DAVE ARNESON'S

BLACKMOOR

CLOCK & STEAM

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by Rodney Thompson

Clock and Steam Credits

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Introduction

Welcome to *Clock and Steam*, the sourcebook for clockwork and steam-powered technology for use in *Dave Arneson's Blackmoor*. While the corebook for the setting mentioned some of the ways that these technologies have affected the world, this book fully illustrates just how much the world is changing because of it. The introduction of complex technology is not only a threat to arcane and divine spellcasters, but also helps to empower those without a natural aptitude for magic. As a result, new heroes and villains are on the rise—not because of arcane rituals, or the backing of powerful gods, but as a result of ingenuity and research. The solutions to many adventurers' problems no longer lie solely within the province of the masters of esoteric lore; in recent times, students of scientific and technological advancement have come to the forefront, and are now making a name for themselves alongside their magically-inclined forebears.

Although clockwork and steam power have a profound impact on the world as a whole, the emphasis of this book is mostly on how such technologies affect the lives of adventurers. After all, it is the heroes and villains of the story that make the biggest difference in the world, and so *Clock and Steam* will show players and GMs alike just how big a role technology can play in fantasy roleplaying. The world is changing, slowly marching forward on boots of steam power and clockwork mechanisms, and the chances of encountering someone with an aptitude for technology are higher than ever. Adventurers must be prepared to fight enemies who have harnessed the power of these forces, just as they should be prepared to use such technology for themselves.

The central focus of this book lies with a new core class: the inventor. The inventor is the master of clockwork and steam power, bending technology to his will and doing amazing things with the simplest of mechanisms. However, the inventor is no scholar or recluse, hiding in a machine shop; instead, the inventor is an adventurer that puts technology to good use, putting together machinery in the heat of combat that can turn the tide of battle in his favor. In addition to his contributions in combat, the inventor is also a utilitarian hero that can often come up with solutions where other adventurers might be stymied.

The inventor's main focus is his inventions. Inventions are new abilities, similar to spells, that can be used both in and outside of combat to varying effects. Unlike spells, however, inventions are always dynamic, allowing the inventor to tinker with his creations to arrive at just the right solution. If he so chooses, the inventor can ensure that no two creations of the same invention function exactly alike, tailoring his machinery to the unique circumstances he faces at the time.

With the rise of the inventor comes an influx of new technology into the world. Where masters of the arcane once built shops dedicated to selling scrolls and potions, now inventors erect shops selling trinkets and machines. Clockmakers and blacksmiths have converted their stores into machine shops where inventors can craft amazing creations. Deep within their underground cities, dwarven inventors slave away at amazing machines of war, while High Thonian masters create new implements of science and technology for more scholarly pursuits. Clockwork sentinels guard the entrances to noble manors, and gnomish tinkers sell mechanical birds to passers-by on the street. Although it has yet to supplant spellcasting as the most common and powerful means of achieving the fantastic, there can be no doubt that inventors are forging an exciting new path for themselves throughout the world.

The *Blackmoor* setting has changed... and steam, steal, gears, and springs are the implements of the future.

Developer's Note

While the inventor class, with its attendant system of inventions and ticks, is designed to complement the basic rules set, there can be no doubt that its introduction into a given game is a potentially campaign-altering decision. Some inventions allow a player character to produce some truly dazzling effects, but no more so than an equivalent arcane or divine spell. In other words, inventors and inventions are balanced fully with basic game elements. There is a difference, however, and that difference is two-fold. First, inventions are not magical in nature, and are therefore immune to being dispelled or nullified in dead magic areas. This gives them an obvious and undeniable leg up on standard magic (though this is nothing that psionics, for example, doesn't also provide). Second, inventions are scalable—by means of an adjunct system called "ticks"—and that adds yet another level of complexity. (The ticks system is, of course, balanced for play, but that doesn't necessarily mean it requires no monitoring on the GM's part.)

If there's a setting where the inventions system is appropriate, it is of course the world of Blackmoor, and that's precisely why you're now reading this book. But at the end of the day, including the inventor in a campaign means essentially adding another "magic" system to the world, and that's rarely a decision that a GM will make lightly. Indeed, the best way to look at it would be to compare the role of inventions in Blackmoor to the role of psionics in most fantasy settings: If the GM decides that the system's ideas are right for his particular campaign, he should include that system in his game—and adjust the overall setting to properly suit the addition. If not, then he should feel free to let the role of the inventor *per se* fade quietly into the background.

In other words, this is a book of *game options*, not *setting alterations*. Take of it what you will!

Chapter One:
The Rise of Science

There can be no doubt that technology is on the rise in Blackmoor. Across the land, signs of technological advancement abound. Though the technology that powers these marvelous inventions has been around for many years, it has only been recently that inventors have been able to take these elements and combine them in such a way as to create amazing inventions. For example, beautiful standing clocks with swinging pendulums have been around for decades, though only the wealthiest could afford to have such a precision machine crafted for their homes. In recent days, inventors have looked at these timepieces, formerly just another trinket for wealthy nobles, and apply the principles that drive their inner workings to other pursuits. Though the pendulum has fallen out of fashion with inventors, the same gears and springs inside an ornate standing clock now power implements of war and adventuring alike.

With the foundations of modern invention laid years ago, it comes as no surprise that the majority of recent technological innovation has sprung up seemingly overnight. The groundwork had been laid for many years, but within a matter of months an abundance of technological advancements came into the public eye. Each day brings new innovation and new inventions to the world, along with a string of failures (sometimes spectacular) that are a natural part of the inventing process. Some detractors believe that inventors are dangerous to themselves and those around them, and the haphazard pace at which they proceed in their research can cause great harm. A great debate has risen up in some parts of Blackmoor with some calling for a halt on inventing while others merely plead for the inventors to slow down in their research and exercise proper caution.

Of course, few inventors are willing to give up on their work because of a few naysayers. Though few research accidents have resulted in any real harm, the danger of a failed experiment still lurks in the shadows of all inventions. Still, even this danger is not enough to deter most inventors, and technology continues to advance at a breakneck pace. Fortunately for the inventors, many of the nobles that sponsor their research are reaping a number of rewards from the technological advancements. In fact, some nobles have already remade their investment ten times over since their sponsored inventions hit the market, and a salve of money tends to mollify even the most skeptical of the nobility.

The governments themselves are currently taking something of a hands-off approach with regards to inventors. Though the governments are more than willing to reap the benefits of invention, behind the scenes some debates rage on regarding invention and technology. Some government officials believe that inventors should be brought under government supervision and made to do as their overseers demand, while others believe that it is the freedom the inventors enjoy that allows them to make such remarkable technology. The only inventors that have felt the heavy hand of government on their shoulders are those whose creations might be used as weapons, particularly weapons against the state.

More and more adventurers are coming to see the value in clockwork and steam powered devices, and similarly many inventors' quest for knowledge leads them out into the world at large. Though some more traditional adventurers are unwilling to adapt to new technologies, others have been given a new lease on life. Soldiers and veteran adventurers who have lost arms or legs in battle are being given a second chance thanks to mechanical prosthetics, and many adventuring parties have enlisted inventors to craft mechanical soldiers to add just a bit more muscle to the party on particularly dangerous quests.

Whether loved or feared, embraced or eschewed, clockwork and steam power are in Blackmoor to stay. Whether that is a boon or a hazard has yet to be seen, and there are good people on both sides of the argument.

Early Clock and Steam

Although the dwarves and High Thonians are making the most strident advances in technology, most attribute the true birth of invention to the race of gnomes. As a race always well suited to tinkering, the gnomes laid much of the groundwork upon which modern invention is built. Despite their early contributions to the advancement of mechanical science, very few people know the true history of gnomish invention, nor their true role in the rise of technology. Most gnomes have accepted the fact that the world will likely never truly acknowledge their hand in the rise of clock and steam, and content themselves with assisting the dwarven engineers who make flashier and more famous inventions.

The first true gnomish inventors were, in fact, clockmakers. Indeed, even in modern times gnomes are among the most adept clockmakers in the world. Some may say that the High Thonians have truly mastered clockwork, but gnomish engineers argue that they are merely catching up to the level that gnomish inventors have been at for decades. Regardless of whether or not this claim is true, it is a fact that gnomish clockmakers first discovered that the mechanisms they were using to keep time could be employed for alternate purposes. Early inventions involved using standing clocks to trigger simple systems—for example, many gnomish households had attached pulleys to their standing clocks so that, at a certain time of day, they would pour tea into cups laid out in advance. Though not truly clockwork inventions as modern gnomes think of them, the interaction between clockwork elements and mundane tasks proved vital to the expansion of clockwork in gnomish society.

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The first clockwork true clockwork invention was in fact a telescope, created by a gnome astronomer by the name of Galen Lato. In addition to using clockwork to automatically adjust lenses for greater focus on distant objects, the telescope could be set to automatically follow the path of a single star across the sky for an entire night, removing the need for the observer to make manual adjustments every few minutes. Though the invention itself was not heralded as a particularly spectacular device, what it allowed gnomish astronomers to do had a lasting effect on the world. Shortly after the invention of the clockwork telescope, gnomish stargazers were able to track the progress of various stars used in navigation across the night sky with incredibly accuracy. As a result, gnomish astronomers and cartographers were able to draft a set of incredibly accurate navigational charts that revolutionized course-plotting by star position, making many gnomish cartographers wealthy indeed.

Some months later, a gnome inventor by the name of Artigan created what would become the first entirely clockwork construct. Artigan and his wife were raising a young daughter at the time, and the creative gnome decided to see if he could create her a toy using the various gears and springs lying around his home. The result was a small, mechanical sparrow capable of hopping about, fluttering its wings, and producing a short musical tune. Though the bauble lasted only a few days in the hands of his infant daughter, word of mouth carried news of the complexity of Artigan's invention, and within days the inventor was swamped with requests from other clockmakers to show them what he'd done. In a matter of months, Artigan's Sparrow became one of the most highly studied inventions in all the gnome community, and within the year more complex animated creatures, of varying sizes and configurations, became common sights in gnomish clock shops.

The gnome's crowning achievement—and the invention that most likely led to their engineering alliance with the dwarves—was the clockwork trolley. Two gnome communities, set in the facing sides of two mountains separated by a deep gorge, had engaged in trade for years and had many families with members in both communities. Unfortunately, travel between these villages was made incredibly difficult due to their location and the presence of the gorge separating their respective mountains. After some years of planning, gnome engineers devised a long, metal cord between the two communities, pulling it taut and anchoring each end into the side of the mountain. A clockwork trolley car, which used weights and pulleys to generate momentum, was attached to the line, allowing members of the two communities to travel back and forth in a matter of minutes… rather than *weeks*. At present, the clockwork trolley is still in operation, though the gnomes have added a second line and trolley cart to expedite trade.

Dwarven Steam Power

Though the gnomes were the first to truly make use of advanced mechanical principles in their inventions, the dwarves contributed the second half of the most important equation in Blackmoor engineering: steam power. Whereas clockwork makes the automation of complex functions possible, steam provides the power that makes many inventions go. Steam power produces more energy than any pendulum or spring could ever hope to and is integral in the creation of most modern and complex machinery. The dwarves of Blackmoor have mastered steam power and continue to craft incredible machines that harness steam power and convert it into productivity.

Borgrim Stonehammer was the first dwarf to discover the energy-producing properties of steam power. A prospector of rare gems found in dwarven mining tunnels, Stonehammer was searching for a way to create his own gems rather than picking over the leavings in abandoned tunnels. Stonehammer believed that he could use the pressure generated by steam to compress a chunk of carbon into a diamond and crafted a cast iron pot set above a blazing hot fire. Water was funneled into the bottom of the pot, and as the steam built up pressure it pushed together two metal plates, between which he had placed a chunk of coal. As could be predicted, the experiment was a resounding failure, and the top of the pot blew off in a spectacular burst of steam. Though he did not create a diamond as he had hoped, Stonehammer was inspired by the explosive pressure release and soon crafted a primitive steam engine. Stonehammer's engine used steam pressure to drive a piston, which soon gave rise to a number of dwarven steam engines.

Though the dwarves had now harnessed the power of steam, most were unsure of exactly what to do with it. Fortunately, the gnomes had the answer. Long skilled in the ways of crafting clockwork items, the gnomes approached the dwarves with a proposal of cooperation. In exchange for access to their steam power technology, the gnomes would provide the dwarves with the clockwork mechanisms to create more complicated machinery. Eager to make use of their new power source, the dwarves agreed, and almost immediately a number of new inventions began to flow from the alliance. Dwarven steam engines provided the raw power needed to drive larger machines, while gnomish clockwork parts allowed for more delicate functions. Both races knew that they were on the precipice of a golden age, one where their ingenuity and cooperation would lead them to new heights.

As with many technological revolutions, the new alliance did not get of to a completely auspicious start. In fact, one of the greatest tragedies in dwarven or gnomish history occurred as a result of the gnome-dwarf invention alliance. Taking an idea from the gnome's clockwork trolley, the dwarves set about constructing a massive metal railway that stretched for over one hundred miles between two dwarven cities. Deep beneath the surface, this railway connected the two cities and allowed for unprecedented new trade opportunities. Using

a steam-powered engine to drive a locomotive engine, this railway could deliver travelers between the two cities in a matter of hours. Unfortunately, this grand experiment lasted only a few months before tragedy stuck. As the railcar made its way between the two cities, the engine grew too hot and cracked, venting steam in a violent explosion. The railcar flew off its track and plummeted into an underground ravine, killing over 200 dwarves and gnomes. From that day forward, the dwarven-gnomish engineering alliance vowed to never create a single system of mass transportation because the risk of a large-scale loss of life was far too great.

The railcar tragedy set the dwarves back years in their technological revolution, and many elements of their society demanded a halt to all research. Over time, the memory of the tragedy faded and dwarven engineers once more began to strive for innovation. After over a decade of research, dwarven inventors unveiled their newest creation: the steam bore. Controversial from its inception, the steam bore proved capable of doing the work of hundreds of dwarven miners, and over time came to be seen as a staple of their mining operations. The steam bore is one of the dwarves' greatest creations, though many believe that their implements of war are far more influential.

Economic Impact

The steam bore and other mechanical mining implements have had a major effect on Blackmoor's economy. Where the dwarves were once a source of a large portion of the kingdom's mineral resources, now they are the only source. Dwarven mineral output has increased over a hundred fold since the invention of the steam bore, while other steam-powered mining tools have made it easier to gain access to rare or difficult to mine ore deposits. Advances in dwarven technology have also enabled them to more quickly and efficiently locate rich ore deposits, meaning the dwarves spend less time prospecting and more time actually removing the minerals from the ground. The dwarves have nearly flooded the market with some of the more common minerals, such as iron and copper, and continue to output at an incredible rate.

When the steam bore was first introduced it created an overnight boom in mineral sales. Large quantities of ore were suddenly available, and buyers snatched it up as quickly as the dwarves could produce it. Within a few months, a select few dwarves had become wealthy beyond their wildest dreams, selling minerals at a rate unparalleled in dwarven history. Seemingly overnight a new class of dwarven nobility was born: the Ore Barons. Though these dwarves had already been prosperous, the mineral boom made the Ore Barons rich, and in a hurry. Many were quick to adopt lavish lifestyles, while others dealt with their wealth more carefully and built up small mining empires. The Ore Barons bought out competitors and monopolized the mineral market, driving sales up and making money hand over fist as the steam bores drilled deeper into the earth.

As many good things do, the mineral boom came to a disastrous end. In the span of mere days, the buyers that had made the Ore Barons wealthy simply stopped buying. Most of the buyers had been stockpiling minerals while they were plentiful, believing the steam bore to be a machine of limited use. When steam bores continued to yield bountiful mineral loads at a consistent pace, these buyers became more frugal and decided that they had enough ore stockpiled to last them for some time. The steam bores continued to yield minerals, but no one was buying any. The market for minerals crashed, and those Ore Barons that had invested their earnings poorly suddenly found themselves overextended and in deep debt. Thousands of dwarves sank into poverty within weeks, and an economic depression swept through the dwarven lands as a result.

For many years, times were hard in the dwarven mining communities. The few Ore Barons that remained in power were extremely conservative with their investments, and many dwarf miners suddenly found that their services were no longer needed. Though many found work elsewhere, even traveling to other holds in search of a livelihood, others sank into poverty so deep that they could not escape. Many such dwarves ventured out from the holds during this time, hoping to make a living in other lands. From this depression, a whole generation of dwarven adventurers were born, many of whom went on to achieve great fame and fortune. In time the economy improved and the Ore Barons found a nice balance between production and demand, though the long-reaching effects of the dwarven economic crash are still being felt.

One other result of the mineral market crash was that many dwarves who had lost everything were not content to simply fade into obscurity. Many such dwarves, particularly those Ore Barons that had squandered their wealth and been hit hard by the crash, came to resent the advancements in mining technology that made the mineral market crash possible in the first place. These angry dwarves formed a secret underground movement dedicated to wiping out all traces of dwarven technology. For some years, these violent rebels attacked steam bores and other mechanical mining devices, hoping to force their fellow dwarves to abandon technology and return to the old ways. Other more traditional dwarven elders secretly supported this cabal of saboteurs, providing them with resources and information needed to hinder mechanical mining operations.

Over time, these saboteurs came to realize how futile their efforts were, as the dwarven mining efforts marched forward. Instead of abandoning their cause, these dwarves decided to dedicate themselves not to the destruction of technology but to the cause of assuring that technology is not abused. Calling themselves only the Saboteurs, these dwarves have become an enemy to anyone in power that seeks to use clock and steam for any abusive purpose. For this reason, the Saboteurs have become the most prominent enemies of the Brotherhood of the Pendulum (detailed below) and continue to fight their efforts to this day.

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War Machines

The other great advancement in dwarven steam technology is their creation of impressive war machines. The first great war machine crafted by the dwarves was responsible for an impressive and sobering massacre of an arc army in the Dragon Hills. Since that time, the dwarves have created a small number of other war machines, each responsible for protecting an individual holds or regions of dwarf lands. Additionally, the dwarves have begun to innovate, expanding on their original blueprints and adding new features to their already impressive arsenal. Some of their war machines are big and destructive, while others show some more finesse than their predecessors. Some dwarven inventors have even begun experimenting with adding steam power to many of the more traditional siege weapons used in warfare. Though much of this work is kept tightly under wraps, some leaks have gotten out and many people throughout the kingdom fear the rise of dwarven war power.
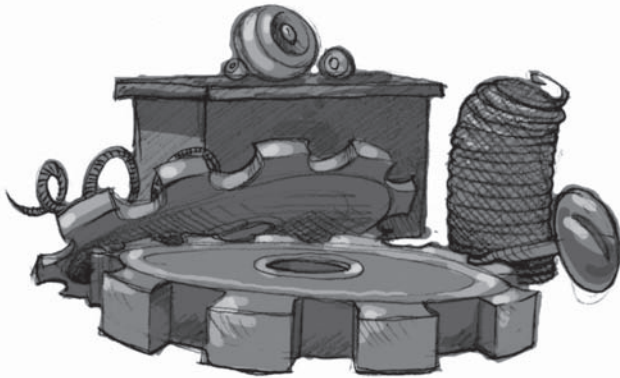
As a result of the new war machines found at the hands of dwarven inventors, many of the factions in Blackmoor and the surrounding lands have begun to engage in something of an arms race. As the dwarves craft better and more powerful implements of war, other factions seek out more powerful alternatives. Though no other faction can match the dwarves for mechanical might, some groups have begun to formulate countermeasures in case the dwarves ever decide to use their weapons for offense instead of just defense. Wizards throughout the kingdom have started formulating spells and other magical effects designed to slow or stop dwarven war machines. Other groups have begun to seek out options for first-strike weapons, designed to sabotage and destroy the war machines before they can ever be used. Other factions have engaged in more sinister clandestine activities aimed at destroying the dwarven military base, but for now the threat of the dwarven war machines is keeping all potential attackers at bay.

On the other side of the situation are those who are looking to gain dwarven war power for themselves. A few entrepreneurial dwarves have begun to allow wealthy nobles to enter bids for the construction of a dwarven war machine. The bidding wars to see who will be the first outside the holds to get their hands on a war machine pale in comparison to the potential for actual wars once they get a hold of one. Though the dwarves outright deny that they are even entertaining such bids, whispers continue to flow throughout the nobility of Blackmoor that some of the more aggressive nobles continue to pour money into bribes and offers for a dwarven war machine. Should any noble house get control of a dwarven war machine, it could mean a radical shift in power that might send Blackmoor into even deeper turmoil, and give that noble the power to challenge the crown.

A third result of the advances in war machines comes in the form of the black market that has sprung up surrounding dwarven technology. Wherever there is an item in demand, criminals will always seek to get their hands on it, and dwarven war machinery is no different. Many unscrupulous thieves have attempted to get their hands on blueprints for and examples of the technology that goes into creating a dwarven war machine, with varying degrees of success. Obtaining information on these implements of destruction can be difficult, but with the right amount of money and the right connections in the underworld almost anything can be learned. Though no criminal organization has yet to get their hands on a complete, working dwarven war machine, rumors abound that someone with the right connections might be able to fund the thieves that would be capable of stealing one.

Finally, the dwarves have had to fend off one last group that has sought to get their hands on dwarven war machine technology: other inventors. Perhaps the group interested in the war machines for the most benign reasons, other inventors hope to learn from the dwarven technological advances in order to perfect their own machines. The dwarves have already accused the High Thonian engineers of attempting industrial espionage, and claim to have captured a gnome tinker working for the University of Blackmoor that was paid to steal dwarven blueprints by High Thonian inventors. Though the High Thonians deny such actions even take place, it is a thin denial and they have made no secret of the fact that they want to get their hands on advanced steam power technology. Ever seeking new ways of building up their military might, a High Thonian inventor could be a hero to his people if he ever created something to rival the dwarven war machines.

High Thonian Technology

Perhaps no other race has truly embraced the spirit of invention more than the High Thonians. Educated and capable of expending large amounts of resources in pursuit of innovation, the High Thonians have devoted themselves to expanding their knowledge and producing inventions with a quality above and beyond that of all other races. As a people devoted to scholarly pursuits, the High Thonians have perfected the science of clock and steam, and are able to create items of great quality that rarely malfunction. High Thonian inventors are methodical and dedicated, two traits that have led them to create great advances in the realm of clock and steam.

Telgrim Whistlegate is considered the father of modern High Thonian invention. A dedicated student of the mechanisms that drive clockwork inventions, Whistlegate had a natural aptitude for understanding just how the complex mechanisms worked together to produce the desired result. A professor at the University of Blackmoor, Whistlegate spent his free time tinkering with various gnomish inventions long before the High Thonians had made more than the slightest progress in creating clockwork inventions of their own. Whistlegate paid large sums of money to have gnomish inventors travel to the University to explain the principles of clockwork to him, and soon he became the foremost expert in clockwork technology. The breakthrough that earned Whistlegate his future moniker was when he discovered a logic engine that allowed him to issue verbal commands which were then interpreted by a clockwork mechanism and then carried out. This discovery would form the core of all High Thonian clockwork constructs, which could now obey spoken commands.

Whistlegate's logic engine would enable future inventors to craft the first mechanical defenders, which are clockwork constructs with humanoid or mechanical forms. Though these defenders are now a common sight in the cities and noble manors throughout the kingdom, it was once feared that these clockwork fighters would replace human soldiers in the ranks of Blackmoor's armies. Though the relatively primitive nature of the mechanical defenders proved this to be a baseless fear, nonetheless there was early resistance to the idea of allowing mechanical defenders to patrol the streets or stand guard in restricted areas. Since that time, most people have come to accept the presence of these mechanical defenders, just as they can accept the presence of wizards with shield guardians, and the mechanical defenders have proven effective in doing their duty while minimizing human casualties.

In fact, the mechanical defenders have been so successful that a clandestine group of High Thonian nobles has begun amassing a secret army of mechanical defenders for their own purposes. Deeming that technology is the means by which they can retake the lands they believe to have been stolen from them, these High Thonians are prepared to use their growing mechanical army to take back what is rightfully theirs. Though use of such an army would certainly not be authorized by the crown, these nobles plan to take action first and then deal with the consequences later. Though their mechanical army is currently small, within a few years it should be enough to rival any conventional army. Despite this fact, the nobles are hesitant to tip their hand too soon, as they know that the dwarven war machines would still smash their own forces just as it did the orc armies at the Dragon Hills.

One other area in which High Thonians excel is in the creation of clockwork appendages. In many cases, when a soldier has an arm hewn off in combat, or a woodcutter loses a leg in an accident, or a person loses a limb in some other manner, magic can be used to grow a new limb. However, often this is a costly process, and one that not is far from common. The High Thonians, ever sympathetic to the plight of these poor souls, worked for years perfecting clockwork mechanisms that could act in the place of the lost appendages. The biggest breakthrough came when a High Thonian healer discovered that the muscles near the lost appendage could often be attached to weighted pulleys within a clockwork mechanism, allowing the person to manipulate the mechanical limb naturally. With this revelation, clockwork replacements became truly viable almost instantly. In fact, the kingdom's treasury funded a great deal of research into replacement limbs, on the condition that all otherwise able soldiers missing limbs receive replacements so they can once again get back in the fight. In modern times, the High Thonians have mastered the creation of clockwork replacement appendages, and their expertise is sought out any time a mechanical limb may be needed.

