A Collection of Technomagical Objects by Eileen Mills

Controller Wand: The controller wand is 6 inches long. Its semi-thick body is attached to a round, medium-sized top that can be moved forward, backward, left, and right. The limitation here is that the technomancer cannot accurately cast spells above or below with it. The top is covered with buttons that cast spells when pressed. These buttons are brightly colored symbols of sacred geometry. The controller wand is typically used to cast spells when there are no other items in the technomagical chest that will work in the moment. For example, no item allows the technomancer to augment themselves, but the controller is capable of casting that spell. The technomancer would press the bright orange 64 tetrahedron button to activate it.

Boom Player: The boom player is a small, rectangular box with speakers and buttons. The first button turns the machine on and off and the other three buttons control the severity of the boom. The technomancer may want to use the lowest sonic boom to give the opponent momentary pause without causing them permanent hearing damage. The medium sonic boom has an even bigger effect and may or may not give the opponent permanent hearing damage. The loudest sonic boom will severely weaken the opponent and is likely to leave them with permanent damage. The controller wand can be used as an antenna to aim the boom at the desired person. However, the boom can reverberate on certain surfaces and negatively affect the technomancer, although only mildly.

Game Coin: The game coin is a flat, flexible, and round piece of silicon. This coin has no monetary value, but it can be placed inside any machine that has a slot, such as a vending machine. Placing the game coin into a machine activates it. Activated game coins convert the surrounding area from 3D to 2D. This item is extremely helpful in battle when the enemy is especially evasive. A game coin limits the movement of the opponent, forcing them to move in a linear line. Other magical items can be used by the keeper of the coin to gain an advantage over the opponent. The freeze disc is a helpful supplementary item in this instance because it moves forward and backward and would stop the opponent in their tracks, but only if the opponent is close enough. There is a time limit on how long a game coin can be activated for, and it cannot be used more than once. When a game coin has reached its threshold, it self-destructs which damages the machine as well.

Hologram Ball: The hologram ball is a round, pinball-like object that contains a hologram of its technomancer. The purpose of this object is to create the illusion that the technomancer is somewhere he isn't. The hologram ball can be thrown or rolled and will only stop and open when its technomancer is at a safe distance away from it. When someone, who isn't the technomancer, approaches the ball, its hologram will turn into a tangible net – trapping the person. The negative thing about this is that it cannot discern who is good or evil. It can only detect its technomancer. Meaning, it could trap an innocent bystander.

Wave Bike: The wave bike is a motorcycle that can fly. The wave bike's design varies depending on the technomancer. For example, some technomancers have magical objects that allow them to see 360 degrees; therefore, their bike wouldn't need to have mirrors. Each bike comes equipped with a shielding device that emits a barrier around the bike. This shield renders the bike invisible to others and it makes the bike resistant to flying objects like birds or hail. If

the bike is going fast enough, it can create a portal they can drive through to reach their destination quicker. However, they can only travel within their world, and using portals can have unpredictable side effects like vertigo and nausea.

Laser Stickers: Laser stickers are flat adhesives that can be placed on anything to make a laser grid. Their sole purpose is to protect magical objects. The neon-colored lasers they project will singe the skin of anyone who isn't a technomancer. The lasers are intuitive and will send a signal to the controller wand of the technomancer they belong to when someone gets close. The major flaw here is that a nefarious technomancer could walk through the lasers and steal the object and take the stickers, which they could reprogram to belong to them. However, the likelihood of this happening is slim due to there being a limited amount of technomancers on Zuna.

Tetra Block: Tetra blocks start as small, silver cubes. These cubes will inflate to the size of a brick when thrown. The technomancer can throw them in their desired pattern, which is typically a vertical pattern similar to that of a ladder. Rarely is a more complex pattern necessary. Tetra blocks float parallel to any building, wall, fence, or barrier that needs to be climbed. Tetra blocks can also be used to create a bridge or wall where there isn't one. The major flaw with this object is that the bricks revert back after stepping on them once. Meaning, a technomancer could not go back the same way they came – unless they have more tetra blocks with them.

Voltbreaker Jacket: The voltbreaker jacket feels and appears lightweight, but it can absorb electrical currents over 100 milliamperes. It looks like a typical jacket one would buy from a mall in the '80s. Its design includes lightning bolts, spirals, and other geometric shapes. The voltbreaker jacket works as armor and protects the wearer from being electrocuted to death, whether they're grounded or not. An advanced voltbreaker would only feel a slight shock. A novice technomancer wouldn't die, but they would incur severe damage. All technomancers must spend time learning how the jacket works before they can wear it.

Freeze Disc: A freeze disc is a round disc about 8 inches in diameter. On top of the freeze disc is a labyrinth pattern made of thin and flexible magnetic strips that raise and extend into any person or object it's thrown at. The magnetic strips dispense a software that will freeze whatever it lands on. Freeze discs can only travel a maximum of 100 yards, when unobstructed, and can be recalled with the use of a controller wand. People and objects frozen by the disc will unfreeze upon its removal. No serious damage is done to those hit by the disc.

Dream Pendant: The Elders of Thisbe are the only people of Zuna who astral travel naturally. The technomancers of Pyramus need a dream pendant to astral project. The pendant's prong holds a glittering galaxy inside a glass ball, which projects digitized maps onto the nearest surface when tapped. On one side of the glass ball is a dial that allows the technomancer to select a location and time to travel to. Upon falling asleep, they are immediately transported to the selected place and time. The dream pendant will not work if it isn't charged. Charging a dream pendant consists of leaving it in the moonlight for an entire night. Its charge lasts a month.

Acid Tea: Acid tea has the same green shade that one would find in a vat of acid. It gets its name from its color. Not much is known about the ingredients of this potion because it's brewed by the Elders, and they keep the main ingredients secret. The only discernable flavor is ginseng, which

is used to make the potion more palatable. The acid tea effectively reverses the effects of technomagic, such as when a controller wand spell backfires. The catch is that the drinker of the tea develops a tolerance to it over time.

Glitch Book: Anyone but the owner of a glitch book will open it to highly saturated, moving, rainbow-striped pages and white noise. The glitch book will only reveal its contents to its technomancer. The non-pixelated version of the book provides instructions for magical item usage, spells, and cheat codes. For instance, the glitch book contains a spell that can be enacted with a controller wand to send a glitch to a person, causing them to be temporarily confused and spill their secrets. Magic always comes with a price, and this glitch book is no different. Using the book increases the chance of the owner's controller rod being infected with bugs.