.

If our same mage instead wanted a 50/50 mix of nitrogen and oxygen at 1 MPa, it would gather much faster. The nitrogen level would be reached in the dome in $5 (50\% \text{ of } 10) \div 0.69$ (nitrogen fraction in 100% humid air) = 7.25 minutes, the oxygen in $5 \div 0.18 = 27.78$ minutes.

Utter Dome M170
Secret; requires Security Clearance.

Utter Wall M170
Secret; requires Security Clearance.

Sound Spells

Invisible Wizard Ear M173
Secret; requires Security Clearance.

Technological Spells

Bio-Tech Spells

Alter Nanovirus BIO30
Not invented, not available.

Sense Nano BIO32
Not invented, not available.

Spellgraft BIO32, T20

If you're using Knacks (see the PDF on "Technomancer Advantages and Skills" for 4th edition rules), this spell grants a Knack like it did in 3rd edition.

If you're not using Knacks, it grants both a *Racially Innate Spell* (B453) at a level of IQ+5, and Magery 0 (One Spell Only, -80%) [1], thus gifting the child with both knowledge of the spell and the ability to use it.

Energy Spells

Example fuel TLs in Technomancer are:

TL 5-8: Coal, wood.

TL 6-8: Avgas, diesel, ethanol, kerosene, gasoline, LPG, methane, methanol, propane.

TL 7-8: Hydrogen, jet fuel, natural or low-enriched uranium (up to 10%), rocket fuel.

"Most advantageous" is determined independently for each spell parameter; a caster with Create Fuel/TL8 has no penalty to create coal (TL8), and only pays 5 energy/pound (TL5) for it.

Create Fuel M179, T30

Instead of an unspecified "primary" fuel by tech level, this spell produces the mage's choice of any of the fuels on the list above, provided the mage is familiar with the fuel.

Item: (b) A pot or container that will change the contents into a fuel specified at its creation. *Energy cost to create:* 100 per pound of the daily capacity of the container.

Draw Power M180, T31

Fatigue from the strain is lost only when using the power, so Draw Power can be maintained indefinitely (although the caster will take the usual -1 to skill).

Radiation Spells

Breathe Radiation T38
Secret; requires Security Clearance

Particle Beam T38

Damage is 3d(5) tight-beam burning with the radiation and surge modifiers per 5 energy. (No surge for a neutron beam casting.)

Water Spells

Acid spells create a magical corrosive substance with pseudo-chemical characteristics that vary from casting to casting. Refining a spell to (say) Create Sulfuric Acid is a matter of ongoing research.

Create Water M185

Can create heavy water (deuterium oxide) at double cost.

"Zapps": The Least of All Spells

The spells listed in *GURPS Magic: The Least of All Spells* were not invented before other magic in Technomancer, and they are never invented by children as kindermagic (T15). Instead, they are the product of very long and difficult research into cutting down "normal" spells into something simple to learn but still stable enough to produce reliable effects.

The first "zapp", Oven Mitts, was invented at New Mexico State University in 2020 as part of an effort to create an easy introductory spell for high school Applied Magic courses (thus the initial nickname of "app" inside the research program, altered by the NMSU PR department in its press release). That zapps could be used by non-mages outside the Manabelt (or other high-mana area) wasn't discovered until one of the first students taught the spell (as a research volunteer) absent-mindedly cast it while visiting her mother in Phoenix on Christmas break to take a ham out of an oven.

Due to their recent invention, difficulty of development, and low utility, zapps are still few in number. The mere dozen in the published literature so far are Call (LAS6), Easy Rider (LAS10), Flee (LAS14), Image (LAS11), Keyfinder (LAS11), Open Door (LAS14), Oven Mitts (LAS8), Pebble (LAS8), Ritual of Reaping (LAS15), Squirt (LAS17), Stand Out (LAS7), and Thaumatomancy (LAS12).