Over the decades since Whistlegate's first forays into the realm of clockwork, the High Thonians have applied their technological knowledge to the science of entertainment with nearly as much zeal as the dwarves put into the creation of their war machines. Always a people with a love for leisure activities, the High Thonians began to apply the science of invention to their hobbies and pastimes just as quickly as they did to the creation of mechanical men. Early High Thonian inventions included clockwork organs and pianos, mechanical musicians, and clockwork props for use in the theater. A famous High Thonian drama called for a witch to summon a bat to do her bidding, and the first mechanical animal used onstage was a mechanical bat for this play, which soared over the audence's heads and had even been designed to perform some timed movements and sounds. Since that time, the High Thonians have sought new and creative ways to apply clockwork to entertainment.

The most important aspect of High Thonian innovation, and the one that has allowed them to advance so far in the realm of mechanical knowledge, is that the High Thonians spare no expense in their research and development. Most High Thonians are quite wealthy, and in most cases they are willing to buy the most advanced parts, provide the best furnishings for laboratories, and pay to have the most knowledgeable inventors brought in as consultants. For the

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High Thonians, mechanical advancements are well worth the money they spend, and with good reason. Many High Thonians believe that mechanical advancement holds the key to reclaiming the lands that were taken from them, whether through the use of mechanical armies or simply through the power of advanced technology.

The University of Blackmoor

The highest institution of learning in Blackmoor and the source of some of the kingdom's most significant advances in clock and steam technology, the University of Blackmoor is a major contributor to the continuing growth of the science of invention. Although many subjects are studied and taught at the University, the subjects concerning invention and advanced mechanics are among the most revolutionary and the most valued. Though some of the more tenured professors may take umbrage to such a claim, even the university's administrator, Fletcher William, believes that the advances research into clock and steam are well worth reporting to the king.

Inventors and scientists come to the University of Blackmoor for many reasons. For one, the University's facilities are second to none, and many of the laboratories and machine shops were paid for with donations from wealthy High Thonian nobles. Also, the University serves as a common ground on which inventors from across the kingdom can meet to discuss their research and exchange ideas. Dwarves, gnomes, and humans alike can feel at home at the University of Blackmoor, making it one of the greatest think tanks to ever exist. Nowhere else in Blackmoor do normally disparate avenues of invention, such as dwarven steam power and High Thonian clockwork, come together to form a unified arena of research. The University is truly a melting pot of ideas, and the cooperation between scientists of all backgrounds and races at the institution is far beyond that found elsewhere.

One of the main functions of the University of Blackmoor is to serve as a place where inventors can conduct research and development without interruption. In fact, much of the funding the University receives goes directly to pay for research. Most nobles believe that the inventions coming out of the University are unparalleled in their usefulness, and as such many place a higher value on the research side of the University than they do on the education aspect. Inventors and scientists work around the clock to come up with new inventions and new ideas, as for many of them their ability to remain at the University depends on their ability to deliver results.

In addition to acting as a place of research for the masters of clock and steam, the University of Blackmoor is, first and foremost, and institution of higher learning. The University admits a large number of students into its educational programs. Though most of the students are the children of nobles, any students with a particular aptitude are usually given special exception to attend the school. Those students who complete their education often go on to become scientists, researchers, and even teachers at the University.

Though many adventuring inventors are self-taught, it is not uncommon to meet one that received his or her training at the University. Though none of the University's courses cover any of the more practical knowledge an adventuring inventor might need (there is no "Mechanics of Trapped Treasure Chests" course), much of the scientific knowledge gleaned by an inventor enrolled at the University applies to the inventor's main contribution to the adventuring party: his inventions. And inventor would not know how to create a walking explosive, for example, if he did not first study the mechanics of clockwork at the University. Inventors that study at the University tend to have a greater grasp on the theories that make clockwork and steam power possible, but what they gain in scientific knowledge they usually lose out on in practical experience.

Admission

Getting into the University's educational program can be quite difficult given the large number of nobles that want to get their own children into the school. In fact, one of the surest ways to gain entry into the University is to have a noble sponsor you and donate a large sum of money to the institution in your name. This is how the majority of students get in—their parents' noble houses donate gold to the University, and they enter the program the following year. Many nobles that have not yet produced heirs often sponsor other inventors that wish to attend the University as a precursor to serving the noble house as a full-time inventor, but there are very few prominent nobles that are as yet childless.

Money and power are no the only avenues into the University, though they certainly help. The University of Blackmoor has a few more egalitarian programs that allow other students of varying races and social class to enter, and certainly any promising student that can improve the University's prestige will be admitted regardless of their social standing. These students face something of an uphill battle once they enter the University, however, as they are likely to face some prejudice from other students as well as tenured faculty who are used to catering to the wealthy noble elite.

Areas of Study

Once a student enters the University of Blackmoor's scientific program there are a number of educational paths and classes available. Many students choose to focus their efforts on a particular field or course of study, while others seek out a broader if less in-depth curriculum to give themselves the largest number of options upon completing the program. The students themselves decide much of their own curriculum, taking only those classes that will benefit their chosen field, though the University does monitor students carefully to

ensure that each graduate is a proud addition to the college's alumni. This policy exists as a result of the philosophy that inventors should have the freedom to seek out whatever knowledge or innovation they so choose, and the University trains their students of clock and steam to act independently and follow their intuition.

All students take classes in the basic theories behind clockwork and steam power, including basic physics, metallurgy, chemistry, and geology. Once the students have a solid understanding of the natural and physical sciences, the curriculum moves on to study more advanced mechanical techniques. Engineering classes focus on common elements of machinery (such as fulcrums, pistons, gears, springs, and coils) and then, with their basic education complete, the students begin to select their classes accordingly. Additionally, some students may choose to integrate some other fields of study (such as arcane magic or alchemy), though these are far more rare.

Students of the science of clockwork take classes that begin by teaching them how to make very simple mechanisms. By the end of their first year of study, students in the clockwork focus are able to construct standing clocks and pocket watches from memory and begin to learn more advanced principles. By the time they graduate, all students in the clockwork curriculum can craft and maintain basic mechanical creatures (like birds or dogs), construct rudimentary clockwork appendages, and may (depending on the depth of their studies) be able to build mechanical humanoids.

The steam power curriculum has a reputation for being far more reckless and chaotic with its studies. The professors that teach clockwork theory often look upon the students in the steam power focus with scorn, though the students of steam will claim that their studies are far more entertaining and have greater potential than clockwork. These students learn the basics of steam-powered engines within the first few weeks, and one of their first projects is to create a steam engine capable of moving a stone statue from one side of a courtyard to another. This assignment usually has mixed results, sometimes disastrously so, which has given the entire steam power department a reputation for carelessness.

Though no professor or student will admit it outright, there are whispers that secret classes take place behind closed doors throughout the University's clock and steam department. Rumor has it that the University's brightest students, those with the greatest aptitude and loyalty to the kingdom, receive a secondary education in the construction of implements of combat and war. In fact, at least one well known dwarven inventor, who was partially responsible for the construction of the first great war machine, is currently and instructor at the University, leading many to suspect he is passing on the secrets of dwarven war power to a hand-picked group of students.

Tinker Shops

Throughout the cities in Blackmoor, a new type of business has risen to prominence. Stores catering specifically to inventors, colloquially referred to as "tinker shops," have begun appearing on streets and in small towns throughout the kingdom. These tinker shops cater to a very particular clientele who come either for parts or for inventions as a whole. Most inventors consider tinker shops to be invaluable to their livelihoods, as these shops stock all manner of components and parts integral to their inventions. These tinker shops are usually the inventor's only source for delicate tools, small cogs and gears, and highly specialized parts that no other shop in town can possibly provide. Many tinker shops also have a good relationship with blacksmiths, silversmiths, and other metal craftsmen who can sometimes provide made-to-order parts should the tinker shop not have anything that will suffice.

The other customers that frequent tinker shops are those people wishing to purchase ready-made inventions. Sometimes these are adventurers seeking an edge against their next challenge, but more often these are simply wealthy individuals seeking the items for novelty. Like all mechanical items, the inventions sold in tinker shops are occasionally prone to breaking down or malfunctioning, and that is a risk a buyer must take when purchasing something from a tinker shops. Most tinker shop owners are usually kind enough to repair an invention that breaks shortly after purchase for free, but if the item was bought some time ago there is usually a fee associated with the repairs.

Most tinker shops follow an unwritten law that says they will not sell inventions specifically designed for combat or warfare. This is typically enough to keep town guards and city watches from considering the tinker shops a source of possible threats, and reassures the populace of the benign nature of mechanical inventions. However, most tinker shops have a "back room" or secret compartment under the display case where weapons and armor are kept. These are usually reserved for adventuring customers, though some unscrupulous inventors have been known to sell to criminals once put on the payroll of the local crime syndicate.

The following table lists some products and services available at tinker shops. (For the prices of individual inventions, see **Chapter Three: The Way of Clock and Steam** and **Chapter Nine: Technology**.)

Table 1–1: Products and Services

Item or Service	Average Cost
Inventor's Outfit	2 gp
Inventor's Toolkit	5 gp
Inventor's Tools, Masterwork	250 gp
Parts and Components	10 gp
Invention Repairs, Simple	50 gp
Invention Repairs, Complex	300 gp
Pocket Watch	175 gp

CLOCK and STEAM

The Politics of Invention

Inventors are not the only ones interested in the steady march of scientific knowledge. One of the primary reasons that inventors have had the ability to make advancements in clockwork and steam power is that the nobility of Blackmoor has taken a vested interest in seeing them succeed. If inventors provide the ingenuity for the advancement of technology, often nobles provide the supplies and foot the bill. All across the kingdom, Blackmoor's nobility funnels large sums of gold and platinum into funding a variety of researchers, all in the hopes of producing the next great invention. Though most nobles would balk at calling their contributions integral, many believe that without their support the inventors' progress would slow to a crawl.

Nobles sponsor inventors for a variety of reasons. Many believe that inventors are doing great works that benefit the whole of society, and provide funding in order to contribute to the progress of civilization. Others take a position of philanthropy, reasoning that it is their duty to give back to the community, and by supporting inventors they are increasing the quality of life of everyone in the kingdom. Though it may not be as noble a reason, many do it for the simple fact that it makes them look good; if a wealthy noble house is contributing money to the cause of helping inventors, it makes them look as though they are concerned with the advancement of technology and the progress of their society. Whether or not this appearance is the same as the reality of the situation is irrelevant; their image has been strengthened by their investment.

In truth, nobles that sponsor inventors actually do get some rather tangible benefits beyond some positive publicity and contributing to technological progress. Most inventors reserve the right to gain first access to any of the inventions that their charges create. While this may sound very controlling at first glance, in truth it often turns out to be very beneficial for both the inventor and the noble. For instance, if an inventor creates a new, more advanced mechanical defender, the noble will usually demand the right to use it at his keep as extra security for an upcoming party. When other nobles see the improved mechanical defender at the party, the demands of high society require them to obtain one of their own, lest they fall behind. This often leads to the inventor constructing several more of his new creation for sale to other nobles. The noble is the envy of his peers, and the inventor is suddenly much wealthier due to high demand.

Of course, there is always a dark side to sponsorship. Some nobles are highly overbearing in their management of sponsored inventors, and will demand a final say in the whole of the invention process. Many a frustrated inventor has been totally stymied by their noble sponsor's constantly changing demands, or has had to start the creation process over from scratch due to constant oversight. Moreover, some unscrupulous nobles have been known to keep their inventors in a sort of indentured servitude, using the threat of pulling their funding to bend the inventor to their will. Relationships like that rarely last for long, as most inventors have little difficulty finding another sponsor, and few nobles are willing to risk their reputation based on the word of an inventor.

Gaining Sponsorship

For inventors, gaining sponsorship is usually just a matter of contacting an appropriately wealthy noble and offering one's services. The more wealthy the noble, the greater the amount of sponsorship he or she can provide. Typically, finding a sponsor means finding a noble house with like-minded views on the nature of inventions. More militaristic inventors are likely to seek out nobles that have strong personal militias, or ones who have been high-ranking military officers at some point in their past due to the fact that they will be more likely to allow the inventor to pursue inventions with value in combat. Similarly, inventors that enjoy creating things with artistic or entertainment value might seek out a noble with a love for the arts, since those kinds of inventions will keep both the sponsor and the inventor happy. Finding a noble house that is compatible with one's views is a critical step of gaining sponsorship.

Once a noble house with similar views and goals has been located, the sponsor and the inventor enter into a legal contract. The exact terms of these contracts varies greatly depending on the noble doing the sponsoring and the length of the contract. For the most part, the contract will include items on length of the contract, exact pay and funding amounts, responsibilities of the inventor, and the degree of influence the noble will have over the inventor's research. With the contract finalized and agreed upon by both parties, sponsorship officially begins.

In game terms, a heroic inventor that takes on a noble sponsor gains a few standard benefits that apply to almost all contracts. First, the inventor can make use of the Profession (inventor) skill as though he were in a highly populated area, even when he actually isn't. This represent the inventor earning money from the noble's sponsorship and applies regardless of whether or not the inventor stops in a city for very long. Additionally, a sponsored inventor pays one-half the gold cost of creating a gadget (gadgets are described in-depth in **Chapter Three: The Way of Clock and Steam**) from your noble sponsorship. However, since you must dedicate time to fulfilling your responsibilities to your noble sponsor, you pay twice the normal XP cost of creating a gadget.

Sponsoring an Inventor

For nobles, deciding to sponsor an inventor is a serious undertaking that requires the noble to dedicate time and resources to inventors in his charge. When approached by an inventor, the noble must first decide whether or not he is willing to sponsor an inventor. If the inventor seems unstable or unreliable, a noble may deny him sponsorship. Since sponsoring an inventor is a significant investment for any noble, they do not want to put their money into something that may turn out to have no reward. Once a noble decides to sponsor an inventor, they draft up a contract (as described above) and the inventor begins working in the noble's charge.

In game terms, a noble character that chooses to sponsor an inventor can only do so if he has earned 6 or more nobility points. Sponsoring an inventor means paying the inventor's research costs. Have the inventor make a Profession (inventor) check each month and determine the amount of gold he would earn from that check; the noble character must pay the inventor this amount, or the inventor leaves his service and the contract is broken. While the noble sponsors the inventor, he may purchase gadgets at 75% of market price, and receive repairs to malfunctioning gadgets for free.

Arcane Backlash

One of the natural results of the expansion of clockwork and steam power is the backlash from the spellcasting community. Wizards and sorcerers alike often see inventors as threats to areas that were once their domain. Though there is no substitute for arcane spellcasting, many casters fear that the populace might come to rely on inventors for more mundane needs, which could diminish the casters in their value to society. This fear is not completely unfounded; many inventors believe that they can take over many of the areas where arcane spellcasters hold sway. Certainly there can be no substitute for things like arcane divination or using spells that banish foes to distant mazes, but inventions that act as combatants can certainly replace summoning spells, and inventions that create huge explosions are just as viable as any wizard's fireball.

Many spellcasters have seen the rise of clock and steam as a harbinger of a day when they are no longer needed. These casters have chosen to remove themselves from society preemptively, retreating into seclusion rather than be forced out of their position of power somewhere down the line. Although this is certainly an extreme measure, there have been quite a few wizards who have become hermits as a reaction to growing prevalence of invention. These are typically wizards who have already made their fortune and earned enough accolades to suit them go this route, vanishing into towers or underground dungeons to lose themselves in ancient tomes or dedicate their remaining lives to research.

Others have chosen to combat the growing popularity of clock and steam by lobbying the kingdom to regulate

inventors. Some carry on the argument that inventors are dangerous and lack proper training, hoping that the kingdom will believe that inventors are a danger to society. Others simply make the plea in hopes of retaining some economic security. If spellcasters are supplanted by inventors, these protestors argue, then when all the spellcasters are gone who will banish evil creatures back to their places of origin? Who will dispel the curses placed on people by evil monsters, or break down the magical effects of evil wizards? These casters hope that the kingdom will tell inventors not to stray into the casters' domain, thus ensuring that the public still relies on magic as much as always.
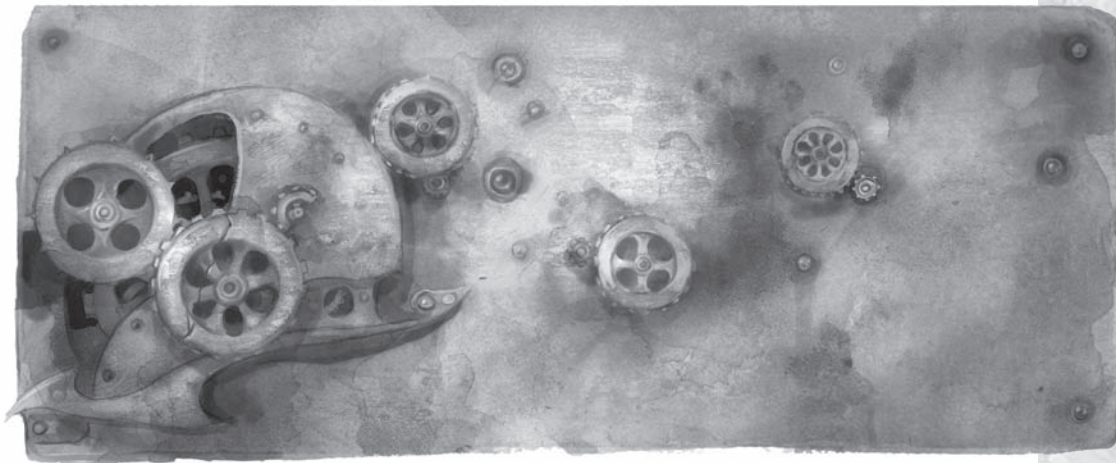
One good thing has come out of the interaction between spellcasters and inventors. For ages wizards and sorcerers have built massive constructs of steel, stone, and flesh, animating them by magical means. In more recent times, inventors have created constructs animated by clockwork and steam power, producing nearly identical results but without the reliance on arcane power. After some cooperative research between wizards and inventors, the two groups revealed their first joint effort: the living construct. With the inventor's technology providing the means of locomotion and logic for the construct, arcane spellcasters were able to infuse the same energy that flows through other living beings into the construct, giving it life through arcane energy. Although these living constructs are few and far between, a debate rages on with regards to whether or not they should be allowed to create more.

Moreover, the creation of the living construct has roused the churches into action. Seeing it as the right of the gods to create life, many priests and clerics call living constructs "abominations" and slights against the gods. Certainly they may have a point, though for now the debate is mostly academic. Producing a living construct is an incredibly difficult task, and for now beyond anyone's ability to create in large quantities. For now, this is a blessing, as were the inventors and wizards able to produce large numbers of living constructs the church would almost certainly take action, perhaps violent.

Brotherhood of the Pendulum

The science of invention has produced a number of things that can be considered detrimental to society, not the least of which is the Brotherhood of the Pendulum. Where some people, such as the Sabotuers, believe that invention should be kept in check, the Brotherhood of the Pendulum is a secret society that is dedicated to using advanced technology to seize power. This clandestine organization takes a view on the advancement of technology as just another example of the rule of "survival of the fittest" seen in nature; if one can create advanced technology that allows them to do things better, faster, and easier, then one should be allowed to use that technology to its fullest. If this means that an inventor can take control of an entire city with an army of mechanical soldiers, he should be entitled to do so. After all, many believe that strength is power, and the inventor gives men and women of great intelligence a strength rarely seen anywhere in the world.

The Brotherhood of the Pendulum came into being around the time that the High Thonians were beginning to master clockwork technology. Although many believe that it was indeed a group of passionate High Thonians that founded the brotherhood, there is no doubt that members of all races are represented within the society. The exact date and circumstances surrounding the group's founding is unknown, but what historians do know is that the group was founded exclusively by inventors who sought to use their technological advances to their fullest and for their own advantage. Whether it was greed, a lust for power, or simply a unique social philosophy that led them to this belief, the earliest members of the brotherhood of the Pendulum caused great waves within Blackmoor's society as they purposefully used technology to steal from, injure, and even kill those that were weaker than them. For a short time, their violence ran unchecked, and it seemed as though they were the newest militant organization bent on destabilizing the kingdom.

After a slightly chaotic start, the Brotherhood of the Pendulum's members ceased their destructive rampages and opted for a more considered and meticulous approach to accomplishing their goals. The brotherhood began to support inventors in every way possible, encouraging them with money or simply support. What these inventors did not know was that the brotherhood was not only helping them innovate, it was also spying on them and stealing their ideas. Members of the brotherhood posing as wealthy nobles would pretend to be confused and muddled when shown plans for a new invention, when in secret they were committing every detail to memory. As a result of this intellectual espionage, many believe that the Brotherhood of the Pendulum has amassed nearly as large a library of inventions and technological knowledge as the University of Blackmoor itself.

Besides spying on inventors under the auspices of supporting them, members of the Brotherhood of the Pendulum still take drastic actions when called for. They are among the foremost anti-spellcaster criminals in the kingdom, engaging in everything from intimidation to assault to keep wizards and sorcerers from becoming too ambitious. Although none of the members of the organization can truly challenge any of the more powerful spellcasters in Blackmoor, they have certainly managed to intimidate and dissuade younger students of magic, which has been a cause of great consternation in the arcane community. Whenever the brotherhood suspects that new recruits or apprentices are being brought into an area under their watch, they will do everything they can to drive the students off.

More than just sabotaging the efforts of wizards and sorcerers, the brotherhood is always seeking to find new ways to build up their own power base, whether by subtlety and diplomacy or outright violence. If the brotherhood suspects that one of their enemies is on his or her heels, they will

strike without mercy, killing or maiming them as a message not to mess with the brotherhood. Moreover, they have been known to unleash some weapons of war upon unsuspecting populations, whether by turning loose dangerous mechanical devices in the streets or equipping a group of street thugs with the latest combat inventions available. The Brotherhood of the Pendulum is ruthless and will do anything to ensure that the power of invention is felt everywhere.

The Brotherhood of the Pendulum operates primarily out of major cities and towns. Since villages and smaller settlements are usually too sparsely populated to provide enough sources of invention, the brotherhood restricts its activities to locales where they can have ready access to inventors and tinker shops. Moreover, the large population of a city or large town means that the repercussions of their efforts will be felt by a larger number of people, something they certainly strive for. Although occasionally agents of the brotherhood will be sent out to smaller towns on individual missions, by and large they focus on major population centers as the prime areas to target with their malcontent.

As a secret society, the Brotherhood of the Pendulum does not reveal the identities of its members lightly. In fact, one of the most dangerous aspects of the brotherhood is that almost anyone could be a member and there would be no way of telling. They do not brand or mark their members in any way, allowing them to work even while in the public eye. Members of the brotherhood sometimes do not even know other members, keeping to small groups so as not to jeopardize the whole organization. The only known member of the Brotherhood of the Pendulum was a man by the name of Marcus Corwen, a nobleman from Blackmoor that had spent his youth adventuring in the company of a dwarf inventor. Many years later, the noble's allegiance to the Brotherhood was brought to light, and Corwen was hanged for the crimes of his brethren. While none could say exactly what malfeasance Cowen was guilty of, his mere association with the organization was enough for the kingdom to justify his execution. When Corwen was revealed as a member of the Brotherhood of the Pendulum, it sent shockwaves through the noble community, and for many years thereafter nobles eyed their peers who sponsored inventors with suspicion.

Although the exact nature of the brotherhood's plans remains a secret to all those except its members, the government has managed to learn of a few plots of interest. For some time agents of the king have been tracking down a massive organized ring of inventors who have been crafting weapons for government use. Operating out of normal tinker shops, these unscrupulous inventors have created weapons so destructive that the government has been forced to take action to stop them. Moreover, many dwarves claim that members of the brotherhood are bent on creating their own war machines and unloosing them on major cities and settlements, and some claim they have a working prototype (though none have been able to prove this as of yet). Regardless, it is certain that the brotherhood has a number of plans in motion to bring technological supremacy to all corners of the kingdom.

Dangers on the Horizon

Though the advent of clock and steam has done wonderful things for the people of Blackmoor there are many dangers lurking in the near future. The conflicts between advocates of invention and opponents may soon come to a boil, and it is only a matter of time before these clashes erupt into physical violence. The image of riots in the cities, with inventors on one side and spellcasters on the other, fills most city officials with dread.

Furthermore, the dwarven invention of war machines has created an arms race between many other cities and groups. Nobles race to increase the size of their personal militias, while city defenders order the construction of ballistae, catapults, and other siege weapons in the hopes of fending off dwarven advances. Others have hired inventors with the sole purpose of crafting new and creative ways of launching attacks on unsuspecting opponents, leading to a dangerous escalation of destructive power within the inventor community.

Of course, there is always the lurking danger that some inventor may prove the detractors right and create something dangerous or destructive. Clockwork defenders may be safe and stable now, but it is not hard to imagine a careless inventor turning an incomplete construction loose on a city full of people. The devastation even a single clockwork defender could wreak is more than most cities are prepared to deal with, especially since most would not see it coming. Even simpler inventions could be worse; those inventors that use alchemist's fire or explosives could wipe out entire city blocks with the wrong application of chemicals, which is one of the reasons why some people refuse to live near tinker shops.

The other side of that coin is that the danger of invention might end up causing an increase in government oversight. Not only with inventors resent such intrusion, it could slow the growth of the inventor community and cause research to become bogged down in bureaucracy. Some might even consider it a worse fate for ingenuity to come screeching to a halt rather than march onward recklessly. Indeed, many inventors would go underground with their research, leading to a situation where inventors operate in hiding and are forced to keep their efforts secret rather than deal with the long arm of the government.

Additionally, secret societies like the Saboteurs and the Brotherhood of the Pendulum are likely to be but the first of many. Though in public their members may make overtures of engaging in civilized discourse, in private they wish nothing more than to see their goals accomplished by any means necessary. In time, more will come to feel this way, and splinter groups or whole new organizations will form. Though it may be nightmarish to think of, there could come a time when nearly everyone is a member of one group or another, struggling to stymie or promote the advancement of science.

Chapter Two: The Inventor

"I'm sure I can get this thing to work. Ah, there we go. Careful now, it's a bit delicate, you don't want to–oh. Well, give it here... I'll fix it."

—Fenren Jixter, gnome inventor

No one better masters the sciences of clockwork and steam power than the inventor. The inventor is knowledgeable in a variety of fields, from engineering to physics, and can create mechanical gadgets in a matter of moments. The inventor is a craftsman, but he is also a problem-solver, applying his technological knowledge to get himself and his allies past obstacles that would otherwise be insurmountable. The inventor does not rely on deities or mystic philosophy to accomplish a task; rather, the inventor's greatest allies are his wits and his creativity, which give him the ability to create new inventions on the fly, in the heat of combat, and under great duress. An inventor is more than just a tinkerer that dabbles in clock in steam; he is a master that applies his knowledge to craft masterful creations in a matter of seconds.

An inventor does not wall himself off deep in some musty basement while attempting to perfect his creations. Instead, inventors travel the world seeking new knowledge, new techniques, and new inventions. Indeed, the inventor spends as much time traveling the land as many warriors, wizards, rogues, and nobles. Though inventors may be relative newcomers to the adventuring scene, their contributions have already been recognized as a valuable addition to any adventuring party. In particular, adventuring bands that do not have access to an arcane spellcaster often seek out inventors to fill such a void in their company. Moreover, inventors can craft items for use by the entire party, making them valuable to more than just other inventors and rogues.

Inventors see the world as a place of limitless opportunities for learning. In many ways, the inventor is a scholar that seeks his knowledge not in a library or laboratory, but in the field. Additionally, many inventors prefer the adventuring life to remaining sedentary within a city, especially since their time in the field gives them great opportunities to test their inventions in practical, real-life situations. Many adventuring inventors scoff at their more academic brethren, believing that the knowledge they gain in the field far outstrips any theoretical experiments their comrades might undertake. The inventor is eager to make use of his skills and test out new inventions, making them energetic (if sometimes a bit eccentric) additions to any adventuring party.

Making an Inventor

As an inventor, your role is very similar to that of an arcane spellcaster in an adventuring party. You have access to a variety of inventions, each with varying degrees of utility. Many inventions accomplish simple goals while adventuring (opening or locking doors, covering your escape, etc.) while others can deal devastating amounts of damage. If your group lacks a rogue, your inventions and skills may come in handy for dealing with some of the more common dangers while adventuring: finding bottomless pits, opening locked chests, and disabling complex traps. In fact, an inventor combines the utility of a wizard with the practical skills of a rogue, allowing him to straddle both roles in the party while still contributing something unique.
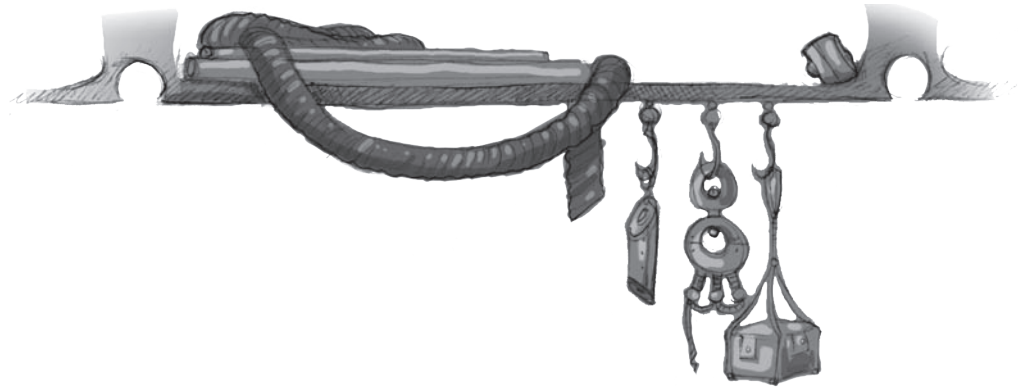
Abilities: Inventors are smart, perhaps smarter than any other adventurer besides wizards, and have usually received an extensive education (formally or informally) that gives them a great advantage. Moreover, inventors deal with delicate machinery on a daily basis, and must have the deftness of movement to be able to do so without making mistakes. You will benefit most from a high Intelligence, as this contributes not only to the number of inventions you know, but also provides extra resources that allow you to use more

inventions per encounter. Additionally, your ability to create more inventions in a given encounter relies on your Wisdom score, making that the second most valuable statistic you possess. Skills like Disable Device rely on Dexterity, meaning that it should be one of your higher ability scores (and will also give you a greater ability to avoid harm in combat).

Races: Inventors can be found among a wide variety of races, but there are those who have a much greater aptitude for invention than others. Obviously due to their histories, the gnomes, dwarves, and High Thonians make the best candidates for adventuring inventors. The Thonians also make good inventors, as their versatility and creativity make it easy for them to adapt to the inventor's lifestyle. Of the elves, only the Cumasti typically become inventors; the bonus to their Intelligence score makes them a natural choice, though their inventions tend to be more artistic and less crude. By the same token, half-elves do sometimes become inventors, if only because it allows them to retreat from a world they rarely fit into. Westryn Elves almost never become inventors, due to their xenophobia preventing them from ever learning the basics of clock and steam from the other races.

Halflings, on the other hand, make excellent inventors. Their nose for secrets has led them to ferreting out the basics of clockwork and steam power, and halfling inventors are exceptionally good at finding new and unique ways to make their inventions work. Similarly, the deft fingers of the Docrae lend themselves well to the science of invention, but the nature of their warrior culture makes it difficult for any young Docrae to learn the basics of engineering.

Half-orcs and Peshwah make poor inventors, mostly due to their low intelligence. Their cultures do not allow much time for the exploration of science, though certainly an exceptionally intelligent member of either race could become an inventor should they so choose.

Alignment: It should come as no surprise that inventors favor lawful alignments; the nature of their trade demands order and adherence to scientific principles, meaning that those who choose the path of the inventor must be naturally predisposed toward maintaining order. Neutral inventors are often seen as foolhardy or at the very least reckless with their inventions, while chaotic inventors are almost completely unheard of. Inventors may be good, evil, or neutral in alignment as well; what an inventor chooses to do with his inventions determines where he falls with regards to good and evil. Certainly evil inventors have chosen to use their gift for their own dark purposes, but a great number of good-aligned inventors pursue their careers for the betterment of the entire world.

Starting Gold: 6d4×10 gp (150 gp).

Starting Age: As wizard.

Class Features

Your inventions grant you utility in adventuring similar to that possessed by a wizard. You are equally as valuable in dealing damage as you are in getting past obstacles and barriers, granting you versatility both in and out of combat.

Weapon and Armor Proficiency: All inventors are proficient in simple weapons and light armor. Additionally, inventors may select a single martial or exotic weapon to be proficient in its use.

Inventions (Ex): Like spells for arcane and divine casters, inventions are limited effects with a short duration (though some can last for up to 24 hours) that can be used for both combat and utilitarian purposes. Unlike spells, inventions are not magical or supernatural in any way, allowing them to function in places where magic is blocked or otherwise warped.

Like sorcerers and other spontaneous spellcasters, inventors know a finite number of inventions of each individual level (as detailed on the inventor class table). However, inventors gain bonus spells known based on their Intelligence score in much the same way that other spellcasters gains extra spells per day based on their relevant ability score. To learn or use an invention, the inventor must have an Intelligence score equal to at least 10 + the invention level (Int 11 for 1st-level inventions, Int 12 for 2nd-level inventions, and so forth). The Difficulty Class for a saving throw against an invention is 10 + the invention level + the inventor's Intelligence modifier.
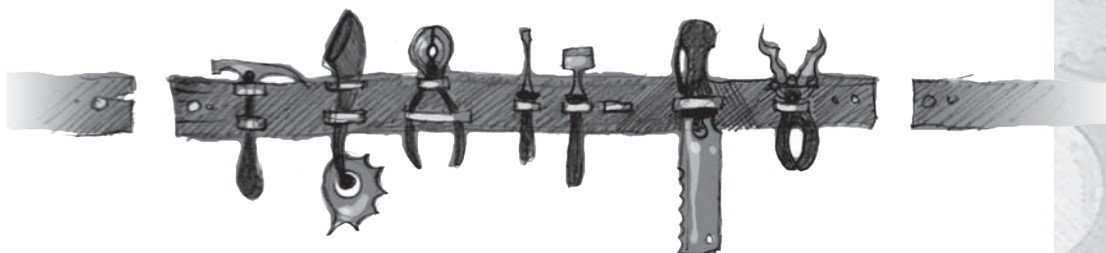
The Inventor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Ticks	—Inventions Known—								
							1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Inventions, origins	3	2	–	–	–	–	–	–	–	–
2nd	+1	+0	+0	+3	Craft Clock and Steam	6	3	–	–	–	–	–	–	–	–
3rd	+1	+1	+1	+3		6	3	1	–	–	–	–	–	–	–
4th	+2	+1	+1	+4	All-purpose invention +1	9	4	2	–	–	–	–	–	–	–
5th	+2	+1	+1	+4		9	4	2	1	–	–	–	–	–	–
6th	+3	+2	+2	+5	Trick device (1/day)	12	4	3	2	–	–	–	–	–	–
7th	+3	+2	+2	+5		12	4	3	2	1	–	–	–	–	–
8th	+4	+2	+2	+6	All-purpose invention +2	15	4	4	3	2	–	–	–	–	–
9th	+4	+3	+3	+6		15	4	4	3	2	1	–	–	–	–
10th	+5	+3	+3	+7	Trick device (2/day)	18	4	4	4	3	2	–	–	–	–
11th	+5	+3	+3	+7		18	4	4	4	3	2	1	–	–	–
12th	+6/+1	+4	+4	+8	All-purpose invention +3	21	4	4	4	4	3	2	–	–	–
13th	+6/+1	+4	+4	+8		21	4	4	4	4	3	2	1	–	–
14th	+7/+2	+4	+4	+9	Trick device (3/day)	24	4	4	4	4	3	3	2	–	–
15th	+7/+2	+5	+5	+9		24	4	4	4	4	3	3	2	1	–
16th	+8/+3	+5	+5	+10	All-purpose invention +4	27	4	4	4	4	3	3	3	2	–
17th	+8/+3	+5	+5	+10		27	4	4	4	4	3	3	3	2	1
18th	+9/+4	+6	+6	+11	Trick device (4/day)	30	4	4	4	4	3	3	3	3	2
19th	+9/+4	+6	+6	+11		30	4	4	4	4	3	3	3	3	2
20th	+10/+5	+6	+6	+12	All-purpose invention +5	33	4	4	4	4	3	3	3	3	3

Class Skills (2 + Int modifier per level, ×4 at 1st level): Appraise, Concentration, Craft (clock and steam), Disable Device, Knowledge (architecture and engineering), Knowledge (clock and steam), Profession, Use Clock and Steam.

Hit Die: d4

Since lower-level inventions can be boosted by spending more ticks (see below), the final tick cost of an invention determines the invention's effective level; see Table 2–2 for information on determining invention level by tick cost. An inventor must be able to know inventions of a certain level to be able to activate them. Thus, a 2nd-level inventor can activate inventions with a tick cost of up to 5; he may not activate an invention with a tick cost of 6 or higher, because he has not yet learned any 2nd-level inventions, even if the invention he is attempting to activate is a 1st-level invention whose enhancements have boosted the tick cost above 5. Unlike sorcerers and some other spontaneous spellcasters, an inventor may not "unlearn" his known inventions, meaning that the inventor's choice of inventions known lasts throughout his adventuring career.

abilities may add more ticks to the invention pool. When an inventor wishes to activate an invention, he must first have enough ticks in his invention pool (as determined by the individual invention). When he activates the invention, the invention's tick cost is removed from the invention pool. The invention pool regenerates at a rate of one tick per round.

For example, a 2nd-level inventor with an Intelligence of 16 has a total of 9 ticks in his invention pool. He chooses to activate an invention with a tick cost of 6, reducing his current invention pool to 3 ticks. The following round, he regenerates 1 tick as normal, increasing his invention pool to 4 ticks. Though he cannot yet activate the invention with a tick cost of 6, he can choose to activate an invention with a tick cost of 4 or less.

Table 2–2: Invention Level by Tick Cost

Tick Cost	Effective Invention Level
0–5	1st
6–8	2nd
9–11	3rd
12–14	4th
15–17	5th
18–20	6th
21–23	7th
24–26	8th
27–29	9th
30+	10th

An inventor may use any invention he knows without preparing it ahead of time, though each morning the inventor must spend an hour organizing his or her spare parts and components for the day's inventions (during this time he may activate any persistent inventions, which are explained below). Using an invention is known as "activating" it, and the activation time may vary from invention to invention. To activate an invention, the inventor must spend a number of ticks (described below) by using the specified action type, though he may choose to activate any invention he knows (provided he can pay the tick cost).

All inventors have what is known as an invention pool, which is measured in a unique unit called "ticks." The inventor gains a number of ticks determined by his class level, though he also gains a number of additional ticks equal to his Wisdom modifier. Additionally, feats and other special

Some inventions can only be activated during the inventor's morning preparation period, and are known as persistent inventions. These inventions have a duration of 24 hours and are considered always active. When an inventor activates a persistent invention, the ticks required for its activation are removed from his invention pool for the entire day. In essence, these ticks are considered to be "always spent" and do not regenerate as normal. For example, an inventor with an invention pool of 30 ticks chooses to activate a persistent invention with a tick cost of 12. For the rest of the day, his invention pool consists of only 18 ticks, with the remaining 12 constantly in use by the persistent invention.

Additionally, some inventions require the inventor to spend ticks each round to maintain the invention's effect. If the inventor chooses not to spend the ticks required to keep up the effect at the beginning of his turn, the effect ends immediately.
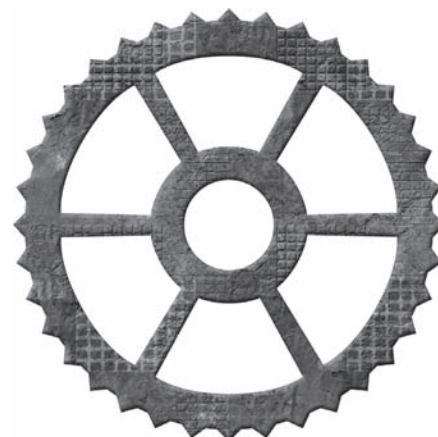
Tapping Out

When an inventor spends all the ticks in his invention pool (giving him a total tick reserve of 0), the inventor is said to have "tapped out." An inventor that taps out reduces the total number of ticks he can have in his invention pool by 3 for the rest of the day. After 8 hours of sleep and another preparation period, the inventor's invention pool returns to its normal tick capacity.

Origins: Each inventor chooses one of the following backgrounds upon character creation:

Educated: You have been formally educated in the science of invention, learning either under a mentor or at the University of Blackmoor. You treat your Intelligence as 4 points higher than it is, but only for the purposes of gaining bonuses to the number of inventions you know.

Engineer: You have focused your studies on a particular culture's engineering techniques, making you a master of those inventions. Choose a bonus feat from the following list:

Basic Dwarven Engineering, Basic Gnomish Engineering, or Basic High Thonian Engineering

Favored Inventor: You have already made a name for yourself as a renowned inventor and have earned the support of a noble house. You gain the benefits of noble sponsorship (see page XX) automatically, without the need to seek out a noble.

Innate Talent: You have an uncanny knack for understanding just how your inventions work, allowing you to spot trouble before it occurs. When using gadgets you have created, you automatically ignore any mishaps that may occur. See **Chapter Three: The Way of Clock and Steam** for more information on gadgets and mishaps.

Self-Taught: You taught yourself everything you know about the science of invention and can produce great works with minimal effort. You treat your Wisdom score as 4 points higher than it is, but only for the purposes of determining bonus ticks for your invention pool.
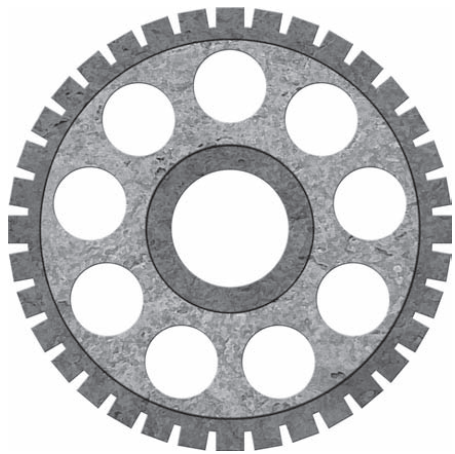
Craft Clock and Steam: At 2nd level you gain the Craft Clock and Steam feat as a bonus feat. This allows you to create gadgets immediately based on the inventions you know.

All-Purpose Invention: Starting at 4th level, you become so good at creating inventions on the spur of the moment that you can creator minor inventions to help out with simple tasks with little effort. As a swift action, you may spend 1 tick from your invention pool to grant yourself a +1 equipment bonus on one of the following skill checks: Balance, Climb, Craft, Disable Device, Escape Artist, Hide, Jump, Listen, Move Silently, Open Lock, Ride, Search, Spot, Tumble, Use Clock and Steam, or Use Rope.

At 8th level, and every four levels thereafter, this bonus to skill checks increases by +1.

Trick Device: Beginning at 6th level, you gain the ability to fool magical devices using your inventions, allowing you to activate them with no arcane knowledge. Once per day, you may spend 1 tick from your invention pool as a swift action to substitute your Use Clock and Steam skill check bonus for a Use Magic Device check to activate a spell trigger item (such as a wand). At 10th level, and every four levels thereafter, you gain one additional use of this ability per day.

Playing an Inventor

There is no greater joy than having a new invention work the way it's supposed to. After great deals of trial and error, eventually your inventions come to life and serve their purpose. Sure, they may not work perfectly, and there will always be malfunctions, but the important part is that your inventions work. More than that, they work when they're suppose to, and they get you out of trouble from time to time. Other people may say that you've got your nose stuck to deeply into your toolkit to see the world around you, but that doesn't phase you. They just don't understand that the power of clockwork and steam can make life easier on everyone, and can help even normal people to extraordinary things. Nothing pleases you more than proving to the world that your inventions have safe, practical uses, and time and time again you show those around you that science and technology can accomplish great things.

You may be an adventurer because it gives you a chance to prove that your inventions have practical applications. Perhaps you want to show the world how clock and steam can enhance their lives, and the best way for you to do so is to travel and bring your inventions with you. Alternately, you may have been run out of town after an invention went awry, and now your goal is to prove to those who exiled you just how useful your services could have been. You might even just be an adventurer seeking to obtain funding for further research, or discover the plans for a new invention, tagging along with an adventuring party in the hopes of improving your own inventions.

Everywhere you go, you are looking to make active use of your inventions. After all, what good is having them if you aren't using them to their full capacity? More than that, you know that there are people out there that need the help your inventions can provide, from the other members of your adventuring party (who might not be able to forge ahead in their own quests without your assistance) to the helpless and endangered people throughout the kingdom. It is your responsibility to use your talents to help your comrades get out of danger and find success, and you know that the very presence of your inventions has great intrinsic value.

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Combat

Inventors can serve multiple roles in combat, not the least of which is dealing damage. Some inventions, like the *gnomish time bomb*, are incredibly powerful and can devastate enemy forces. At other times, the inventor may be called upon to help with battlefield control. A well placed *smoke screen* can often do wonders to keep the enemy forces from overrunning the party's position, and others like the *web bow* can keep a single opponent under control while the inventor's allies deal with the rest. While many inventions require you to continue spending ticks to maintain their effect, you also can also dynamically reallocate your resources in the heat of combat, which allows you to change roles depending on which way the tide of battle turns.

Advancement

Inventors that stay the course throughout the entire 20 levels of advancement often find themselves both versatile and powerful. Due to the nature of inventions, however, and the fact that they can be improved or enhanced depending on the situation, inventors that multiclass into another class are often not at as big of a disadvantage as spellcasting classes. Though certainly the inventor loses access to higher level inventions, the versatility the inventor gains at low levels also means that he is far from weak. Additionally, other classes that multiclass into the inventor class will find that they quickly gain a wide array of abilities without having to wait several levels to pick up useful inventions.

Inventors will almost assuredly want to keep their Use Clock and Steam skill at maximum skill ranks, due to the fact that many gadgets still require the inventor to make Use Clock and Steam checks. Similarly, inventors that plan to create gadgets or constructs should keep ranks in their Craft (clock and steam) skill. Disable Device is also exceptionally useful to the inventor, and can come in quite handy while dungeoneering. As for invention choices, there are several that work well at each level depending on the route you wish to take with your inventor. The *smoke screen* invention is one of the most versatile inventions in the inventor's repertoire and scales up very well. Similarly, other inventions such as the *defender* that scale up to higher levels can be very useful, especially given the smaller number of options available for high level inventions.

Inventors will likely look for feats that boost their invention ability. Feats like Inspired or Favored Invention, both from **Chapter Four: Skills and Feats**, help make your primary ability both easier to use and more efficient. Additionally, given the number of inventions that require ranged attacks, feats like Point Blank Shot or Precise Shot are certainly respectable choices for the inventor; by the same token, the Weapon Finesse feat works well for inventors, given that they are likely to have a high Dexterity bonus anyways. Lastly, item creation feats that deal with gadgets or other inventions are always a solid choice, allowing you to create items the entire adventuring party can use.

Religion

While inventors usually harbor no particular ill will toward the gods, by and large they do not worship them as devoutly either. Some particularly religious inventors might attribute their abilities and creativity to gifts handed down by the gods, claiming the success they have had has been due to the blessings of their gods. Those inventors that are particularly devout usually worship gods like Odir or Insellageth, the Great Dragon of the North, who grant knowledge and insight to those who revere them. Other inventors may call upon Hersh for good luck (particularly when activating a new invention for the first time), and superstitious inventors may actually consider him their deity of choice, though most inventors claim there is more skill than luck involved in what they do.

Gnome and Dwarf inventors usually revere Kela, though those who focus more on the military aspect of invention certainly consider Mieroc their patron deity. In fact, many inventors are torn between the two deities, or worship them both. Cumasti elf inventors pay homage to Ferros, who has provided their people with the knowledge of mining, craftsmanship, and invention for eons.

Other Classes

Though inventors often clash with wizards and sorcerers, who often see inventors as infringing on their domain, most inventors get along well with other classes. Fighters and rogues in particular favor inventors due to the fact that inventors often provide them with mechanical tools to enhance their own abilities. Fighters enjoy the benefits of having an inventor in the party because they can often craft highly specialized weapons that the fighter could not get elsewhere. Similarly, rogues enjoy the different inventions and gadgets the inventor produces because they often come in quite handy when the rogue needs to face a seemingly insurmountable task. Additionally, inventors and nobles mesh well in an adventuring party due to the high degree of cooperation between nobles and inventors throughout Blackmoor.

Inventors in the World

"There is no doubt that their inventions are marvelous. Now, if the world can only find a use for a clockwork chicken."

—Lord Ivan Hadren, Fenren Jixter's exasperated noble sponsor

The inventor class allows players to create inventions of clock and steam similar in effect to spells. The class provides the ability to create unique effects, like a wizard or sorcerer, while granting some of the skill usefulness of a rogue (in the form of the Use Clock and Steam skill and the Trick Device class feature). Inventors can also be dangerous foes, as more traditional adventuring parties are sometimes unprepared for the unique abilities the inventor brings to a fight.

Daily Life

All inventors spend an hour or so every morning preparing their inventions for the day. During this time they are putting together the basic components that form an invention, winding springs, carefully placing cogs and gears, and packing powder or chemicals into small containers. During this time, they also create any persistent inventions that stay with them all day. Once these tasks are complete, the inventor is ready to adventure for the day.

Over the course of the typical day, an inventor will take every opportunity to use one of their inventions, whether it's called for or not. In fact, much to the chagrin of their companions, some inventors try and make use of their latest creations with disastrous results, sometimes making the problem worse than before. Other, more conservative inventor wait for just the right moment to unleash their inventions, and those inventors who favor combat look to strike with the element of surprise. Regardless of their personal philosophy, inventors are always on the lookout for a chance to test or use their inventions, and are difficult to stop once they set their mind to it.

With intelligence that rivals their wizardly companions, inventors often also make good tacticians and planners. Their ability to see how things piece together–for example, a battlefield or a hazardous landscape–often gives them great insight that can be extremely valuable to military commanders. Additionally, those inventors who favor the arts of war usually find themselves in high demand on the eve of battle, and many an inventor has been recruited to help build siege engines or enhance ballistae with their talents.

CLOCK and STEAM

Package 1: The Absent-Minded Inventor

High Thonian Inventor

> *Ability Scores*: Str 8, Dex 11, Con 12, Int 17, Wis 14, Cha 12

> *Skills*: Appraise, Craft (clock and steam), Knowledge (architecture and engineering), Knowledge (clock and steam), Profession, Use Clock and Steam

> *Languages*: Chale, Common, Dwarven, Elven (Cumasti), Gnome

> *Feat*: Basic High Thonian Engineering, Inspired, Skill Focus (Use Clock and Steam)

> *Weapons*: Quarterstaff (1d8)

> *Armor*: Leather (+2 AC)

> *Other Gear*: Standard adventurer's kit, inventor's outfit, inventor's tools, parts and components

Package 2: The Curious Tinker

Gnome Inventor

> *Ability Scores*: Str 8, Dex 14, Con 10, Int 15, Wis 13, Cha 12

> *Skills*: Concentration, Craft (clock and steam), Disable Device, Knowledge (clock and steam), Profession, Use Clock and Steam

> *Languages*: Common, Draconic, Dwarven, Elven (Cumasti), Gnome

> *Feat*: Favored Invention

> *Weapons*: Hooked hammer (1d6/1d4)

> *Armor*: Leather (+2 AC)

> *Other Gear*: Standard adventurer's kit, inventor's outfit, inventor's tools, parts and components

Package 3: The Warmaker

Dwarf Inventor

> *Ability Scores*: Str 10, Dex 12, Con 15, Int 15, Wis 14, Cha 6

> *Skills*: Appraise, Concentration, Craft (clock and steam), Knowledge (architecture and engineering), Knowledge (clock and steam), Use Clock and Steam

> *Languages*: Common, Dwarven, Gnome, Orc

> *Feat*: Basic Dwarven Engineering

> *Weapons*: Dwarven waraxe (1d10)

> *Armor*: Leather (+2 AC)

> *Other Gear*: Standard adventurer's kit, inventor's outfit, inventor's tools, parts and components

Notables

An inventor gains notoriety through the creation of new and exciting inventions. Only a few inventors in Blackmoor have ever reached the highest level of understanding (i.e. the ability to activate 9th-level inventions), and those that do are immediately famous, not only within the inventor community but also throughout the kingdom. Heroic inventors whose creations have helped foil evil plots or halt incredibly catastrophes are hailed alongside their adventuring companions as great heroes. Conversely, those inventors who put innocents in danger and whose inventions backfire are usually reviled, and the more people who are hurt by the inventor's creations the more notorious they become.

Organizations

Inventors usually only join organizations that directly benefit their studies, such as the University of Blackmoor or a sponsoring noble house. Most inventors prefer to work alone or in small groups, allowing their creativity and innovation to grow unstifled. If an inventor does join an organization, he is unlikely to let it stymie his efforts to expand his knowledge, which may cause him to chafe under the organization's leadership. Evil inventors may join the Brotherhood of the Pendulum, seeking to use their knowledge for selfish purposes. If an inventor does join the Brotherhood, he certainly will not advertise this fact, and may keep it a secret even from his closest companions.

NPC Reactions

Most inventors are seen as either brilliant engineers or absent-minded tinkers, causing most common folk to react with a mixture of respect and patronizing kindness. Other inventors may react to an inventor as a comrade, or with jealousy (if the NPC inventor is lower level), though often the meeting of two inventors is a great chance for the exchange of ideas. Wizards and sorcerers tend to remain aloof and uninterested in the lives of inventors, while NPC nobles might seek to curry favor with an inventor in the hopes of one day brining him into the noble house's service. Unscrupulous nobles may tend to exploit the inventor, though most times they merely want to lay the foundations of a future working relationship.

Inventor Lore

Characters with ranks in Knowledge (clock and steam) can research inventors to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Inventors craft machines and other inventions using clockwork and steam power.

DC 15: Inventors can spontaneously activate effects called inventions, which can do damage or have utility purposes. Some inventions last all day long but consume a portion of the inventor's resources.

DC 20: An inventor slowly regains his full resources over the course of a battle, allowing him to continue producing inventions indefinitely provided he does not keep all his resources tied up in other inventions.

DC 25: Inventors can improve the efficiency and power of lower-level inventions by expending more resources, meaning that even lower-level inventions can be extremely dangerous in the hands of a higher level inventor.

Inventors in the Game

Inventors can quickly integrate into an ongoing campaign, mostly due to the fact that their presence if often overlooked by more traditional adventuring parties. Though clockwork and steam power are on the rise in Blackmoor, adventurers might go through their entire careers without ever meeting an inventor. Introducing a heroic inventor may be little more than a matter of having the inventor sign on the next time the heroes enter a major city, while villainous inventors might come onto the scene suddenly and without warning. After all, the villain may have been a harmless tinker who suddenly snapped, deciding to impose his will on the world through the strength of his inventions.

Inventors thrive when their inventions see use. Since most of their inventions have the same utility as a wizard's spells, this may not be difficult. To allow an inventor character to shine briefly (perhaps for an encounter or two), introduce elements that diminish the power of arcane spellcasters, such as an *anti-magic field* or other similar effect. Likewise, if the adventuring party features a wizard who did not prepare a *knock* spell, encourage the inventor to make use of a *directed charge* to allow the party to continue forward. To challenge inventors, introduce villains that are specifically designed to counteract the inventor's abilities, such as wizards equipped with spells like *grit spray* or *warp machinery*. Be careful not to completely shut the inventor down, though; though the wizard may be equipped to fight the inventor, the inventor still has ways to harm the wizard, and they should be allowed to do so from time to time.

Adaptation

When introducing inventors into your campaign, be sure to take into account how prevalent arcane magic is in your world. The inventor can help fill a void left by an arcane spellcaster with his inventions, but since inventions do not use magic they may be extremely powerful. Conversely, if your campaign makes heavy use of problems only spellcasters can solve, an inventor may find himself lacking things to do during most adventures. Consider adapting challenges so that either an inventor or an arcane spellcaster could overcome them, though perhaps with varying degrees of difficulty. Also, consider the ramifications of adding an inventor to an adventuring party that already has an arcane spellcaster. You do not want to make the wizard feel obsolete by the introduction of the inventor, so consider encouraging their cooperation on some challenges.

When introducing inventors into a Blackmoor campaign, consider how an inventor impacts the world. Perhaps his rise to prominence sparks a conflict with a local wizard's cabal. Alternately, a more progressive group of wizards might instead recruit inventors so that they may work hand in hand. Likewise, a merchant that employs arcane spellcasters to create magic items (like scrolls and potions) would also likely seek out an inventor to add his contributions to the products the merchant deals in.

Inventors can also contribute to the party in ways similar to a rogue. Though the inventor lacks the social skills of a rogue, he certainly will have some of the utility. Consider substituting an inventor for a rogue for times where their non-social skills will come into play. For example, a thieves' guild might send an inventor with some rogues to break into a shop at night, using the inventor in the place of the rogue safecracker or infiltrator. Likewise, paranoid criminals might hire an inventor for protection, adding his specialized knowledge to that of their other bodyguards and servants.

CLOCK and STEAM

Sample Encounter

Encounters involving inventors should highlight the unique nature of their inventions as well as their ability to stay in the fight. Inventors do not easily run out of tricks or inventions, so even if the inventor pulls out the heavy artillery in the first round of combat he is likely to be able to do it again late in combat. Combat encounters where the heroes face off against an inventor are unlikely to be straightforward fights. The inventor can quickly put other combatants on the battlefield, whether in the form of persistent inventions or on a more temporary basis with mechanical *defenders*. Similarly, knowing that the inventor will be unable to stand toe-to-toe with most adventuring parties, he will likely try and separate the heroes or divide them into more manageable groups.

EL 10: The gnome inventor named Fenren Jixter was never much of one for friends or comrades. He always preferred to stay in his laboratory, where he could tinker the night away, building and then deconstructing inventions until he could barely keep his eyes open any longer. That all changed when a marauding band of orcs invaded his town and wreaked havoc in the community, killing or capturing a number of his friends and leaving the young gnome all alone. Once he had recovered from the wounds he sustained in the attack, Jixter struck out on his own, determined to learn more about building machines that could help defend others, but over time he has become more obsessed with seeking revenge. Jixter always keeps a Zelekhut inevitable invention active to act as his bodyguard (and method of escape, should he get in trouble), and he is distrustful of strangers after what happened to his people. When encountered, Jixter's first reaction is to believe himself under attack; he orders his Zelekhut to attack and begins by creating *defenders* to help ward off foes.

Fenren Jixter CR 10

Male gnome inventor 10
LN Small humanoid
Init +2; **Senses** Low-light vision; Listen +4, Spot +7
Languages Common, Draconic, Dwarven, Elven (Cumasti), Gnome
[rule]
AC 20, touch 14, flat-footed 18 (+2 armor, +4 shield¥, +2 Dex, +1 size, +1 deflection; +4 dodge vs. giants)
hp 47 (10 HD)
Fort +5, **Ref** +5, **Will** +9 [+2 vs. Illusions]

Speed 20 ft. (4 squares)
Melee hooked hammer +4 (1d6−1 damage)
Ranged +7
Base Atk +5; **Grp** +4
Combat Gear hooked hammer, +1 leather armor, *wand of shield*
Inventor Inventions Known (IL 10th):
Ticks: 13; 25 total, 12 persistent (Zelekhut inevitable)
    5th—*frost bomb, inevitable**
    4th—*steam wreath, thundercracker, vertigo field*
    3rd—*boomstick, burning bolt, electrical jolt, energy buffer, stonecrete*
    2nd—*brightfire, clockwork bulb, gnomish time bomb, pressure valve, web bow*
    1st—*defender, gnomish messenger, goo grenade, knockout gas, mechanimal, pneumatic needle, smoke screen*
*persistently in use

Abilities Str 8, Dex 14, Con 14, Int 20, Wis 14, Cha 8
SQ All-purpose invention +2, origins (self taught), trick device (2/day) ¥
Feats Basic Gnomish Engineering, Breakdown, Favored Invention (*inevitable*), Inspired
Skills Concentration +15, Craft (arms and armor) +7, Craft (clock and steam) +10, Disable Device +15, Knowledge (architecture and engineering) +15, Knowledge (clock and steam) +18, Listen +4, Profession (inventor) +8, Spot +7, Search +10, Use Clock and Steam +18
Possessions combat gear plus *bag of holding (Type I)*, gnome hooked hammer, *goggles of minute seeing, headband of intellect +4*, inventor's outfit, inventor's toolkit, +1 leather armor, parts and components, *ring of protection +1, wand of shield* (29 charges), 840 gp.
¥*Fenren Jixter has already used trick device to cast* shield *on himself from his* wand of shield *before combat begins.*

Inventions

Inventions are extraordinary effects similar to spells in function that an inventor can activate by spending ticks out of his invention pool. When an inventor wishes to use an invention, he declares his intention to do so, calculates the tick cost of the invention (applying modifiers for enhancements, if any), removes the ticks from his invention pool, and activates the invention with the appropriate action.

Much like casting a spell, activating an invention provokes an attack of opportunity. The exception is inventions that use a free, immediate, or swift action as their "Time to Use;" these do not provoke attacks of opportunity. Also like spells, an inventor can make a Concentration check (DC 15 + the invention's effective level) to avoid taking an attack of opportunity in this way. If the check succeeds, the activation of the invention does not provoke an attack of opportunity. If the check fails, the action provokes and attack of opportunity and the tick cost of the invention you were attempting to activate remains spent (though it regenerates as normal).

Each invention has several pieces of descriptive text that help identify the invention and its properties. Explanations of each section are found below.

Invention Name: The name of the invention. Additionally, if this invention belongs to the Dwarven, Gnomish, or High Thonian engineering groups, it is indicated on this line. Only those inventors with the relevant feats can activate inventions from this group.

Type: Though most inventions have no type, some do for the purposes of other effects. An invention is either of no type, or of the weapon, armor, or construct types. This typically does not affect the activation of the invention, but is used for crafting purposes. Weapon inventions are always considered to have a critical threat range of 20 with a ×2 critical multiplier. Weapon inventions that require a ranged attack roll are always considered to have a range increment of 100 ft.

Level: This is the base level of the invention, which determines the level at which the inventor can learn the invention. Some effects that increase or reduce the tick cost of an invention may alter its effective level.

Tick Cost: The base cost, in ticks, of the invention. This is the number of ticks you remove from your invention pool when activating the invention. Some effects, including enhancements (listed below), may increase or decrease the tick cost of an individual invention.

Time to Use: The type of action required to activate the invention. Inventions require a full-round action, a standard action, a move action, a swift action, an immediate action, or a free action to activate.

Duration: The duration of the effect, in round, minutes, or hours. Many inventions have short durations (such as one round) but can be maintained by spending ticks on successive rounds to maintain it.

Saving Throw: The type and result of the saving throw granted to those affected by this invention. The saving throw DC depends on the inventor's Intelligence score and the invention's effective level, as described above.

Benefit: The effect of the invention, including who it targets, the damage it deals, or any other effects it might have.

Enhancements: Enhancements alter the benefits of an invention in exchange for an increase in tick cost. The increase in tick cost to the invention is listed with each enhancement, and the benefits of the enhancements are listed in the far right column.

Inventions by Level

1st-Level Inventions

Accurate Scope: Creates an aiming scope that grants a bonus to ranged attack rolls.

Arc Shocker: Generates small sparks of electricity damage that targets nearby enemies.

Fast Lock: Quickly seals a window, door, or other portal against intrusion from the opposite side.

Defender: Creates a mechanical creature that fights for you and obeys your commands.

Gnomish Messenger: Creates a Tiny mechanical gnome that can carry small objects to your allies.

Goo Grenade: Sprays an area with sticky or viscous goo, making movement difficult within an area.

Gyrodynamic Sensor Array: Finds hidden doors and compartments, can be attuned to other objects or creatures as well.

Hypnotizer: Brings a single creature under hypnotic suggestion, allowing you to implant commands into its mind.

Jump Jets: Boosts your ability to jump and can also allow for slowed descent or flight.

Knockout Gas: Renders enemies unconscious through the use of an inhaled gas.

Mechanimal: Creates a small mechanical animal that acts as your ally and assistant. Can also be used to create a mechanical mount.

Pneumatic Needle: Fires a metal projectile out of a steam-filled pressure tube, acting as a ranged weapon.

Protective Shield: Shields you from incoming attacks without occupying one of your hands, and can be made especially useful against projectiles.

Security System: Creates an alarm system to can also trigger secondary effects when tripped.

Smoke Screen: Creates a cloud of smoke, with hazardous secondary effects.

Spring-Loaded Blade: Melee weapon that lashes out quickly at adjacent opponents.

Steam Vent: Releases scalding steam against targets in a small cone.

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Sunrod: Creates a sunrod that can be handed off to nearby allies.

Detoxifier: Dwarven invention that cleans water and detoxifies poisons instantly

Soothing Pendulum: High Thonian invention that calms emotions and makes people more likely to listen to reason.

2nd-Level Inventions

Acid Spray: Creates a small blast of acid that lingers on the target for multiple rounds.

Breaking Bolt: Destroys a single object, or deals damage to constructs.

Brightfire: Coats all creatures within radius in glowing mixture, eliminating concealment.

Climbing Gears: Creates spindly arms that increase your ability to climb along difficult surfaces.

Clockwork Bulb: Shines intense light on a target, potentially disorienting it.

Directed Charge: Opens locked doors or containers, negates *fast lock*.

Everburn: Creates a burning power source that supplies light and makes producing steam easier.

Fire Bug: Creates mechanical insect that can fly from one target to the next.

Fireworks: Creates a burst of light and sound that can blind distant opponents.

Gnomish Time Bomb: Creates a walking mechanical gnome that explodes when damaged.

Heat Vent: Fires jets of scalding steam at multiple targets.

Pressure Valve: Blasts opponents with steam, potentially creating strong winds.

Stonetalker: Dwarven invention that sends a message along stone or earth over a short distance.

Truth Detector: High Thonian invention that allows the inventor to determine when a target is lying.

Veil of Steam: Releases steam all around you, making you harder to hit.

Web Bow: Entangles and immobilizes a single target.

3rd-Level Inventions

Blade Sharpener: Sharpens a weapon to increase its threat range and its potential damage.

Booby Trap: Wards a single door or container, triggering explosive results if tampered with.

Boomstick: Creates an explosion, dealing fire damage to all targets within its radius.

Breath Converter: Allows you to breathe underwater, and filters out poisons and toxins.

Burning Bolt: Fires multiple superheated bolts at nearby targets, dealing fire and piercing damage.

Codebreaker: High Thonian invention that can use Decipher Script to translate languages and ciphers.

Dwarven Ballistic Enhancer: Makes ammunition for a ranged weapon deal additional fire damage.

Electical Jolt: Creates a burst of electricity that can damage multiple opponents and leave them stunned.

Energy Buffer: Gnomish invention that absorbs damage of a single energy type.

Grip Grease: Coats enemies in a thick layer of gel that makes moving or taking actions difficult.

Harpy Net: Pulls flying creatures out of the sky, entangling them when they land.

Stonecrete: Holds a Medium creature in place, preventing them from moving or acting.

Thunderbolt: Deals sonic damage to all creatures in a line, potentially deafening or stunning them.

4th-Level Inventions

Automated Carver: Transforms raw, unshaped wood into finished simple objects.

Conflagrating Wall: Brings forth a wall of flames that damages those who pass through it.

Craftsman's Mold: High Thonian invention that creates a copy of any small, mundane metal object.

Deflecting Mirror: Causes ray attacks to bounce back at their creators.

Echolocater: Grants the wearer blindsight.

Hail in a Box: Triggered device that bursts outward with shards of ice.

Health Assessor: Shows which nearby creatures are at half hit points or less.

Instant Bridge: Dwarven invention that creates a bridge to span pits or chasms.

Messenger Bird: Gnome invention that delivers messages anywhere nearly instantly.

Plague Spreader: Injects disease-laden darts into targets.

Steam Wreath: Bathes your body in steam, damaging enemies that get to close.

Thundercracker: Creates a thunderous boom that causes sonic damage.

Vertigo Field: Disorients and confuses nearby enemies, making it difficult for them to move or act.

5th-Level Inventions

Bondshredder: Gnome invention that frees the user from grapples, ropes, and other movement-impairing effects.

Combat Medic: Creates an automaton that heals a small amount of damage.

Draining Gas: Causes nearby opponents to become fatigued or exhausted.

Fortress of Mirrors: High Thonian invention that allows creatures to hide provided they do not move

Frost Bomb: Creates an explosion that deals cold damage.

Goggles of the Deep: Dwarven invention that eliminates miss chance, penetrates illusions and reveals invisible creatures.

Inevitable: Creates a Zelekhut inevitable to follow your commands.

Mechanical Animation: Transforms a dead creature into your mechanical minion.

Rock Seal: Seals a cavern or passageway with a stone slab.

Thought-Blocking Beam: Renders a target incapable of complex thoughts.

6th-Level Inventions

Adhesive Flame: Target suffers 2d6 points of fire damage per round, cannot be removed.

Conductivity Spark: Creates a line of electricity between any two metal objects (including armor and weapons).

Instantaneous Malfunction: Allows you to instantly jam up another invention's inventions.

Mechanical Mask: Gnome invention that lets you perfectly replicate the appearance of another member of your own species.

Mnemonic Scribe: High Thonian persistent invention that reveals information about a single object.

Mind Probe: Pulls the thoughts from the mind of a helpless target.

Pocket Steam Bore: Dwarven invention that bores through the earth at incredible speeds.

Rebuking Force: Hurls adjacent creatures away as though struck by an awesome blow.

Ricochet: Attack that damages targets in a chain.

Steamsaw Shell: Allows you to operate a steamsaw in combat.

7th-Level Inventions

Adamantine Shell: Dwarven invention that completely covers your body in adamantine.

Constricting Tether: Engages a target in a grapple while dealing damage.

Energy Reflector Dish: Gnome invention that reflects energy attacks back at their originator.

Glitch Swarm: Stops another inventor from activating inventions while in the swarm.

Invention Snare: Absorbs an invention targeted at the inventor, converting it to ticks.
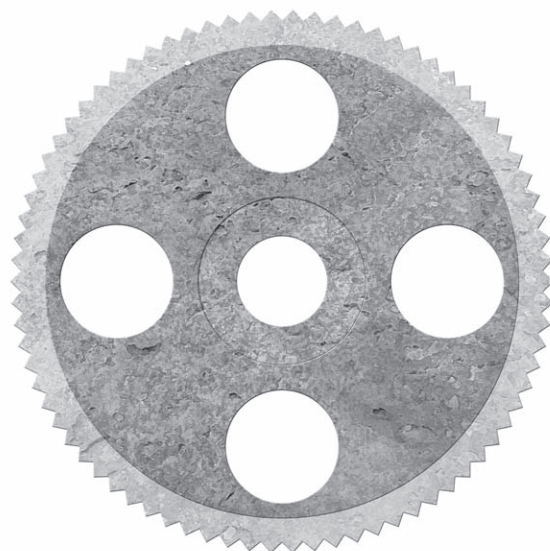
Iron Golem: Creates an iron golem.

Lashing Chain: Trip attack all targets in a cone.

Mechanical Allies: Creates two mechanical versions of yourself that can draw upon your invention pool.

Perfect Replica: High Thonian invention that creates a mechanical double of yourself, visually indistinguishable from you.

Slaying Bolt: Kills a creature instantly.

8th-Level Inventions

Earthcage: Dwarven invention that sequesters a target within a cage.

Flash-Bang: Stuns all targets within the area for 2d4 rounds, Fort save or also be blinded and deafened.

Malleable Creation: Replicates an invention that was just activated.

Shield Guardian: Creates a shield guardian that follows your orders.

Shield of Gears: High Thonian invention that intercepts incoming attacks.

Stopwatch: Gnomish invention that grants a +20 bonus to attack, AC or a save as an immediate action.

Stunning Blast: Stuns an individual target for a lengthy amount of time.

Sudden Sentience: Invention grants a construct at least human intelligence.

9th-Level Inventions

Adaptive Invention: Replicates a spell in invention form.

Construct Controller: Brings a construct under your control.

Crushing Vice: High Thonian invention that crushes one creature per round

Cryonic Ray: Gnomish invention that permanently freezes a creature.

Dwarven Steam Bore: Persistent invention that creates a dwarven steam bore for your use.

Lethal Blast: Kills a target instantly, potentially destroying the body.

Self Destruct: Allows you to deal damage to those around you when you are killed.

Spell Energy Converter: Converts spell energy to invention pool resources.

CLOCK and STEAM

Invention Descriptions

The following inventions are intended for use with the inventor class.

Accurate Scope

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: None
Benefit: You create an aiming scope that grants you a +10 equipment bonus on your next ranged attack roll, provided that you make the attack roll within the accurate scope's duration.

Enhancements:
+1 Tick   *Effective*
The bonus provided by the *accurate scope* is considered a circumstance bonus instead of an equipment bonus.
+2 Ticks   *Precise*
The bonus to attack rolls provided by the *accurate scope* increases to +20.
+3 Ticks   *Swift*
Activating the accurate scope is a swift action.
+6 Ticks   *Double Shot*
The bonus provided by the accurate scope applies to your next two ranged attack rolls, provided they occur within the accurate scope's duration.

Acid Spray

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None
Benefit: You create a sprayed line of acid that is both painful and destructive to its target. You must succeed on a ranged touch attack against your target in order to strike them with this invention. A successful attack deals 1d4 points of acid damage per level (maximum of 10d4). Additionally, the target suffers an extra 1d4 points of acid damage each round for every three inventor levels you have unless the acid is somehow neutralized.

Enhancements:
+1 Tick   *Concentrated*
The maximum damage based on inventor level increases to 15d4.
+2 Ticks   *Lingering*
The secondary damage on successive rounds is increased to 2d4

+2 Ticks   *Potent*
The damage die type of the *acid spray* changes from d4 to d6.
+3 Ticks   *Swift*
The *acid spray* can be activated as an immediate action, but can only target an adjacent enemy. A ranged touch attack is still required.
+6 Ticks   *Dousing*
The acid spray hits all targets in a 30-foot line (no attack roll required). Anyone struck by this line of acid may make a Reflex save for half damage.

Adamantine Shell [Dwarven]

Type: Armor
Level: 7
Tick Cost: 21
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None
Benefit: When you activate this invention, you cover your entire body in adamantine plating, essentially creating an outer shell of the hard metal that can withstand incredible punishment. While under the effects of this invention, you gain the benefits and drawbacks of the following effects:

- You gain a +10 armor bonus to your AC
- You gain DR 15/adamantine
- You become immune to critical hits, ability score damage, disease, poison, stunning, and any spell or effect that requires a touch attack against you (melee or ranged).
- Your base speed is halved. Additionally, if you could normally fly under some other means, you cannot fly while the *adamantine shell* is activated.
- Your maximum Dexterity bonus is decreased to +0, you suffer a −8 armor check penalty, and are subject to a 50% arcane spell failure chance.
- Your weight is multiplied by ×10.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *adamantine shell* by one round; however, if you choose not to spend a tick to maintain the *adamantine shell* in any given round, its duration immediately ends.

Enhancements:
+2 Ticks   *Resistant*
You gain Resistance 10 to any one energy type of your choice (except electricity). You can apply this enhancement multiple times to the same activation of the invention.

Adaptive Invention

Type: None
Level: 9
Tick Cost: 27
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: When you activate this invention, you copy the effects of a single spell used within the last round by any spellcaster within 400 feet and within line of sight. You do not need to know the spell your *adaptive invention* copies, though it does originate from you and uses your inventor level (in place of caster level) and ability scores for the purposes of determining variable effects and saves. In essence, the *adaptive invention* becomes an invention that duplicates the effects of the spell it mimics. An *adaptive invention* is not subject to spell resistance, and is considered an extraordinary, non-magical effect. The save DC of an *adaptive invention* is based on the level of the spell (essentially, the invention is considered to be of the same level as the spell it copies for the purposes of determining save DCs).

Activating this invention requires the inventor to spend 1,000 XP, or it will not activate.

Adhesive Flame

Type: None
Level: 6
Tick Cost: 18
Time to Use: 1 standard action
Duration: 1 round/2 inventor levels (maximum 7 rounds)
Saving Throw: None

Benefit: You fire a ball of sticky, flammable goo at a target that ignites on impact, burning hot for several rounds. When you activate this invention, make a ranged touch attack against a target within 60 feet. If successful, that target suffers 3d6 points of fire damage for the duration of the invention.

Enhancements:
+1 Tick   *Distant*
The range to your target increases from 60 ft. to 120 ft.
+2 Ticks   *Lingering*
The maximum number of rounds the *adhesive flame* remains active increases to 10 rounds.

Arc Shocker

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You use a high voltage traveling arc attached to one of your invention power sources to send a jolt of electricity into a nearby opponent. When activating this invention, make a melee touch attack against an adjacent target; if successful, you deal 1d6 points of electricity damage per inventor level (maximum 5d6). Additionally, if your target is wearing metal armor (or is made out of metal, as in the case of an iron golem) you gain a +3 bonus to your attack roll.

Enhancements:
+1 Tick   *Charged*
The maximum damage dice based on inventor level for this invention increases to 10d6.
+2 Ticks   *Arcing*
You may make a ranged touch attack against a target within 10 feet when activating this invention.
+3 Ticks   *Empowering*
Whenever an adjacent ally successfully deals electricity damage (whether from an attack, spell, invention, or other means) to a target, you may activate this invention as an immediate action to deal this invention's damage to that same target.

Automated Carver

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: When you activate this invention, you select a piece of wood no larger than Medium in size to be transformed into a single object of the same size or smaller. You designate the result that you desire when activating the invention and the *automated carver* creates a wooden version of that item instantly. An *automated carver* cannot make anything with moving parts or complex mechanisms, though it can be used to make things like doors, solid chests or boxes, quarterstaffs or bows (no bow string), chairs, tables, and other mundane objects. The *automated carver* is not capable of precision handiwork (no masterwork weapons can be created, for example), though it does produce items according to basic specifications.

Enhancements:
+2 Ticks   *Grand*   The maximum size of item that an *automated carver* can create (and the maximum size of the piece of wood it can use as raw materials) increases by one size category. You may apply this enhancement multiple times to a single activation of this invention.
+3 Ticks   *Stonecarver*   The *automated carver* can also craft items out of stone, with the same restrictions as creating items out of wood. Additionally, the stone need not be free-standing (the *automated carver* can carve items out of stone that is still a part of a solid stone wall).

CLOCK and STEAM

Blade Sharpener

Type: None

Level: 3

Tick Cost: 9

Time to Use: 1 standard action

Duration: 1 round/inventor level

Saving Throw: None

Benefit: When activating the *blade sharpener*, you must bring it into contact with a single weapon that deals piercing or slashing damage. For the duration of the invention, that weapon's threat range is increased by 1. Thus, a weapon with a threat range of 19–20, has its threat range extended to 18–20 for the duration of the blade sharpener.

If you use a *blade sharpener* to affect ammunition, it only affects a single piece of ammunition (a single arrow, a single crossbow bolt, etc.).

Enhancements:

+1 Tick   *Razor's Edge*
The piercing or slashing weapon affected by the *blade sharpener* also deals +2 points of damage on each attack.

+2 Ticks   *Devastating*
When confirming a critical hit with a weapon affected by a *blade sharpener*, you gain a +4 equipment bonus to the attack roll that determines whether or not your threat becomes a critical hit.

+3 Ticks   *Hewing*
When you successfully score a critical hit on a target, you deal an additional 1d6 points of slashing or piercing damage (as appropriate to the weapon).

Booby Trap

Type: None

Level: 3

Tick Cost: 9

Time to Use: 1 standard action

Duration: Permanent until triggered (instantaneous)

Saving Throw: Reflex half

Benefit: You place an explosive device within a container or attached to a door from one side. Whenever someone attempts to pass through the door or open that container, the *booby trap* explodes, dealing 5d6 points of fire damage to the target, as well as 5d6 points of fire damage to the door or container.

A Search check (DC equal to the Reflex save of the *booby trap*) reveals the trap, and a Disable Device check (DC 11 + your inventor level) deactivates the *booby trap*, rendering it harmless permanently. Additionally, you may reveal the secret to temporarily disabling the trap to anyone you choose, allowing them to pass freely through the door or open the container without triggering the *booby trap*. The trap remains activated once the door or container is closed again.

Enhancements:

+1 Tick   *Deceptive*
The Search check to reveal the presence of the *booby trap* and the Disable Device check to disarm it are both at +5 to the DC of the check.

+2 Ticks   *Forceful*
The damage dealt by the *booby trap* is force damage instead of fire damage.

+3 Ticks   *Expansive*
The *booby trap* deals damage not only to the creature that triggers the trap, but also all creatures within a 10-foot radius of the *booby trap* when it is triggered.

+6 Ticks   *Powerful*
The damage dealt by the *booby trap* is increased to 1d6 per inventor level (maximum 15d6).

Boomstick

Type: None

Level: 3

Tick Cost: 9

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: Reflex half

Benefit: You fire out a highly compressed bolt of explosives, causing a fiery ball to erupt from your target. When you activate this invention, make a ranged touch attack against your target or a target square (AC 10) within 400 feet. If your attack is successful, the *boomstick* explodes on that spot, dealing 1d6 points of fire damage per level to all targets in a 20-foot radius (maximum 10d6). A successful Reflex save halves this damage. If your ranged touch attack roll fails to overcome the target's AC, your *boomstick* explodes 2d6 squares away from the target, or (if the target had cover that caused your attack roll to fail) when it impacts an object providing cover.

Enhancements:

+1 Tick   *Accurate*
You gain a +2 insight bonus to your ranged touch attack roll to deliver a *boomstick* to the target.

+2 Ticks   *Precise*
Your *boomstick* ignores all cover bonuses to AC and miss chance (regardless of source, such as concealment or *blur*), striking your target unerringly.

+3 Ticks   *Potent*
The maximum damage of the *boomstick* increases to 15d6.

+3 Ticks   *Shrapnel*
Your *boomstick* is filled with chunks of metal and glass, causing half of the damage from the *boomstick* to be piercing damage and half fire damage.

Bondshredder [Gnomish]

Type: None
Level: 5
Tick Cost: 15
Time to Use: 1 swift action
Duration: Instantaneous
Saving Throw: None
Benefit: When activated, this invention immediately frees the inventor from any entangling or movement-impairing effects. The *bondshredder* allows the inventor to immediately escape a grapple, even if pinned, and frees the inventor from any spell or effect that would normally reduce his movement speed, such as *slow* or *web* spells or a *web bow* invention.

Enhancements:
+2 Ticks *Reactive*
This invention may be activated as an immediate action instead of a free action.

Breaking Bolt

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Fortitude negates or Reflex half
Benefit: You fire a tiny bundle of springs, coils and other parts at a single object or creature within 30 feet. Upon striking the target, the invention explodes with enough force to destroy manufactured objects. If the target object fails its Fortitude save, it is destroyed. You may only successfully affect an object that weighs no more than 10 pounds/inventor level.

Alternately, if you fire this at a construct, crystalline creature, or a creature made of glass or other fragile parts, the target suffers 1d6 points of damage/inventor level. A successful Reflex save halves this damage. This invention has no effect on any creature that does not meet the criteria above.

Enhancements:
+1 Tick *Hardened*
This invention can be used on any creature, regardless of type or composition.
+1 Tick *Shattering*
The damage dealt by the *breaking bolt* is considered to be sonic damage.
+2 Ticks *Radiating*
Instead of firing at a single object or creature, the *breaking bolt* damages all objects and creatures within a single 5-foot square.

CLOCK and STEAM

Breath Converter

Type: None

Level: 3

Tick Cost: 9

Time to Use: 1 standard action

Duration: 1 round

Saving Throw: None

Benefit: You create an exceptional filter that provides you with breathable air regardless of your circumstances. While wearing a *breath converter*, you can breathe underwater as though it were normal air. Moreover, you are immune to the effects of all inhaled poisons and gain a +4 equipment bonus to Fortitude saves made to avoid other gaseous effects, such as those created by a *stinking cloud* or *smoke screen*.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *breath converter* by one round; however, if you choose not to spend a tick to maintain the *breath converter* in any given round, its duration immediately ends.

Enhancements:

+1 Tick *Screening*
The equipment bonus to Fortitude saves increases by +1. You may apply this enhancement multiple times to a single activation of the invention.

+2 Ticks *Hands-free*
The duration of the *breath converter* increases to 1 minute.

Brightfire

Type: None

Level: 2

Tick Cost: 6

Time to Use: 1 standard action

Duration: 1 round/level (maximum 10 rounds)

Saving Throw: Will negates (blinding only)

Benefit: You create a burst of chemicals that reveals hidden foes. Make a ranged touch attack against an individual square (AC 10) or against a single creature within 60 feet. If successful, you create a 10-foot radius burst of *brightfire*, a glowing and reflective liquid chemical that coats everything within the radius. Any creatures within the burst are blinded for the *brightfire*'s duration, and any invisible creatures are outlined with the *brightfire*'s coating. All creatures within the *brightfire*'s area of effect lose all miss chance due to concealment from *blur* spells, darkness, displacement, invisibility, *veil of steam*, or other similar effects.

Any creatures coated in *brightfire* take a –40 penalty on Hide checks for the duration of the invention.

Enhancements:

+2 Ticks *Spraying*
The radius of the *brightfire* burst increases from 10 ft. to 20 ft.

+2 Ticks *Targeted*
Instead of creating a burst of *brightfire*, you can direct the full chemical payload at an individual creature. You target that creature with the required ranged touch attack, and if successful the *brightfire* coats only that target. The target loses the benefit of concealment, including that provided by a *blur* or displacement effect, and suffers the normal penalties from being in the *brightfire*'s burst radius. The target also suffers a –2 penalty to AC as a result of the *brightfire* highlighting gaps in the target's defenses.

+3 Ticks *Adhesive*
The duration of the *brightfire* increases to 1 minute/level.

Climbing Gears

Type: None

Level: 2

Tick Cost: 6

Time to Use: 1 standard action

Duration: 1 round

Saving Throw: None

Benefit: You create a clockwork set of arms that aids you in climbing along difficult terrain. You gain a +20 equipment bonus to Climb checks while this invention is in effect. Additionally, you retain your Dexterity bonus to AC while climbing.

Enhancements:

+1 Tick *Embedding*
You take no penalty for climbing vertical surfaces or upside down on horizontal surfaces.

+2 Ticks *Rapid*
You move twice as fast as normal while climbing.

+3 Ticks *Supporting*
You do not need to have your hands free to climb, and can use weapons or shields as normal while climbing.

Clockwork Bulb

Type: None

Level: 2

Tick Cost: 6

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: Fortitude negates; Reflex half/partial (enhancement only)

Benefit: You create a clockwork mechanism that generates enough electricity to supercharge a small bulb, filling it with phosphorescent light aimed at a single target within 30 feet. If that target fails its saving throw, it can take no actions for one round. The creature is not helpless or blinded, simply disoriented by the light and unable to act temporarily.

Enhancements:

+1 Tick   *Distant*
The range of the *clockwork bulb* is increased to 60 feet.

+3 Ticks   *Blinding*
Targets that fail their saving throw are also blinded for one round.

+6 Ticks   *Bright*
The bulb affects all creatures within a 30-foot radius, except you.

+9 Ticks   *Searing*
The target also suffers 8d6 fire damage from exposure to the bulb.

Codebreaker [High Thonian]

Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: None

Benefit: You create a device capable of deciphering complex languages and translating them into something you can understand. When this invention is placed near a scroll, parchment, carving, or other inscription that uses written language it automatically produces a translation of that writing on a thin scrip of parchment. The *codebreaker* can read and translate up to one full page of text per round. The *codebreaker* makes a Decipher Script check on the writing at a +15 bonus, and if successful it translated the entire writing at a rate of one page per round. A *codebreaker* never draws the wrong conclusion about a writing sample, even if it fails its Decipher Script check.

Enhancements:
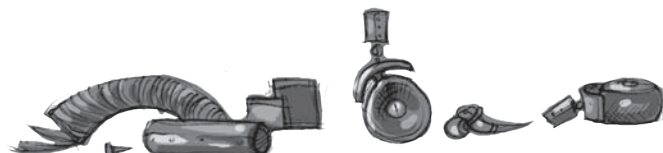
+1 Tick   *Extended*
The *codebreaker* can decipher one additional page of text in excess of those it can translate during its one minute duration. This enhancement can be applied multiple times to the same activation of this invention.

+2 Ticks   *Arcane*
The *codebreaker* can also read and identify magical writings as though it were affected by the *read magic* spell. This is an extraordinary ability.

+3 Ticks   *Flawless*
The Decipher Script bonus of the *codebreaker* increases to +25.

Combat Medic

Type: None
Level: 5
Tick Cost: 15
Time to Use: 1 standard action
Duration: 1 round/inventor level, maximum 20 rounds
Saving Throw: Reflex negates (harmless)

Benefit: You create a tiny mechanical spider that can repair combat damage sustained in the heat of battle. You must be able to touch the recipient of this invention (which may be yourself) to activate it. Each round for the duration of the *combat medic* the mechanical spider stitches up and repairs 1 hp worth of damage to a living creature. An individual creature can only be healed by a *combat medic* once per day.

Enhancements:

+3 Ticks   *Expert*
The *combat medic* heals 2 points of damage per round instead of just 1.

Conductivity Spark

Type: None
Level: 6
Tick Cost: 18
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex half

Benefit: The clockwork mechanism generates an electrical current between two nearby targets. When you activate this invention, choose two metal objects (including suits of armor or metal swords) no more than 30 ft. apart; both objects must be within 60 ft. of your current position. A line of electricity bursts between those two points, striking everything in between and dealing 1d6 points of electricity damage (maximum 15d6) to any creature in a square the line of electricity passes through (this includes the two metal objects at each end, or their holders/wearers).

Enhancements:

+1 Tick   *Distant*
The maximum distance the two points can be from you increases from 60 ft to 120 ft.

+2 Ticks   *Stretched*
The maximum distance between the two endpoints of the line of electricity increases from 30 ft. to 40 ft.

CLOCK and STEAM

Conflagrating Wall

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: None

Benefit: You create an invention that spews forth liquid fire, causing it to spring up and form a wall of flames 5 feet wide and 60 feet long, reaching 20 feet in height. Any creature or object that passes through the *conflagrating wall* takes 2d6 points of fire damage. Any 5-foot section of the wall that takes 20 points of cold damage or is doused in at least 5 gallons of water immediately goes out (though the rest of the *conflagrating wall* still burns).

Enhancements:
+1 Tick   *Lengthened*
The length of the *conflagrating wall* increases by 10 feet. You may apply this enhancement multiple times to a single activation of this invention.
+1 Tick   *Resistant*
The amount of cold damage or water required to put out a 5-foot section of the *conflagrating wall* is doubled.
+2 Ticks   *White-Hot*
The fire damage dealt to any creature passing through a *conflagrating wall* increases to 4d6.

Constricting Tether

Type: None
Level: 7
Tick Cost: 21
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: Reflex negates

Benefit: When you activate this invention, you designate a target within 120 feet and fire a weighted length of high-tension wire that can grip and then subdue the target. If the target fails its Reflex save, it is automatically considered grappled by the *constricting tether*. Each round on your turn, the *constricting tether* attempts to pin the target; each round on the target's turn, it may attempt to break the grapple. The *constricting tether* has a grapple modifier equal to your inventor level + your Intelligence modifier. A pinned target takes 2d8 points of damage per round as the tether mechanically tightens.

Another creature can remove a *constricting tether* as a full-round action.
Enhancements:
+1 Tick   *Encompassing*
The *constricting tether*'s grapple check modifier increases by +1. You can apply this enhancement multiple times to the same activation of the invention.

Construct Override

Type: None
Level: 9
Tick Cost: 27
Time to Use: 1 standard action
Duration: Permanent
Saving Throw: Will negates

Benefit: When you activate this invention, designate a single construct within 120 feet as the target of the *construct override*. If the target fails its Will save, you immediately gain complete control over that construct, and it behaves as though you had always been its master. This invention cannot seize control of living constructs or a construct with an Intelligence of 12 or greater.

Craftsman's Mold [High Thonian]

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You create a perfect metal replica of an item that you have on hand. The item to be replicated cannot be any larger than Diminutive in size, and you must have enough raw metal on hand to create the replica. When the invention is activated, a perfect nonmagical replica of that item made of iron, steel, or any other mundane metal you choose comes into being permanently. For example, you can use this invention to create a copy of a noble's safe key, or to create a dagger similar to one wielded by an ally, provided you have the original on hand. Gadgets and technological items cannot be replicated using a *craftsman's mold*.

Enhancements:
+2 Ticks   *Grand*
The maximum size of an item that can be replicated with a *craftsman's mold* increases by one size category. You can apply this enhancement multiple times to a single activation of this invention.

Crushing Vice [High Thonian]
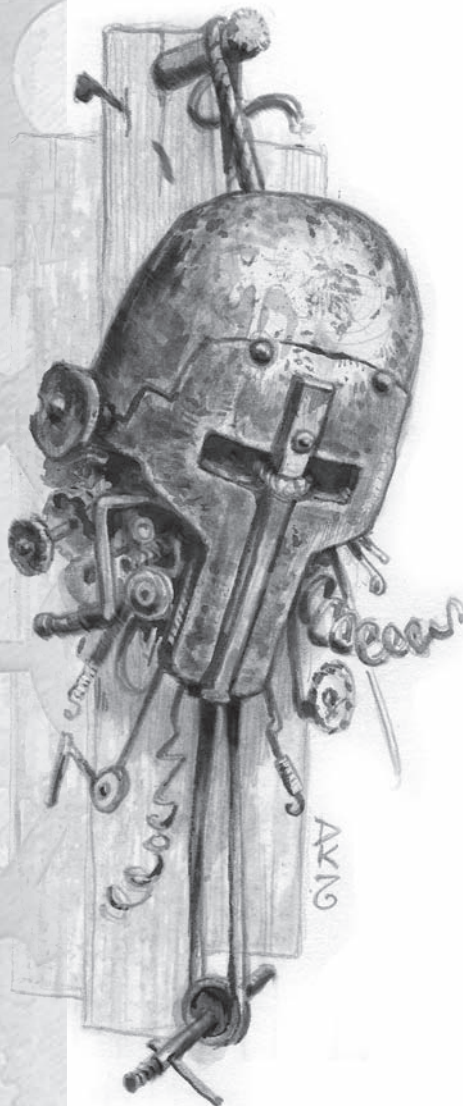
Type: None

Level: 9

Tick Cost: 27

Time to Use: 1 standard action

Duration: 1 round/2 inventor levels

Saving Throw: Reflex negates

Benefit: You create a massive, clockwork vice that can slay a target you designate. When you activate this invention, you select a creature within 120 feet to be the target of the vice. If that target fails its Reflex save, the creature is automatically slain and the vice moves on to a new target the next round. Each round for the invention's duration the vice can crush another target so long as that target is within 120 feet of your position. Maintaining a *crushing vice* and directing it to a new target requires concentration and a full-round action.

Cryonic Ray [Gnomish]

Type: None

Level: 9

Tick Cost: 27

Time to Use: 1 standard action

Duration: Permanent

Saving Throw: Fortitude negates

Benefit: When you activate this invention, you fire a beam of energy that drains all heat from its target. You make a ranged touch attack against a single creature within 400 feet. If the target fails its Fortitude save, it is transformed into solid ice and cannot move, act, or even think. The ice will not melt under normal, room temperature heat, though exposure to extreme heat (such as from fire, or in a desert) melts the ice normally.

Defender

Type: Construct

Level: 1

Tick Cost: 3

Time to Use: 1 full-round action

Duration: 1 round

Saving Throw: None

Benefit: You create a mechanical *defender* that protects you in combat. You may select any mechanical creature (that is, any creature with the mechanical template applied; see Chapter 10 for more information on the mechanical template) with a total CR of 4 or less (after the template has been applied). This creature may act immediately upon the completion of the full-round action used to activate it, and it obeys your commands to attack enemies or protect allies.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *defender* by one round; however, if you choose not to spend a tick to maintain the *defender* in any given round, its duration immediately ends.

Enhancements:

+3 Ticks *Improved Defender*

You may instead create a *defender* with a CR of 4 or less. You may apply this enhancement multiple times to the same activation; each time it is applied, it increases the maximum CR of the *defender* by 1.

+3 Ticks *Secondary Defender*

You create two mechanical *defender*s of the same type, instead of the normal 1.

CLOCK and STEAM

Deflecting Mirror

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 immediate action
Duration: Instantaneous
Saving Throw: None

Benefit: Whenever you are the target of an incoming ray attack, you can activate this invention as an immediate action to deflect that ray away harmlessly. You do not suffer the ill effects of the ray and it is considered to have been completely negated.

Enhancements:
+6 Ticks   *Redirecting*
Instead of deflecting the ray away harmlessly, you use the *deflecting mirror* to return that ray back at its originator. You make a ranged touch attack against the source of the ray, and if successful the ray strikes that target instead, resolving with its normal effect. They ray is still considered to have originated from the original source and uses that source to determine variables such as caster level, duration, etc.

Detoxifier [Dwarven]

Type: None
Level: 1
Tick Cost: 2
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: None

Benefit: You create a complex filtration system that can produce clean, drinkable water and detoxify other liquids of poison. While a *detoxifier* is active, it can purify 1 gallon of liquid per round. Pouring a liquid into a *detoxifier* is a move action that provokes an attack of opportunity. Any liquid poured into a *detoxifier* is immediately purified of a any poisons, diseases, or other harmful elements. Potions and oils can be cleansed using a *detoxifier*.

Enhancements:
+1 Tick   *Fast-Acting*
Pouring a liquid into a *detoxifier* is a swift action that does not provoke an attack of opportunity.
+6 Ticks   *Toxifier*
Instead of removing poisons from liquids, the invention instead blends another poison perfectly with the liquid poured into it. The inventor must supply the poison (which must be an ingested poison) and anyone that drinks a liquid poured through the invention automatically ingests the poison. When using a *detoxifier* in this way there is no chance of accidental exposure to the poison, and the poison can only be detected by magical means.

Directed Charge

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You place a small mechanical device that directs a charge of great force against an door or closed object. When you cast this spell, target a single door, chest, lockbox, chest, shackles, chain, or other object that holds a door or container shut. If the door or container is not held shut by magical means, it opens under the pressure of your *directed charge*. The door or container is not harmed by the *directed charge*. You may not use this device on any container or door with any dimension (width, height, or depth) greater than 5 feet/inventor level. This invention automatically opens any door sealed by a *fast lock* invention.

Enhancements:
+1 Tick   *Expanded*   The maximum dimension the *directed charge* can handle on a single door or container increases to 10 feet/inventor level.
+3 Ticks   *Rapid*   The activation of this invention becomes a swift action instead of a standard action.

Draining Gas

Type: None
Level: 5
Tick Cost: 15
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Fortitude negates

Benefit: You emit a rapid burst of gas from a pneumatic pump, causing all those around you to weaken should they inhale it. All creatures within 20 feet of you must succeed on a Fortitude save or become fatigued. This invention has no effect on creatures that do not breathe or are immune to inhaled poisons.

Enhancements:
+3 Ticks   *Widened*
The radius of creatures affected by the *draining gas* increases to 40 feet.
+6 Ticks   *Exhausting*
Instead of becoming fatigued, creatures affected by this invention become exhausted.

Dwarven Ballistic Enhancer [Dwarven]

Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: 1 round/inventor level
Saving Throw: None

Benefit: You apply a small number of explosive charges to a number of pieces of ammunition equal to one-half your inventor level. You must be able to touch these individual pieces of ammunition in order to activate this invention. For the duration of the invention, each individual piece of ammunition deals an additional 2d4 points of fire damage to any target it strikes.

Enhancements:
+1 Tick   *Fiery*
The bonus damage die used for the *dwarven ballistic enhancer* increases from d4 to d6.
+2 Ticks   *Multiplied*
The number of individual pieces of ammunition you can affect with this invention increases to a number equal to your inventor level.
+3 Ticks   *Explosive*
Any successful attack with a piece of ammunition affected by a *dwarven ballistic enhancer* also deals 1d4 points of fire damage to all creatures adjacent to the target.

Dwarven Steam Bore

Type: Construct
Level: 9
Tick Cost: 27
Time to Use: 1 hour
Duration: Persistent
Saving Throw: None

Benefit: You create a persistent dwarven steam bore, as per the dwarven steam bore from Chapter 10. You operate the bore at your discretion (or have someone else operate it for you).
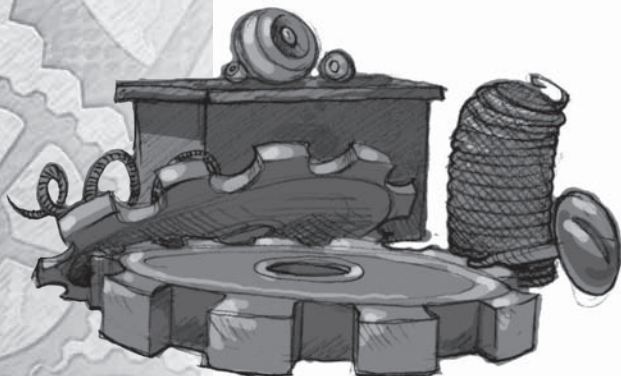
Earthcage [Dwarven]

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 standard action
Duration: 1 minute/level
Saving Throw: None

Benefit: When you activate this invention, you hurl a mechanical cage at your target that burrows into the ground once it secures itself around the target creature. You make a ranged touch attack against a target within 120 feet, and if successful the *earthcage* completely surrounds the target and burrows into the ground. Flying creatures are dragged down to the ground as well, but suffer no damage from falling when the *earthcage* is in effect. You may only target a Large or smaller creature with this invention.

For the duration of the invention, your target is sequestered in the cage roughly 500 feet underground. It cannot break free, has plenty of breathable air, and cannot move. Creatures caught in an *earthcage* can teleport away (or use similar transportation spells and effects), though it cannot otherwise escape its prison.

Enhancements:
+1 Tick   *Expanded*
The maximum size category of the creature you can target increases by one step. You can apply this enhancement multiple times to the same activation of the invention.

Echolocater

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: Persistent
Saving Throw: None

Benefit: You create a device that allows you to sense the presence of creatures by receiving sound waves and interpreting them visually. While wearing an activated echolocater you gain the benefits of the blindsight quality on all targets within 60 feet.

Enhancements:
+1 Tick   *Long-Range*
The range at which your blindsight functions increases by +10 feet. You may apply this enhancement multiple times to a single activation of this invention.
+2 Ticks   *Sensitive*
The *echolocater* grants you a +10 bonus to Listen checks to avoid being surprised.

CLOCK and STEAM

Electrical Jolt

Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex half

Benefit: You charge up a bolt of electricity, sending it arcing out in a line at enemies. All targets in a 120-foot line originating in your square suffer 1d6 points of electricity damage (maximum 10d6) from the electrical jolt.

Enhancements:
+1 Tick   *Numbing*
The electricity numbs all targets who fail their Reflex saves, imposing a −1 penalty to all attack rolls for 1 round.
+1 Tick   *Potent*
The maximum damage potential of the *electrical jolt* increases to 15d6.
+2 Ticks   *Charged*
You may activate this invention as a full-round action to treat your inventor level as 3 levels higher than it actually is for the purposes of determining the damage dealt by this invention.
+3 Ticks   *Reactive*
You may activate this invention as an immediate action, but it targets only a single adjacent creature as a reaction to being attacked by that creature.
+9 Ticks   *Chained*
Instead of a line of electricity, you target a single creature within 120 feet. That target suffers 1d6 points of electricity damage (maximum 10d6). Additionally, a number of targets equal to your inventor level, all of which must be within 30 feet of the original target, suffer half as much damage as the original target. You may choose which secondary targets you affect with this invention.

Energy Buffer [Gnomish]

Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: 1 minute/level
Saving Throw: None (harmless)

Benefit: You create a mechanical buffer that absorbs energy damage directed at you. When you activate the *energy buffer*, select one of the following energy types: acid, cold, electricity, fire, or sonic. Whenever you would normally take damage of that energy type, the *energy buffer* negates that damage, up to a total of 20 points of energy damage. Once the *energy buffer* has negated 20 points of energy damage, it ceases to function.

Enhancements:
+1 Tick   *Toughened*
The amount of energy damage absorbed by the *energy buffer* increases by 1 point. You may apply this enhancement multiple times to the same activation of this invention.
**+2 Ticks**   *Force-Absorbing*
You may select force as the energy type of this invention, allowing it to absorb force damage as it would normal energy damage.
+2 Ticks   *Polarity-Absorbing*
You may select positive or negative energy as the energy type of this invention, allowing it to absorb positive or negative energy damage as it would normal energy damage. An invention can absorb either positive or negative energy but never both, regardless of whether or not the Versatile enhancement is used.
+3 Ticks   *Versatile*
You may select one additional energy type to be absorbed by the *energy buffer*. The invention still absorbs the same total amount of damage, but it will absorb damage of either type. You may apply this enhancement multiple times to the same activation of this invention.
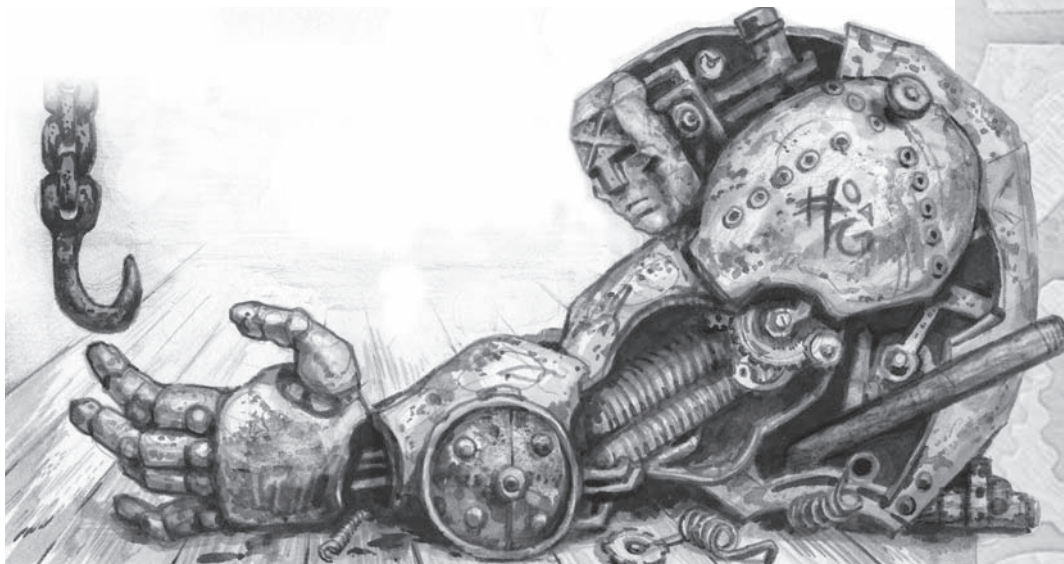
Energy Reflector Dish [Gnomish]

Type: None
Level: 7
Tick Cost: 21
Time to Use: 1 standard
Duration: 1 minute (Instantaneous on use)
Saving Throw: As reflected attack
Benefit: You crate a reflective disc that can redirect incoming energy attacks. When you activate this invention, choose an energy type to be able to reflect from the following list: acid, cold, electricity, fire, or sonic. When an attack, spell, or other effect would normally deal damage of that energy type to you, as an immediate action you can end the duration of the *energy reflector dish* to redirect that energy damage back on its original source. They energy damage is still considered to have originated from the original source and uses that source to determine variables such as caster level, duration, etc.

Enhancements:
+2 Ticks *Force-Absorbing*
You may select force as the energy type of this invention, allowing it to reflect force damage as it would normal energy damage.
+2 Ticks *Polarity-Absorbing*
You may select positive or negative energy as the energy type of this invention, allowing it to reflect positive or negative energy damage as it would normal energy damage. An invention can reflect either positive or negative energy but never both, regardless of whether or not the Versatile enhancement is used.
+3 Ticks *Versatile*
You may select one additional energy type to be reflected by the *energy reflector dish*. You may apply this enhancement multiple times to the same activation of this invention.

Everburn

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Peristent
Saving Throw: None
Benefit: You create a hot, glowing flame encased in glass that helps power your other mechanical devices. The *everburn* glows with the brightness of a torch and gives off only the faintest amount of heat outside of its casing.

Enhancements:
+1 Tick *Igniting*
The *everburn* works as an igniter for your steam-powered mechanisms. Any of your inventions that deal fire damage cost 1 less tick to activate.
+1 Tick *Radiating*
sThe radius of light given off by the *everburn* doubles.

Fast Lock

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: Yes (enhancements only)
Benefit: You place a rapidly-attaching lock on a door, window, or other nonmagical portal that locks it securely for the duration. That portal is considered nonmagically locked for the duration of the invention; the *fast lock* cannot be disabled using the Disable Device skill except from the side of the portal you place it on. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *fast lock* by one round; however, if you choose not to spend a tick to maintain the *fast lock* in any given round, its duration immediately ends.

Enhancements:
+1 Tick *Numbing*
If anyone attempts to use the Disable Device skill to disable the *fast lock* and fails, they are automatically stunned for one round (Fortitude save negates)
+3 Ticks *Reinforcing*
Your *fast lock* also reinforces the normal seals on the portal, adding +10 to the break DC of the portal.
+3 Ticks *Shocking*
Anyone that touches the portal the *fast lock* is attached to takes 2d6 points of electricity damage (Reflex save for half).

Flash-Bang

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Fortitude negates (partial; see text)
Benefit: Make a ranged touch attack against an individual square (AC 10) or against a single creature within 60 feet. If successful, you create a 20-foot radius burst of sound and light that stuns all targets in the radius for 2d4 rounds (no save). Additionally, any targets in the radius that fail their Fortitude saves are blinded and deafened for the duration of the stun.

Enhancements:
+2 Ticks *Permanent*
Targets that fail their Fortitude saves are blinded and deafened permanently.

CLOCK and STEAM

Fire Bug

Type: None

Level: 2

Tick Cost: 6

Time to Use: 1 standard action

Duration: 1 round

Saving Throw: Reflex negates

Benefit: You create a small, mechanical flying insect that carries inside it superheated metal that it can use to strike enemy targets. The fire bug can strike any opponent within 30 feet, dealing 4d6 fire damage to that target (the target may make a Reflex save to negate this damage). Additionally, each round you may use a move action and spend one tick to maintain the fire bug for another round, allowing it to strike either the same target (if the target has not moved) or any other target within 30 feet.

Enhancements:

+1 Tick *Fast*

Each round it is maintained, the *fire bug* can strike a target within 60 feet of its last target, instead of 30 feet.

+1 Tick *Corrosive*

Instead of filling the *fire bug* with molten metal, you instead fill it with a highly corrosive liquid, causing it to deal acid damage instead of fire damage.

+1 Tick *Freezing*

Instead of filling the *fire bug* with molten metal, you instead fill it with an incredibly cold liquid, causing it to deal cold damage instead of fire damage.

+3 Ticks *Explosive*

On any round where the *fire bug* deals damage to the target, you may choose to immediately destroy the invention to have it deal an additional 2d6 damage of the appropriate type.

Fireworks

Type: None

Level: 2

Tick Cost: 6

Time to Use: 1 standard action

Duration: 1 round/level (maximum 10 rounds)

Saving Throw: Fortitude negates or Fortitude partial (enhancement only)

Benefit: You create a burst of firecrackers and explosive rockets that can harm nearby opponents. Choose a 2 by 2 square (10 feet on each side) within 100 feet to be affected by this invention. All creatures in that invention must succeed on a Fortitude save or be blinded for 1 minute. Additionally, all creatures within the area of the *fireworks* invention are illuminated as though they were in bright daylight.
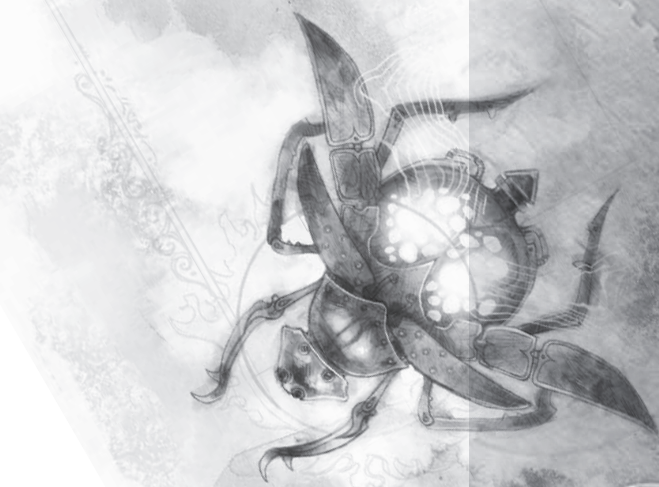
Enhancements:

+1 Tick *Noxious*

If you know the *smoke screen* invention, you may activate it within the area of the *fireworks* invention as a swift action at the same time as you activate this invention. You do not need to make a ranged attack against the squares in question for the *smoke screen*, though you must pay its tick cost as usual.

+2 Ticks *Deafening*

Creatures within the area of the *fireworks* effect that fail their Fortitude save are also deafened for 1 minute.

+3 Ticks *Overpowering*

Creatures that succeed on their Fortitude save when in the area of the *fireworks* effect are blinded for 1d4 rounds.

Fortress of Mirrors [High Thonian]

Type: None

Level: 5

Tick Cost: 15

Time to Use: 1 standard action

Duration: 1 round

Saving Throw: None

Benefit: You surround yourself with mirrors placed at special angles that reflect images from all sides, making it appear as though you are not there. Any creature more then 10 feet away from you automatically fails on Spot checks to detect your presence. If you move at all, the duration of the *fortress of mirrors* ends. Creatures that attempt to move into or through the space you occupy automatically notice you and end the duration of the *fortress of mirrors*. Creatures with blindsight or the scent ability are not affected by this invention.

CLOCK and STEAM

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *fortress of mirrors* by one round; however, if you choose not to spend a tick to maintain the *fortress of mirrors* in any given round, its duration immediately ends.

Enhancements:
+2 Ticks   *Precise*
Adjacent creatures cannot detect your presence unless they attempt to move into or through your fighting space, at which point they react as normal.

Frost Bomb

Type: None
Level: 5
Tick Cost: 15
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex half

Benefit: Make a ranged touch attack against an individual square (AC 10) or against a single creature within 60 feet. If successful, you create a 20-foot radius burst of ice shards that deal 1d6 points of damage per inventor level (maximum 15d6); half of this damage is slashing damage, and the other half is cold damage.

Enhancements:
+1 Tick   *Deep Cold*
Any creature damaged by the *frost bomb* is also shaken for 1d6 rounds.
+2 Ticks   *Slowing*
Any creature damaged by the *frost bomb* are also slowed, as per the *slow* spell, for 1d6 rounds. This is an extraordinary ability.

Glitch Swarm

Type: None
Level: 7
Tick Cost: 21
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None

Benefit: You create a swarm of tiny constructs that can disrupt the creation of inventions by sabotaging their parts and mechanisms. When you activate this invention, choose a target within 120 feet to be the target of the *glitch swarm*. While this invention is activated, the target cannot activate any inventions unless he first makes a Concentration check (DC 20 + the level of the invention to be activated).

Enhancements:
+2 Ticks   *Distracting*
The DC of the Concentration check necessary to activate inventions while targeted by the *glitch swarm* increases to 25 + the level of the invention to be activated.
+6 Ticks   *Relentless*
Instead of making a Concentration check to activate inventions, the target of the *glitch swarm* simply cannot activate any inventions at all.

Gnomish Messenger [Gnomish]

Type: Construct
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: None

Benefit: You create a tiny, mechanical gnome that carries an object that you give it across the battlefield to one of your allies. When you activate the *gnomish messenger*, designate one ally within 120 feet to receive the item. The item can be no larger than Tiny in size and you must have the item in your hand when the *gnomish messenger* is activated.

The *gnomish messenger* is size Tiny, has an AC of 14, 10 hit points and DR 5/bludgeoning or magic. When the *gnomish messenger* moves it provokes attacks of opportunity as though it were a normal creature. If the *gnomish messenger* is reduced to 0 hit points, it drops whatever item it is carrying.

Enhancements:
+1 Tick   *Rapid*
The *gnomish messenger* moves at a speed of 60 feet per round toward the target.
+2 Ticks   *Hasty*
The *gnomish messenger* moves at a speed of 90 feet per round toward the target.

Gnomish Time Bomb [Gnomish]

Type: Construct
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: Reflex half

Benefit: You create a tiny, mechanical gnome that carries within its body a highly explosive device. When you create the *gnomish time bomb*, you designate a target within 120 feet. On your turn, the *gnomish time bomb* moved at a speed of 30 feet per round toward that target. When it reaches the target, or when the invention's duration ends, the *gnomish time bomb* explodes, dealing 1d6 points of fire damage per inventor level (maximum 10d6) in a 10-foot radius burst.

CLOCK and STEAM

The *gnomish time bomb* is size Tiny, has an AC of 14, 10 hit points and DR 5/bludgeoning or magic. When the *gnomish time bomb* moves it provokes attacks of opportunity as though it were a normal creature. If the *gnomish time bomb* is reduced to 0 hit points, it explodes and deals its normal damage at that time.

Enhancements:
+1 Tick   Rapid
The *gnomish time bomb* moves at a speed of 60 feet per round toward the target.
+2 Ticks   Potent
The maximum potential damage of a *gnomish time bomb* increases to 15d6.
+2 Ticks   Shrapnel
The *gnomish time bomb* is filled with chunks of metal shrapnel, changing half of its damage to piercing damage instead of fire damage.
+3 Ticks   Smoking
The *gnomish time bomb* also sets off a basic *smoke screen* when it explodes, as per the invention (no enhancements). Treat the *smoke screen* as though it were activated by the *gnomish time bomb*'s inventor.

Goggles of the Deep [Dwarven]
Type: None
Level: 5
Tick Cost: 15
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: None
Benefit: When you activate this invention, you create a pair of goggles that reveals things that you may not normally be able to see. While wearing the *goggles of the deep*, you automatically gain darkvision out to 60 ft., you can see invisible creatures, you are not subject to the miss chance granted by concealment, *blur*, *displacement*, or similar effects, and you gain a +4 equipment bonus to Will saves made to penetrate illusions.

Enhancements:
+1 Tick   Enhancing
You gain a +4 equipment bonus to Spot checks while this invention is activated.
+2 Ticks   Brightening
You automatically see through darkness, both magical and nonmagical.
+3 Ticks   Penetrating
You automatically see through illusions instead of merely gaining an equipment bonus to Will saves to penetrate illusions.

Goo Grenade
Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: Reflex negates
Benefit: Make a ranged touch attack against an individual square (AC 10) or against a single creature within 60 feet. If successful, you create a 20-foot radius burst of sticky goo that coats anything and everything within the radius. Any creatures struck by the exploding goo moves at half speed for the invention's duration; any creature moving through the squares affected by a *goo grenade* move at half speed while within those squares, but move normally once outside the affected area.

Enhancements:
+1 Tick   Slippery
Instead of being sticky, the goo in the grenade becomes slippery instead. Creatures passing through the area affected by a *goo grenade* must succeed on a Reflex save or fall prone. Additionally, any creatures within the *goo grenade*'s area of effect when it is activated automatically drop any held items or weapons. Picking up an item that is coated in slippery goo requires a standard action that provokes an attack of opportunity.
+1 Tick   Flammable
The goo in the *goo grenade* is highly flammable, and may be ignited by the touch of open flame. Igniting the goo causes everyone in the radius of the invention to take 2d6 points of fire damage, plus 1d6 points of fire damage on the following round. Setting fire to the goo ends the duration of the *goo grenade* effect.

Grip Grease
Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: Reflex negates
Benefit: You cover your targets in a thick, clingy substance that makes it difficult to act normally. You select a number of targets equal to your inventor level, no two of which can be no more than thirty feet apart, and all of which must be within 120 feet. Those targets that fail their Reflex save can take only a standard action or a move action each round, and a single swift of immediate action, while affected by the *grip grease*. Moreover, they suffer a −1 penalty to all attack rolls, Reflex saves, and AC for the duration of the invention.

Enhancements:

+1 Tick *Slowing*

All targets affected by the *grip grease* invention move at half speed, which affects the target's jumping distance as normal for decreased speed.

+2 Ticks *Debilitating*

Any targets affected by this invention also suffer a –1 penalty to all Strength and Dexterity ability checks, as well as any skill checks that use Strength or Dexterity as their relevant attribute.

+2 Ticks *Entangling*

Targets affected by the *grip grease* are considered entangled for the duration of the invention.

+3 Ticks *Distant*

The range of the *grip grease* invention is 400 feet, as opposed to the normal 120 feet.

+3 Ticks *Ensnaring*

Targets affected by the *grip grease* must succeed on a DC 15 Strength or Escape Artist check in order to move at all.

Gyrodynamic Sensor Array

Type: None

Level: 1

Tick Cost: 3

Time to Use: 1 standard action

Duration: 1 round

Saving Throw: None

Benefit: You create a delicate sensor array that uses a combination of echolocation, magnetism, gravity, and chemical sensors to locate or detect a wide array of things. A basic *gyrodynamic sensor array* detects any secret doors, caches, compartments, or other hidden openings in a 60-foot cone that you direct as a move action. On the first round that a secret opening is within the array's sensor range, the *gyrodynamic sensor array* indicates the opening's presence; on the second round, the portal's location is revealed, and on the third round the trigger for opening the secret door is identified.

Stone or metal thicker than 1 foot deep blocks the *gyrodynamic sensor array*, while wood or any other material thicker than 3 feet deep does the same.

Enhancements:

+1 Tick *Warning*

The *gyrodynamic sensor array* also detects simple pits, deadfalls, and snares, as well as mechanical traps made of natural materials, as per the *detect snares and pits* spell.

+2 Ticks *Life Sensing*

The sensor array can be attuned to instead detect a particular species of animal or plant. When the invention is activated, determine the animal or plant to be detected. On the first round that an animal or plant of that type is within the array's sensor range, the *gyrodynamic sensor array* indicates the target's presence; on the second round, the target's location is revealed, and on the third round the number of targets is identified. The function of this enhancement replaces the normal function of the sensor array, as well as that of the Warning, Fine-Tuned, and Detecting enhancements.

+3 Ticks *Fine-Tuned*

The sensor array is programmed to find a particular type of object, which must be well known and familiar to you at the time of activation. This enhancement cannot locate specific, unique items ("Fenren Jixter's toolkit" will not work, but "toolkit" will) unless the unique item is easily distinguishable from other items of its type, and you have observed it first-hand. The function of this enhancement replaces the normal function of the sensor array, as well as that of the Warning, Life Sensing, and Detecting enhancements.

+6 Ticks *Detecting*

The sensor array is programmed to find a particular type of creature, which must be well known and familiar to you at the time of activation. This enhancement can locate specific individual creatures, provided that you have observed the individual first-hand. The function of this enhancement replaces the normal function of the sensor array, as well as that of the Warning, Life Sensing, and Fine-Tuned enhancements.
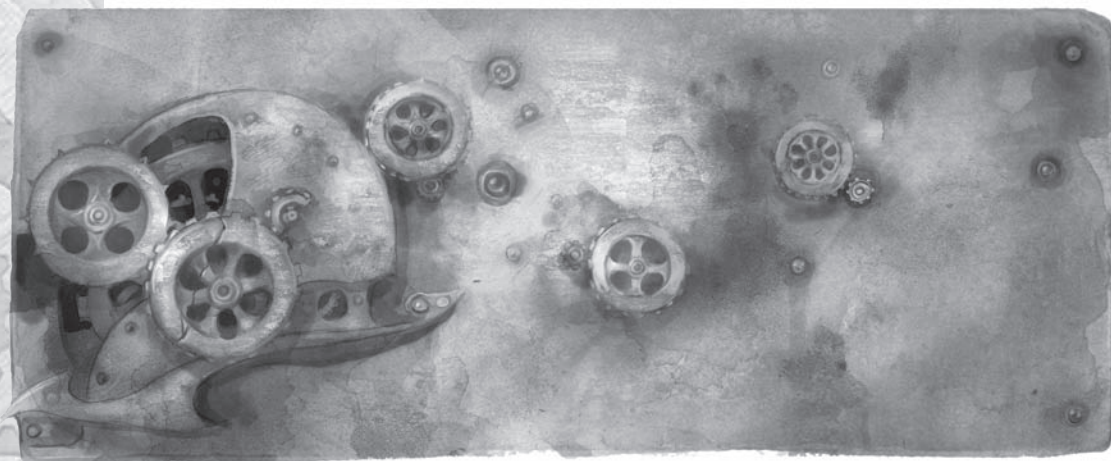
CLOCK and STEAM

Hail in a Box

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: 1 round/level (Instantaneous effect)
Saving Throw: None
Benefit: You collect frozen pellets from some of your steam-powered mechanisms, placing them in a box with a clockwork device that can release them with devastating effect. When you activate this invention, you create a small box that, when opened, triggers the effect of the *hail in a box*. Additionally, you can designate a command word that also triggers the *hail in a box*, though you must be within 400 feet of the box to trigger it in this way. Once activated, the *hail in a box* only lasts for 1 round per inventor level; after that amount of time, if the *hail in a box* has not yet been triggered, it deactivates and can no longer be triggered.

When the *hail in a box* is triggered, it creates a 20-foot burst of ice and hail that strikes everything within the radius. All creatures within the radius take 5d6 points of cold damage. The hail is so thick and so forceful that it does not allow a Reflex save for half damage as other area effects do.

Enhancements:
+1 Tick   *Smashing*
The invention deals 5d6 points of damage, half of which is cold damage and the other half of which is bludgeoning damage.
+2 Ticks   *Freezing*
Creatures struck by the *hail in a box* invention are also affected by a *slow* effect, as per the spell, for one round. This is an extraordinary ability.
+3 Ticks   *Delayed*
If the end of the invention's duration is reached and it still has not been triggered, you may spend one tick each successive round as a free action to increase the duration of the *hail in a box* by one round; however, if you choose not to spend a tick to maintain the *hail in a box* in any given round, its duration immediately ends.
+6 Ticks   *Potent*
The damage dealt by the *hail in a box* increases by +3d6 points of damage.

Harpy Net

Type: Weapon
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex negates

Benefit: You fire a weighted net from this invention that can snare flying creatures and drag them to the ground. When you activate this invention you may target on flying creature of Medium size or smaller to be ensnared by the net. If the target fails its Reflex save, it is considered entangled and is pulled to the ground. If the creature fails a Strength check (DC 20) it descends at a rate of 10 feet per round, +5 ft. per point by which it fails the Strength check. A creature pulled to the ground by a *harpy net* does not suffer falling damage, but remains *entangled* until freed. A creature can free itself by making a DC 20 Escape Artist check, or another character can free the creature by taking a full-round action to do so. A creature caught by a *harpy net* cannot free itself while in the air.

Enhancements:
+1 Tick   *Weighted*
The Strength check DC to remain airborne increases by +1. You may apply this enhancement multiple times to the same activation of this invention.
+2 Ticks   *Constricting*
The Escape Artist check DC to free oneself from a *harpy net* increases by +2. You may apply this enhancement multiple times to the same activation of this invention.
+3 Ticks   *Enlarged*
The maximum size of the creature that can be ensnared by a *harpy net* increases by one size category. You may apply this enhancement multiple times to the same activation of this invention.

Health Assessor

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: When you activate this invention, you receive a readout of the vital signs of all creatures in line of sight within a 120 foot radius. You immediately know which creatures within that radius are at half their hit points or less. Additionally, the location of invisible or hidden creatures are revealed to you (and only you), though if the hidden or invisible creature moves you cannot track its movement by means of the *health assessor*.

Enhancements:
+1 Tick   *Emergency*
The *health assessor* also reveals which creatures are at less than 1/4 their total hit points.
+2 Ticks   *Deep-Scanning*
The *health assessor* also reveals which creatures are under the effects of poison or disease, as well as which poison or disease they are currently inflicted with.

Heat Vent

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You create a focused beam of superheated steam that leaps from your invention, burning an opponent. You create one beam, plus one additional beam for every four levels beyond 3rd (to a maximum of three beams at 11th level). The heat vent creates a bolt of steam that qualifies as a ray for the purposes of feats or class features that enhance the inventor's effectiveness. You must make a ranged touch attack against the target and, if successful, you deal 4d6 points of fire damage to that target. All targets must be within 60 feet.

Enhancements:
+2 Ticks *Delayed*
You do not need to fire all of the rays generated by the *heat vent* at once. You may instead choose to fire one ray as a swift action on any successive round for the next 10 rounds.
+3 Ticks *Illuminating*
The steam from your *heat vent* is filled with tiny metallic particles, coating your targets in reflective metal. You gain a +4 circumstance bonus to all ranged touch attacks against any target struck by a ray from the *heat vent*.
+3 Ticks *Split*
The maximum number of rays created by the *heat vent* increases to five at 19th level.

Hypnotizer

Type: None
Level: 1
Tick Cost: 2
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: Will negates

Benefit: This invention uses flashing lights, melodic sounds, and sympathetic vibrations to hypnotize a single creature within 30 feet. If the target fails its saving throw, it is entranced by the invention and will heed reasonable requests. You give the target a single command, and the target reacts to that command as though it were two steps more friendly in attitude (*PH* 72) toward you, provided that you can verbally communicate with the target. Once the duration of this invention ends, the creature's attitude toward you returns to normal, though their attitude toward the single request remains the same.

Enhancements:
+1 Tick *Distant*
The range of the *hypnotizer* increases to 60 feet.
+2 Ticks *Alluring*
The target reacts to you and your command as though it were three steps more friendly to you, instead of just two.

Inevitable

Type: Construct
Level: 5
Tick Cost: 15
Time to Use: 1 full-round action
Duration: 1 round
Saving Throw: None

Benefit: You create a Zelekhut inevitable that obeys your commands and fights at your direction. When it is created, the forces of Law bestow their power upon your creation, and as a result the *inevitable* retains all of its spell-like and supernatural abilities. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *inevitable* by one round; however, if you choose not to spend a tick to maintain the *inevitable* in any given round, its duration immediately ends.

Enhancements:
+6 Ticks *Kolyarut*
Instead of creating a Zelekhut inevitable, you create a Kolyarut inevitable that does your bidding.
+12 Ticks *Marut*
Instead of creating a Zelekhut inevitable, you create a Marut inevitable that does your bidding.

Instantaneous Malfunction

Type: None
Level: 6
Tick Cost: 18 or more (see text)
Time to Use: 1 immediate action
Duration: Instantaneous
Saving Throw: None

Benefit: Whenever a creature within 120 feet of you (and within line of sight) attempts to activate an invention, you may activate this invention to attempt to cause a malfunction in the target's invention. You make a Knowledge (clock and steam) check with a DC equal to 15 + the level of the invention your target is activating. If successful, you spend a number of ticks equal to the tick cost of the invention your target is activating (minimum 18) to cause that activation to fail. The ticks your target spent to activate the invention remain spent, even though the invention never activates.

Enhancements:

+1 Tick   *Distant*   The range at which you may target another inventor with an *instantaneous malfunction* increases by 30 feet. You can apply this enhancement multiple times to the same activation of the invention.

Instant Bridge [Dwarven]

Type: None

Level: 4

Tick Cost: 12

Time to Use: 1 standard action

Duration: 1 round

Saving Throw: None

Benefit: You create a bridge made of metal and wood that spans a gap between two solid points no more than 100 feet in length. The *instant bridge* is 10 feet wide and 2 feet thick and can hold up to 2,000 pounds of weight at a single time. Exceeding this weight limit causes the bridge to collapse. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *instant bridge* by one round; however, if you choose not to spend a tick to maintain the *instant bridge* in any given round, its duration immediately ends.

Enhancements:

+1 Tick   *Lengthened*

The maximum length of the bridge increases by 5 feet. You may apply this enhancement multiple times to a single activation of this invention.

+1 Tick   *Sturdy*

The maximum weight the bridge can support increases by 100 pounds. You may apply this enhancement multiple times to a single activation of this invention.

Invention Snare

Type: None

Level: 7

Tick Cost: 21

Time to Use: 1 standard action

Duration: 1 round/level

Saving Throw: None

Benefit: You crate a mechanical snare that can absorb inventions and add their resources to your invention pool. When an invention would normally target you (and not merely as a part of an area effect), as an immediate action you can end the duration of the *invention snare* to negate the invention's effect and add the tick cost of the invention to your invention pool. Your invention pool can never hold more than its normal maximum number of ticks.

Iron Golem

Type: Construct

Level: 7

Tick Cost: 21

Time to Use: 1 full round action

Duration: 1 round

Saving Throw: None

Benefit: You create an *iron golem* (MM 136) that fights for you and obeys your orders. When you create the *iron golem*, the perfection of its construction allows it to make use of all supernatural abilities (including its breath weapon) as normal. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *iron golem* by one round; however, if you choose not to spend a tick to maintain the *iron golem* in any given round, its duration immediately ends.

Enhancements:

+3 Ticks   *Lingering*

The duration of the *iron golem* increases to 1 minute.
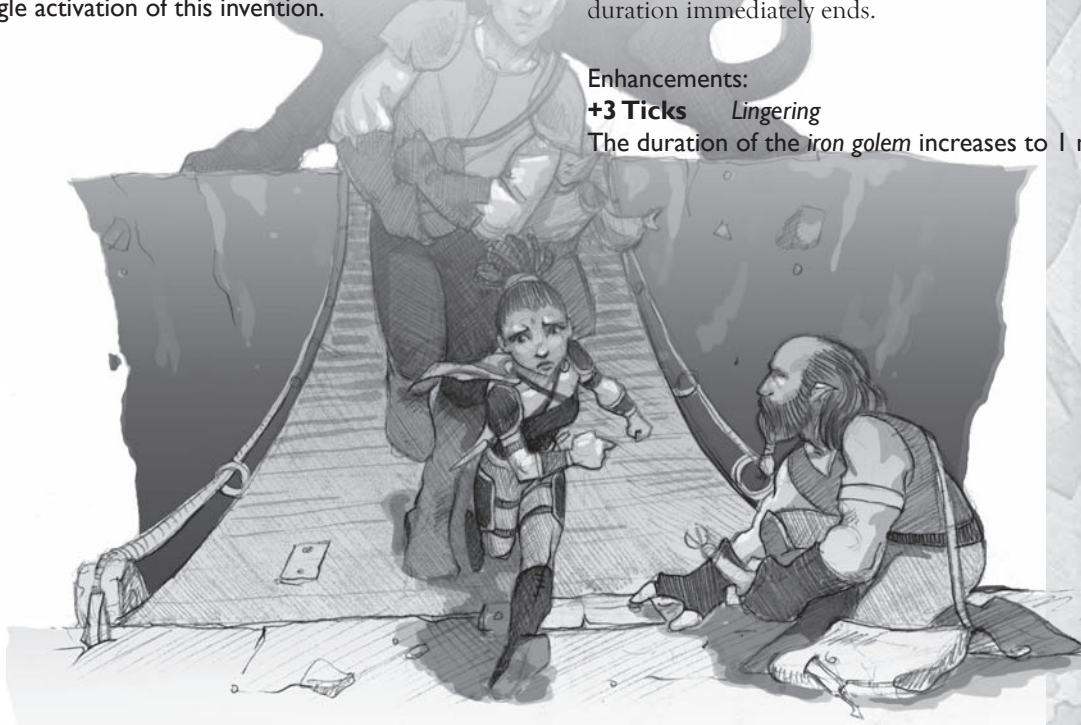
Jump Jets

Type: None
Level: 1
Tick Cost: 2
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None

Benefit: You create a pair of steam-powered *jump jets* that carry you to new heights in short bursts. You gain a +10 equipment bonus to Jump checks for the duration of this invention, +2 for each inventor level beyond 1st (maximum +30 bonus). Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *jump jets* by one round; however, if you choose not to spend a tick to maintain the *jump jets* in any given round, its duration immediately ends.

Enhancements:
+1 Tick *Slow Fall*
You may activate this invention as an immediate action to slow yourself while falling. Your rate of descent become 60 feet per round, and you take no damage upon landing while the invention is in effect.
+3 Ticks *Speed Burst*
You can instead use the *jump jets* to provide yourself a bonus while charging or bull rushing. You may move an additional 10 feet during a charge or bull rush, and gain an effective +4 bonus to your Strength score for the purposes of resolving a bull rush.
+6 Ticks *Flying*
You can use the *jump jets* to fly at a speed of 60 feet (or 40 feet if wearing medium of heavy armor). You ascend at half speed and descend at double speed. You cannot carry aloft more than your maximum load plus any armor you are wearing. You can charge but not run, and if you choose not to maintain the invention while still in the air (or if it ceases to function) you immediately fall as normal.
+8 Ticks *Improved Flying*
As per the Flying enhancement, only you can carry up to three times your maximum load aloft.

Knockout Gas

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: Fortitude negates

Benefit: Make a ranged touch attack against an individual square (AC 10) or against a single creature within 60 feet. If successful, you create a 10-foot radius burst of sleeping gas that can knock creatures unconscious. All creatures within the radius of the burst that fail their Fortitude save immediately fall unconscious for the duration of the *knockout gas*. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *knockout gas* by one round; however, if you choose not to spend a tick to maintain the *knockout gas* in any given round, its duration immediately ends.

Enhancements:
+3 Ticks *Potent*
The save DC for the *knockout gas* increases by +1. You may apply this enhancement multiple times on the same activation.
+6 Ticks *Bursting*
The radius of the *knockout gas'* effect increases to a 20-foot radius burst.

Lashing Chain

Type: None
Level: 7
Tick Cost: 21
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You create a length of chain that lashes out and sweeps across the battlefield, tripping anything in its path. You target all creatures in a 30-foot cone with this invention; the *lashing chain* makes a trip attack against each target in that cone, with a trip attack modifier equal to your inventor level + your Intelligence modifier. Targets that fail to resist this trip attack fall prone as normal.

Enhancements:
+1 Tick *Powerful*
The *lashing chain's* trip attack modifier increases by +1. You can apply this enhancement multiple times to the same activation of the invention.
+2 Ticks *Whipping*
All targets in the cone take 1d6 points of slashing damage.

CLOCK and STEAM

Lethal Blast

Type: None
Level: 9
Tick Cost: 24
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: When you activate this invention, you fire a blast of gears and parts at a target that flies at lethal speed. You make a ranged attack against a target within 120 feet; if successful, your target is automatically killed.

Enhancements:
+2 Ticks *Destructive*
If you successfully slay your target with a *lethal blast*, its body is also destroyed, meaning it can only be brought back to life with a *true resurrection* spell.

Malleable Creation

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: When you activate this invention, you copy the effects of a single invention used within the last round by any inventor within 400 feet and within line of sight. You do not need to know the invention your *malleable creation* copies, though it does originate from you and uses your inventor level and ability scores for the purposes of determining variable effects and saves. In essence, the *malleable creation* becomes an activation of the invention it mimics, and if the invention it copies has a higher tick cost than the *malleable creation* you must pay the difference.

Mechanical Allies

Type: Construct
Level: 7
Tick Cost: 21
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: None

Benefit: When you activate this invention, you create two mechanical copies of yourself that move and function at your command. While this invention is activated, you and both of your *mechanical allies* may take a move action and a swift or immediate action each round. However, only one of the three of you may take a standard action or a full-round in any given round. Additionally, your *mechanical allies* have the ability to activate inventions just as you do, and draw upon your invention pool and may spend ticks at your discretion.

Any other class features or abilities that are limited to a number of uses over a certain time period (such as spells per day or barbarian rages) are consumed from your own totals (meaning that if one of your *mechanical allies* casts a spell it is drawn from your spells per day list). Any abilities that can be used at will may be similarly used at will by a *mechanical ally*.

A *mechanical ally* has the same statistics as you, but apply the Mechanical Creature template from Chapter 10. Your *mechanical allies* do not gain their own invention pool and begin with no equipment, including gadgets or magic items, unless you give them something you possess. At the end of the duration of this invention, each *mechanical ally* simply falls apart where it stands, dropping any worn or carried items.

Enhancements:
+6 Ticks *Fully Capable*
You and each *mechanical ally* may take standard and full-round actions as normal.

Mechanical Animation

Type: Construct
Level: 5
Tick Cost: 15
Time to Use: 1 full round action
Duration: 1 round
Saving Throw: None

Benefit: When you activate this invention, you target the dead body of a corporeal creature that is not an ooze and that has a CR equal to or lower than your inventor level. You must be able to touch the body, and when you do automated inventions transform the body into a part-clockwork hybrid construct. The creature rises as a mechanical creature of the same type as the original creature (using the Mechanical Creature template from Chapter 10) and obeys your commands for the duration of the invention. The mechanical creature counts as both a construct and an undead creature for the purposes of spells and effects that affect undead or constructs.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *mechanical animation* by one round; however, if you choose not to spend a tick to maintain the *mechanical animation* in any given round, its duration immediately ends.

Enhancements:
+2 Tick *Advanced*
The maximum CR of the target of the *mechanical animation* invention increases by +1. You can apply this enhancement multiple times to the same activation of the invention.

Mechanical Mask [Gnomish]

Type: None
Level: 6
Tick Cost: 18
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: None
Benefit: This complicated invention appears to replicate the face of an individual member of your species. The mask alters your voice and mimics the facial mannerisms of the subject perfectly. You gain a +20 bonus on Disguise checks made while the *mechanical mask* is active.

Mechanimal

Type: Construct
Level: 1
Tick Cost: 2
Time to Use: Special
Duration: Persistent
Saving Throw: None

Benefit: You create a mechanical bat, cat, hawk, lizard, owl, rat, raven, snake, or toad that does your bidding. This mechanical creature will obey your orders and also grants the Alertness (Ex) special quality as though it were a Familiar (*PH* 53). Additionally, the mechanical creature can store one Tiny or smaller object or creature within its clockwork body, and can be used to carry such items across the battlefield.

See the mechanical creature template in Chapter 10 for more information on mechanical creatures.

Enhancements:
+1 Tick *Mount*
You create a mechanical riding horse instead.
+12 Ticks *Dire Mechanimal*
You can create a mechanical dire ape, dire boar, dire wolf, or dire wolverine instead.

Messenger Bird [Gnomish]

Type: Construct
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You create a small, mechanical hummingbird that can carry a single item (of Diminutive or Fine size) and that can record up to 1 minute of speech and sound. Once the *messenger bird* has its item or recording secured, it flies at a speed of 60 miles per hour to a target that you designate. The *messenger bird* must have a clear path to fly (thus, it cannot be sent from a sealed room), though it is capable of finding a path through a complex cave system. A *messenger bird* cannot be attacked and suffers no damage when flying through area attacks.

Enhancements:
+1 Tick *Extended*
The *messenger bird* can record one additional minute of sound or speech. You may apply this enhancement multiple times to a single activation of this invention.
+2 Ticks *Rapid*
The *messenger bird* travels at a speed of 100 miles per hour.
+2 Ticks *Strong*
The *messenger bird* can carry two items of Diminutive or Fine size instead of just one.
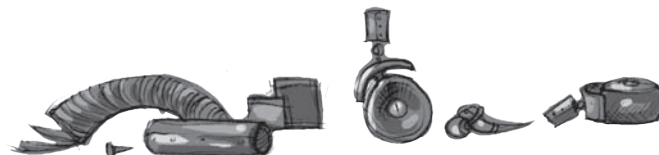
Mind Probe

Type: None
Level: 6
Tick Cost: 18
Time to Use: 1 minute
Duration: 1 round
Saving Throw: None
Benefit: When activated, this invention must target a conscious, helpless living creature with an Intelligence of 3 or higher that you can touch. While under the effects of this invention, you are able to detect the target's surface thoughts and perceive them as though you were peering into the target creature's mind. You or your allies may attempt to bring other thoughts up to the surface through questioning, though the success of such attempts is determined by the Gamemaster. Additionally, creatures affected by the *mind blank* spell are immune to the effects of the *mind probe* invention.

Enhancements:
+1 Tick *Probing*
The target of this invention does not need to be conscious to make use of the *mind probe*.
+2 Ticks *Fast-Acting*
The time required to activate this invention becomes a full-round action instead of 1 minute.

CLOCK and STEAM

Mnemonic Scribe [High Thonian]

Type: None

Level: 6

Tick Cost: 18

Time to Use: 1 minute

Duration: Instantaneous

Saving Throw: None

Benefit: A *mnemonic scribe* is an invention that stores within its housing a great wealth of High Thonian knowledge encoded on small, metal discs. When activated, the *mnemonic scribe* can be set to examine a single object and determine its origins and possible functions. Over the course of one minute, the *mnemonic scribe* makes Knowledge checks appropriate to the object at a +20 skill bonus. Additionally, the *mnemonic scribe* can make Spellcraft checks (at the same skill bonus) to identify the magical properties of an item, analyzing its form and decorations for clues as to its origins and function. The *mnemonic scribe* reports its results to the inventor at the end of its minute-long research session.

Enhancements:

+3 Ticks   *Expert*

The skill bonus for Knowledge and Spellcraft checks possessed by the *mnemonic scribe* increase to +30.

Noise Burst

Type: None

Level: 4

Tick Cost: 12

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object)

Benefit: You grind gears and release steam pressure in an enormous burst of sound that strikes all creatures within a 30-foot cone. Those creatures suffer 5d6 points of sonic damage and are deafened for 2d6 rounds. A successful save negates the deafness and reduces the damage by half. Brittle or crystalline objects or creatures take 1d6 points of sonic damage per inventor level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

Enhancements:

+1 Tick   *Shattering*   The maximum damage a crystalline or fragile object takes from this invention increases to 20d6.

+2 Ticks   *Thunderous*   Targets that succeed on their Fortitude save are deafened for half as long as those that fail (as opposed to negating the deafness entirely).

+3 Ticks   *Deafening*   Targets that fail their Fortitude save are deafened by this invention for 4d6 rounds.

+3 Ticks   *Stunning*   Any creature that fails its Fortitude save is stunned by this invention for one round.

+6 Ticks   *Devastating*   The sonic damage dealt by this invention increases to 10d6.

Perfect Replica [High Thonian]

Type: Construct

Level: 7

Tick Cost: 21

Time to Use: 1 full round action

Duration: 1 minute/inventor level

Saving Throw: None

Benefit: You create a mechanical double of yourself that is so close to your own appearance that even close friends could not tell you apart. The *perfect replica* even has skin (usually made of malleable clay), glass eyes, and replicates your voice and mannerisms perfectly. The *perfect replica* has none of your gear or equipment, unless you give something to it, and cannot make use of any of your class features or feats (including spellcasting or invention activation). It follows your commands without question and otherwise knows what you know. Treat the *perfect replica* as a version of yourself with the Mechanical Creature template (from Chapter 10) in all other respects.

A *perfect replica* is considered to have a +40 to Bluff Disguise checks to fool others into believing that it is actually you. If can make use of any of your skills (at your skill rank, but with the adjusted modifiers resulting from ability score changes) but if put into a situation that its orders do not pertain to it will attempt to fulfill your commands to the best of its ability. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *perfect replica* by one round; however, if you choose not to spend a tick to maintain the *perfect replica* in any given round, its duration immediately ends.

Enhancements:

+2 Ticks   *Extended*   The duration of this invention increases to 10 minutes/inventor level.

+6 Ticks   *Fully Capable*   The *perfect replica* can make use of your class features and feats as though it were you, but draws upon your own resources (such as invention pools, spells per day, uses of class features per day, etc.) when doing so.

Plague Spreader

Type: Weapon

Level: 4

Tick Cost: 12

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: None

Benefit: You fire a dart laden with a particular disease, chosen from the table below. Make a ranged attack against a single target within 60 feet; if successful, the target contracts that disease, which strikes immediately (no saving throw). If you roll a natural 1 on the attack roll to activate this invention, you contract the disease instead, also allowing it to strike immediately (no saving throw). The DC noted is for the subsequent saves after the disease is initially contracted.

Disease	DC	Damage
Blinding sickness	16	1d4 Str[1]
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

[1] Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Enhancements:
+1 Tick   *Long-Range*
The target of the *plague spreader* must be within 120 feet, not 60 feet as normal.
+2 Ticks   *Deadly*
The subsequent save DCs for the disease delivered by the *plague spreader* increase by +1. You may apply this enhancement multiple times to a single activation of this invention.

Pneumatic Needle

Type: Weapon
Level: 1st
Tick Cost: 1
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None
Benefit: You fire a long, metal needle from a steam-powered cannon, propelling it at an enemy within range. The needle functions as a ranged weapon with a range increment of 150 feet. If you succeed on a ranged attack against a target, you deal 1d6 piercing damage, plus 1 point of piercing damage per level (maximum of +10) to the target.

Enhancements:
+1 Tick   *Superheated*
The steam in the pneumatic launcher superheats the needle, dealing an additional 1d6 points of fire damage.
+1 Tick   *Piercing*
The maximum bonus based on inventor level to damage increases to +15.
+1 Tick   *Lingering*
The target suffers an additional 1d4 damage next round
+2 Ticks   *Multishot*
You may target one additional target with this invention this round, using your full ranged attack bonus.

CLOCK and STEAM

Pocket Steam Bore [Dwarven]

Type: None
Level: 6
Tick Cost: 18
Time to Use: 1 minute
Duration: Instantaneous
Saving Throw: None

Benefit: You create a miniaturized steam bore that can drill through the earth and stone with incredible speeds. The *pocket steam bore* creates a tunnel big enough to accommodate a Gargantuan creature through up to 10 feet of earth per inventor level. The *pocket steam bore* can only tunnel in a straight line, the path of which is determined by the inventor on activation.

Enhancements:
+3 Ticks   *Rapid*
A *pocket steam bore* can create a tunnel with a length equal to 20 ft./inventor level instead of 10 ft./inventor level.

Protective Shield

Type: Armor
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None (harmless)

Benefit: You create a mechanical shield that attaches to your personal equipment and protects you from harm. This shield provides you with a +4 shield bonus to AC and otherwise functions as a normal tower shield. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *protective shield* by one round; however, if you choose not to spend a tick to maintain the *protective shield* in any given round, its duration immediately ends.

Enhancements:
+3 Ticks   *Reinforced*
The bonus to AC provided by a *protective shield* increases by +2.
+3 Ticks   *Repelling*
Your shield is charged with energy that repels incoming attacks. The bonus provided by a *protective shield* is considered a deflection bonus instead of a shield bonus.
+6 Ticks   *Projectile Deflecting*
In addition to the AC bonus provided by the *protective shield*, you gain DR 10/— against projectile weapons.

Pressure Valve

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Fortitude negates

Benefit: You create a 30-foot cone of high-speed air from your poisition, bursting forth from the *pressure valve* of one of your inventions. All creatures within the area are treated as though they were struck by a Severe wind (*DMG*, 95) and react accordingly. Additionally, any clouds of fog or other gases (such as those created by a *smoke screen* invention) are automatically dissipated.

Enhancements:
+1 Tick   *Gusting*
The wind generated by the *pressure valve* is considered to be of Windstorm intensity.
+2 Ticks   *Devastating*
The wind generated by the *pressure valve* is considered to be of Hurricane intensity.
+2 Ticks   *Far Reaching*
The *pressure valve* generates wind in a 60-foot cone, instead of the normal 30-foot cone.
+3 Ticks   *Scalding*
The steam from the *pressure valve* heats the air, causing all creatures within the area of the *pressure valve* effect to suffer 1d4 points of fire damage per level (maximum 10d4). A successful Reflex save halves this damage.
+9 Ticks   *Superheated*
The steam from the *pressure valve* heats the air to extreme temperatures, causing all creatures within the area to suffer 1d6 points of fire damage per level (maximum 15d6). A successful Reflex save halves this damage.

Rebuking Force

Type: None
Level: 6
Tick Cost: 18
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex negates

Benefit: You use steam power to create a burst of force that knocks away nearby opponents. When you activate this invention, all adjacent creatures must succeed on a Reflex save or be knocked flying 10 feet in the direction of your choosing. Creatures so affected automatically fall prone and must be moved in a straight line away from you; creatures struck by the *rebuking force* cannot end their movement in a square closer than the one they began in. A creature moved by a *rebuking force* does not provoke an attack of opportunity as it moves through threatened squares.

+2 Ticks   *Irresistible*

The saving throw DC to negate the *rebuking force* increases by +1. You can apply this enhancement multiple times to the same activation of the invention.

+3 Ticks   *Powerful*

Any creatures that fail their Reflex save are knocked flying 20 feet in the direction of your choosing instead of 10 feet.

Benefit: You create a barrier made of fast-hardening solution that bars passage through a corridor of rock and stone. A *rock seal* must be anchored to two walls, a floor, and a ceiling, all of which must be solid enough to support a stone slab, such as stone or hard-packed earth. The barrier is 1 inch thick/inventor level (maximum 10 inches thick), made of solid stone, and can seal a passageway whose dimensions do not exceed 40 feet in height or width. Any creatures occupying squares where the *rock seal* springs into being may choose to
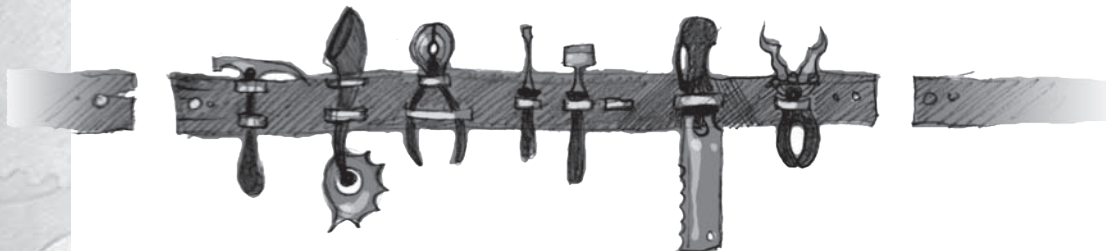
Ricochet

Type: Weapon

Level: 6

Tick Cost: 18

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: None

Benefit: You fire a small, sharpened projectile at your target, which has the potential to bounce to additional targets. When you activate this invention, make a ranged attack against a target within 120 feet. If successful, you deal 1d6 points of piercing damage per two inventor levels (maximum 10d6) and you may then choose another target within 15 feet of your previous target to strike as well. You make another attack roll, and if successful you deal the same damage to that target, continuing to strike a new target every time make successfully damage the previous one. You may strike one additional target per 5 inventor levels (maximum 4 additional targets), and no target may be struck more than once by a single activation of the *ricochet*.

Enhancements:
+1 Tick   *Forceful*

The distance between secondary targets increases from 15 feet to 30 feet.

Rock Seal

Type: None

Level: 5

Tick Cost: 15

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: None

shift to either side of the barrier without provoking attack of opportunity. If both sides of the barrier are completely occupied, such creatures move into the nearest unoccupied space.

Enhancements:
+1 Tick   *Enlarged*

The maximum dimensions of the barrier created by a *rock seal* increase by 5 ft. in both height and width. You may apply this enhancement multiple times to a single activation of this invention.

+2 Ticks   *Thick*

The maximum thickness of the barrier created by a *rock seal* increases to 20 inches thick.

Searing Bolt

Type: Weapon

Level: 3

Tick Cost: 9

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: None

Benefit: You use excess steam to superheat a mechanical projectile capable of dealing serious damage to a target. You fire a number of bolts equal to one-half your inventor level (maximum 5 bolts); when activating this invention, you must make a successful ranged attack against your targets for each bolt fired. You may strike any number of targets up to the maximum number of bolts you fire, all of which must be within 120 feet. All successful attacks deal 2d6 points of damage (half of which is considered fire damage, and half of which is considered piercing damage).

CLOCK and STEAM

Enhancements:

+1 Tick   *Roughshot*

Each *searing bolt* deals half bludgeoning damage and half fire damage, instead of half piercing damage and half fire damage.

+2 Ticks   *Accurate*

You gain a +2 insight bonus to your ranged attack rolls when activating the *searing bolt* invention.

+3 Ticks   *Split*

The maximum number of bolts you fire with this invention increases to 10 at 20th level.

Security System

Type: Persistent

Level: 1

Tick Cost: 3

Time to Use: 1 minute

Duration: Persistent

Saving Throw: Yes (enhancements only)

Benefit: Using a system of clockwork, sound-sensitive devices you create a *security system* surrounding an object or an open area. You may choose an area no greater than 30 feet in diameter, or a single 5-foot square, to protect with your *security system*. If any creature enters the area of the *security system* a tuning fork sounds an immediate alarm, audible at up to 50 feet with a DC 0 Listen check.

Once a *security system* is triggered, it can be reset by the creator with a full-round action. A *security system* can be disabled by succeeding on a Disable Device check (DC = 10 + tick cost of the invention).

Unlike other persistent inventions, you need not prepare the *security system* during your morning preparations. A *security system* can be used as a normal invention, and becomes persistent upon activation.

Enhancements:

+1 Tick   *Flaring*

The creature that triggers the *security system* is also affected by a bursting flare, as per the *flare* spell.

+3 Ticks   *Wide*

The area covered by the alarm system doubles to a maximum of a 60-foot radius.

+6 Ticks   *Ensnaring*

The creature that triggers the *security system* is ensnared, unable to move or take any actions that require dexterity. The creature is considered both entangled and helpless while so ensnared. A successful Reflex save negates this effect.

+9 Ticks   *Exploding*

The creature that triggers the *security system* triggers an explosive trap, dealing 1d4 points of fire damage to the creature, plus 1 point of damage per inventor level. A successful Reflex save halves this damage.

+15 Ticks   *Triggering*

When preparing the *security system*, select one other invention with a duration of Instantaneous to build into the *security system*. The creature that triggers the *security system* is immediately affected by the designated invention. When you use this enhancement you must also pay the tick cost of the invention to be triggered (which is also considered persistent for the duration of this invention).

+21 Ticks   *Warping*

The creature that triggers the *security system* is bombarded by a special pattern of lights and flares designed to permanently damage the mind of an intruder. The target creature must succeed on a Will save or be permanently insane (as per the *insanity* spell).

Self Destruct

Type: None

Level: 9

Tick Cost: 27

Time to Use: 1 immediate action

Duration: Instantaneous

Saving Throw: None

Benefit: If you are killed, as an immediate action that triggers just before your death you may destroy your body as a last-ditch attempt at revenge. Your body is immediately destroyed and all creatures and object within a 20 feet radius suffers 20d6 points of fire damage (no save). All of your equipment is similarly destroyed and you may only be returned from the dead by a *true resurrection* or similar spell.
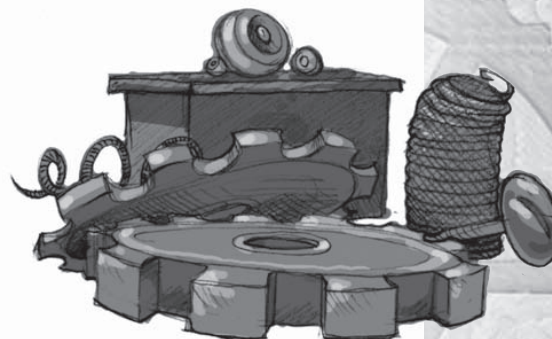
Shield Guardian

Type: Construct

Level: 8

Tick Cost: 24

Time to Use: 1 full round action

Duration: Persistent

Saving Throw: None

Benefit: You create a *shield guardian* (MM 223) that fights for you and obeys your orders. When you create the *shield guardian*, the perfection of its construction allows it to make use of all supernatural and spell-like abilities as normal.

Shield of Gears [High Thonian]

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 standard action
Duration: 1 minute
Saving Throw: None

Benefit: This invention creates a nearly impenetrable wall of gears, springs, coils, and other mechanical devices around you, protecting you from incoming attacks. The *shield of gears* automatically absorbs and negates 2d6 incoming attacks that specifically target you. Any spell, invention, or effect that requires an attack roll (ranged, melee, touch, or otherwise) counts as an attack for these purposes. Once that number of attacks has been absorbed, the invention's duration automatically ends.

Enhancements:
+2 Tick   *Absorbing*
Your *shield of gears* absorbs and negates one additional attack. You can apply this enhancement multiple times to the same activation of the invention. Additionally, you can choose to spend these extra ticks after you have seen the result of the 2d6 roll to determine how many attacks are normally absorbed.

Slaying Bolt

Type: None
Level: 7
Tick Cost: 21
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Fortitude negates

Benefit: You fire a sharpened piece of shrapnel capable of killing even the toughest of foes and able to slice through metal as though it were butter. When you activate this invention, make a ranged touch attack against a target within 60 feet. If the target fails its Fortitude save, it immediately dies. If the target succeeds on its Fortitude save, it instead takes 1d6 points of piercing damage per two inventor levels (maximum 10d6).

Enhancements:
+1 Tick   *Distant*
The range of this invention increases to 120 feet.
+3 Ticks   *Destructive*
In addition to killing the target, the target's body is also completely destroyed, requiring a *true resurrection* to bring it back to life.
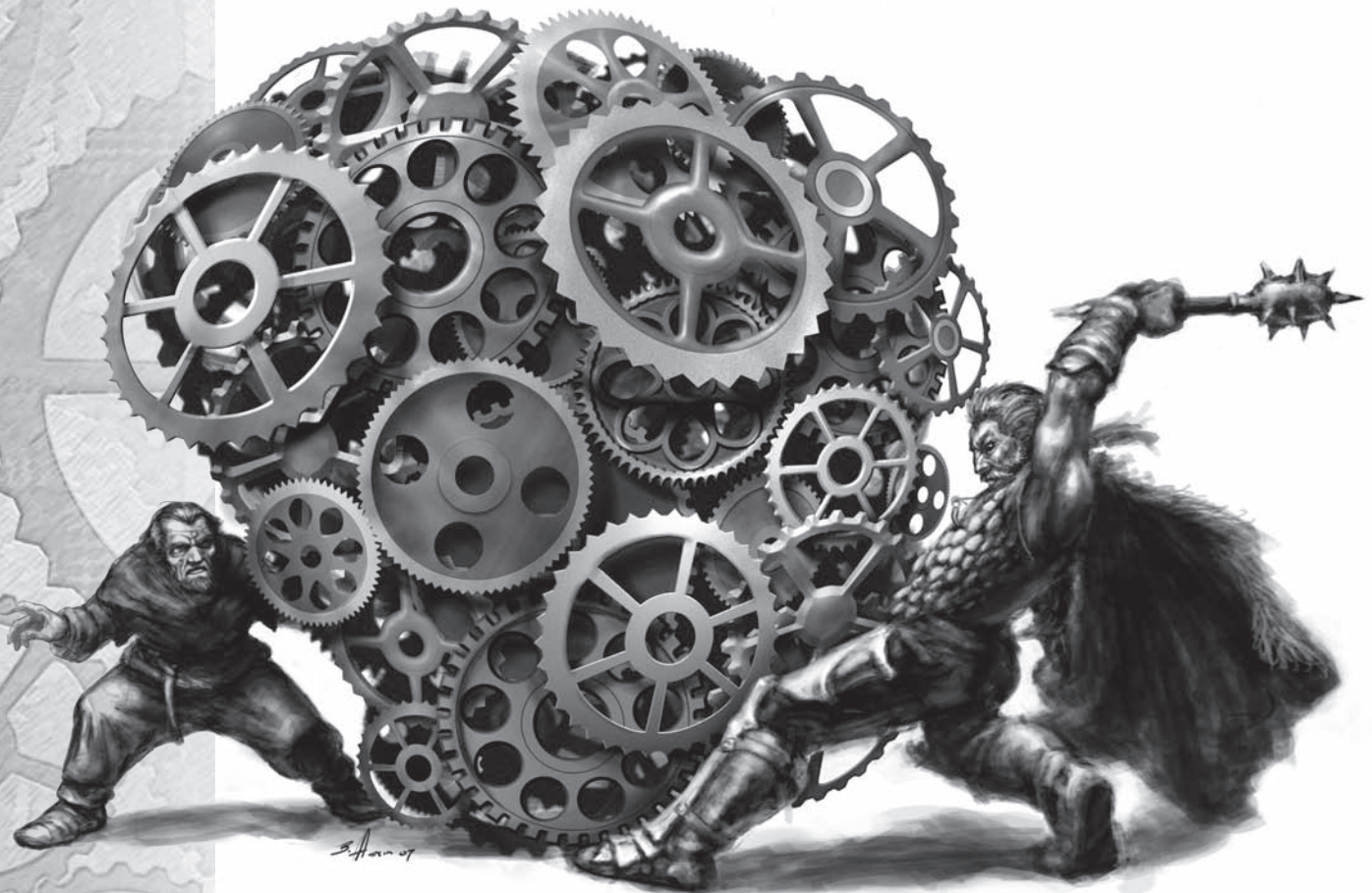
CLOCK and STEAM

Smoke Screen

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: Yes (enhancements only)

Benefit: A cloud of smoke billows in a radius of 20 feet out from your invention, obscuring all sight, including darkvision, beyond 5 ft. A creature 5 ft. away has concealment (20% miss chance). Any creatures further away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *smoke screen* by one round; however, if you choose not to spend a tick to maintain the *smoke screen* in any given round, its duration immediately ends.

A moderate wind disperses the smoke cloud in 4 rounds. A strong wind disperses the smoke cloud in 1 round.

This invention does not function underwater.

Enhancements:
+3 Ticks   *Lingering*
The duration of the *smoke screen* extends to 1 minute; after 1 minute, you may still spend 1 tick per round as a free action to maintain it.
+3 Ticks   *Sickening*
All creatures within the *smoke screen* are sickened as long as they remain in the cloud (Fortitude negates)
+6 Ticks   *Nauseating*
All creatures within the *smoke screen* are nauseated as long as they remain in the cloud (Fortitude negates).
+9 Ticks   *Slowing*
All creatures within the *smoke screen* suffer a –2 penalty to attack rolls and move at half speed while within the area of effect.
+12 Ticks   *Befuddling*
The *smoke screen* contains vapors that can cause some creatures to become confused or muddled. Creatures within the radius of the *smoke screen* must succeed on a Fortitude save or suffer a –10 penalty to Wisdom checks, Wisdom-related skill checks, and Will saves for as long as they remain within the are of effect. Creatures immune to poison or creatures that do not breathe are immune to this effect.

+12 Ticks   *Slaying*
The cloud of smoke is highly toxic and kills some creatures outright. Any creature within the radius of the *smoke screen* with 3 or fewer HD is automatically slain; a creature with 4–6 HD must succeed on a Fortitude save or die (on a successful save, the creature takes 1d4 points of Constitution damage). Creatures with more than 6 HD take 1d4 points of Constitution damage (Fortitude save for half damage). Creatures that are immune to poison are immune to this effect.
+15 Ticks   *Corrosive*
The *smoke screen* is highly corrosive and acidic. All creatures and objects within the radius of the *smoke screen* suffer 2d6 points of acid damage each round they are within its area of effect.
+21 Ticks   *Incendiary*
The *smoke screen* produces heat and embers, causing all creatures within its area of effect to take 4d6 points of damage each round (Reflex save for half damage).

Soothing Pendulum
[High Thonian]

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: Will negates

Benefit: You create a small device that uses a pendulum to emit soothing sounds and vibrations. All creatures within a 60-foot radius must succeed on a Will save or be soothed by noise of the *soothing pendulum*. Any character that attempts to make a Diplomacy check on a soothed creature automatically receives a +10 circumstance bonus to their Diplomacy roll. If a character leaves the radius of the *soothing pendulum*, it is no longer under the effect of the invention.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *soothing pendulum* by one round; however, if you choose not to spend a tick to maintain the *soothing pendulum* in any given round, its duration immediately ends.

Enhancements:
+1 Tick   *Peaceful*
Any hostile creatures that fall under the effect of the *soothing pendulum* always act as though they were merely unfriendly. Their attitude does not change, they just behave as though they had a different attitude.
+3 Ticks   *Effective*
The circumstance bonus to Diplomacy checks on creatures within the radius of the *soothing pendulum* increases to +20.

Spell Energy Converter

Type: None
Level: 9
Tick Cost: 27
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: None

Benefit: You crate a receptive disc that can absorb spell energy, converting it to add its resources to your invention pool. When a spell would normally target you (and not merely as a part of an area effect), as an immediate action you can end the duration of the *spell energy converter* to negate the spell's effect and add a number of ticks to your to your invention pool equal to 3 ×the level of the spell. Your invention pool can never hold more than its normal maximum number of ticks.

Spring-Loaded Blade

Type: Weapon
Level: 1
Tick Cost: 1
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: You created a *spring-loaded blade* that lashes out at an adjacent enemy with incredible speed. When activating this invention, you must make a successful melee attack against an adjacent enemy. If successful, you deal 1d6 points of slashing damage, +1 point of damage per inventor level (maximum +10).

Enhancements:
+1 Tick   *Barbed*
Any target successfully hit by this invention takes 1 point of damage each round until they receive magical healing or untila Heal check (DC 10) is made to stop the bleeding.
+1 Tick   *Penetrating*
The maximum bonus based on inventor level to damage increases to +15.
+2 Ticks   *Reactive*
You can activate this invention as an immediate action, and use its activation in the place of an attack of opportunity.
+2 Ticks   *Sweeping*
Compare your melee attack roll to the ACs of all adjacent enemies. If your attack roll exceeds any adjacent' enemy's AC, they take normal damage from this weapon.

Steamsaw Shell

Type: Weapon and Armor (see text)
Level: 6
Tick Cost: 18
Time to Use: 1 full-round action
Duration: 1 round
Saving Throw: None

Benefit: You create a suit of mechanical armor similar to a steamsaw (see **Chapter Nine: Constructs and War Machines**) that you control from within. When you activate this invention, the following changes take effect:

- You assume the physical appearance of a steamsaw and are considered both your normal type and a construct with regards to spells and effects that specifically target constructs for the duration of the invention.
- Your size changes to Huge; calculate appropriate changes to attack rolls and armor class as a result of this size change.
- You gain a +12 armor bonus to your AC. Gadgets made of this invention can be enchanted with armor qualities that take effect while in this form.
- You gain two natural weapons (saw blades) that deal 1d8 + Strength modifier slashing damage, with a critical threat range of 19–20. These weapons may be enchanted with weapon qualities that take effect while in this form. These weapons replace any weapons you were holding at the time of activation.
- You gain a +12 enhancement bonus to your Strength score.
- You cannot cast spells with a somatic component or activate inventions while this invention is activated.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *steamsaw shell* by one round; however, if you choose not to spend a tick to maintain the *steamsaw shell* in any given round, its duration immediately ends.

Enhancements:
+2 Ticks   *Resistant*
You gain resistance to Cold 10, Fire 10, or Sonic 10 (your choice). You can apply this enhancement multiple times to the same activation of the invention.
+3 Ticks   *Hardened*
You also gain DR 10/adamantine while this invention is activated.

CLOCK and STEAM

Steam Vent

Type: None
Level: 1
Tick Cost: 3
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex half

Benefit: You vent boiling hot steam out of your invention, dealing 1d4 points of fire damage/inventor level (maximum 5d4) to all creatures within a 15-ft. cone.

Enhancements:
+1 Tick *Scalding*
The maximum damage dice based on inventor level for the *steam vent* increases to 10d4.
+2 Ticks *Jet*
The *steam vent* may be activated as an immediate action (and may be used in the place of an attack of opportunity).

Steam Wreath

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None

Benefit: You douse yourself in steam, protecting yourself from incoming attacks and harming those that get too close. While this invention is in effect you take only half damage from attacks that deal cold damage. If such an effect normally allows a Reflex save for half damage, you take no damage instead. Additionally, any adjacent creature that attacks you automatically suffers 1d6 points of fire damage, +1 point of fire damage per inventor level.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *steam wreath* by one round; however, if you choose not to spend a tick to maintain the *steam wreath* in any given round, its duration immediately ends.

Enhancements:
+1 Tick *Billowing*
In addition to its normal effects, a *steam wreath* also provides you with a +1 deflection bonus to AC against ranged attacks, as billows of steam can knock a projectile off-course.
+2 Ticks *Scalding*
Any creature damaged by your *steam wreath* also suffers an additional 1d6 points of fire damage the following round.
+6 Ticks *Blustering*
You become immune to nonmagical ranged weapons, including arrows, crossbow bolts, and thrown weapons. Bursts of superheated steam incinerate incoming projectiles when they strike the *steam wreath*.

Stonecrete

Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None

Benefit: You fire a glob of a fast-hardening mortar at a single target, which becomes as solid as stone once it makes contact with the target's body. This mortar is kept superheated by your steam-powered inventions and only hardens on impact. When you activate this invention, you make a ranged touch attack against a Large or smaller target within 120 feet. If successful, that target cannot move or take any actions (including speech) for one round. Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *stonecrete* by one round; however, if you choose not to spend a tick to maintain the *stonecrete* in any given round, its duration immediately ends.

Characters affected by *stonecrete* may attempt a Strength check or an Escape Artist check (DC = the saving throw of the invention) to free themselves from its effect. If a target succeeds in freeing itself, the duration of the *stonecrete* automatically ends. Additionally, another creature may spend a full-round action while adjacent to the target to free the target from the effects of the *stonecrete* (no roll required).

Enhancements:
+1 Tick *Distant* The maximum range of the *stonecrete* invention increases to 240 feet.
+2 Ticks *Relentless* You ignore all cover bonuses to AC when targeting a creature with the *stonecrete* invention.
+3 Ticks *Encompassing* The maximum size of a creature you can target with *stonecrete* increases by one step (i.e. from Large to Huge). You may apply this enhancement multiple times on the same activation.
+3 Ticks *Lingering* Creatures that manage to escape from the *stonecrete* are slowed, as per the *slow* spell, for 1 round. This is an extraordinary ability.
+6 Ticks *Broadened* In a single activation of this invention, you instead target one or more creatures, no two of which can be more than 30 feet apart. You make a separate ranged touch attack against each target in this case, and the *stonecrete*'s duration only ends if all of the targets manage to free themselves, or if you choose not to maintain the invention by spending an additional tick each round.

Stonetalker [Dwarven]

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: This dwarven communication invention was created to allow miners to speak to one another over long distances without having to shout over the din of the steam bore. You speak a message no longer than 20 words into the *stonetalker*, which immediately generated vibrations that travel through the earth a distance of up to 1 mile/inventor level to deliver the message to the recipient. Both you and your recipient must be in contact with solid ground at the time the *stonetalker* is activated, of the message will not be delivered. The recipient hears your spoken words as though you were standing adjacent to him or her.

Enhancements:
+1 Tick *Extended*
The maximum length of the message the *stonetalker* can deliver increases by 20 words. You can apply this enhancement multiple times to the same activation of the invention.
+3 Ticks *Long-Range*
The maximum distance that the *stonetalker* can deliver a message increases to 10 miles/inventor level.

Stopwatch [Gnomish]

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 immediate action
Duration: Instantaneous
Saving Throw: None

Benefit: You create a clockwork timepiece that is so perfectly attuned that it can actually slow down time for a brief moment. When you activate this invention, you grant yourself a +10 insight bonus to one attack roll, saving throw, or to your AC (your choice) until the end of the current turn.

Enhancements:
+2 Ticks *Precise*
The insight bonus granted by this invention increases to +20.

Stunning Blast

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: None

Benefit: When you activate this invention, you fire a blast of gears and parts at a target that is nearly impossible to avoid. With a successful ranged touch attack, your designated target is automatically stunned for 4d4 rounds, minus a number of rounds equal to its Constitution bonus (minimum of 1 round). Thus, a creature with a Constitution bonus of +5 is stunned for 4d4–5 rounds. Negative Constitution modifiers have no effect on the stun duration, and the target can be brought out of its stunned condition early with *break enchantment*, *heal*, or more powerful magics (such as *limited wish*).

Enhancements:
+2 Ticks *Smashing*
The target's Constitution bonus is halved (round down) for the purposes of determining the duration of the stun effect.

CLOCK and STEAM

Sudden Sentience

Type: None
Level: 8
Tick Cost: 24
Time to Use: 1 standard action
Duration: 1 minute/inventor level
Saving Throw: Reflex negates (harmless)

Benefit: You install a temporary logic engine in a construct that you touch. That construct gains a +8 enhancement bonus to its Intelligence score and becomes capable of speaking (or at least understanding, depending on the construct's form) Common and a number of bonus languages equal to its new Intelligence modifier.

Enhancements:
+2 Ticks   *Extended*
The duration of the *sudden sentience* invention increases to 10 minutes/inventor level.

Sunrod

Type: None
Level: 1
Tick Cost: 1
Time to Use: 1 standard action
Duration: 1 hour/level
Saving Throw: None

Benefit: You create a glowing stick of light, which functions exactly as a sunrod (*PH* 128). This sunrod sheds normal torch light in a 20-foot radius, with dim light in a 60-foot radius. An activated sunrod can be passed off to another person as any other mundane object.

Enhancements:
+6 Ticks   *Phosphorescent*
The sunrod you create glows incredibly brightly, bathing the area in phosphorescent light. This illuminates a 60-foot radius area around the sunrod with light as bright as daylight; any creatures that take penalties in bright light also take them while in the radius of a sunrod with this enhancement.

Thought-Blocking Beam

Type: None
Level: 5
Tick Cost: 15
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: Will negates

Benefit: When you activate this invention, make a ranged touch attack against any target within 120 feet. If successful, you create a beam of light and directed sound that dumbfounds the target, rendering them incapable of complex thought. If the target fails its Will saving throw, for the duration of the *thought-blocking beam* the target's Intelligence, Wisdom, and Charisma drop to 1 and the target is incapable of using skills that have Intelligence, Wisdom, or Charisma as relevant ability scores. The target still recognizes friend from foe and will defend itself against attacks and can follow or protect its allies. This invention is a mind-affecting effect.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *thought-blocking beam* by one round; however, if you choose not to spend a tick to maintain the *thought-blocking beam* in any given round, its duration immediately ends.

Enhancements:
+2 Ticks   *Potent*
The saving throw DC to resist the *thought-blocking beam* increases by 1. You can apply this enhancement multiple times to the same activation of the invention.
+3 Ticks   *Split*
You can target one additional creature with a single activation of this invention. You can apply this enhancement multiple times to the same activation of the invention.

Thunderbolt

Type: None
Level: 3
Tick Cost: 9
Time to Use: 1 standard action
Duration: Instantaneous
Saving Throw: Reflex half

Benefit: You create a focused blast of thundering sound that deals 1d4 points of sonic damage per inventor level (maximum 10d4) to all creatures in a 120-foot line. The *thunderbolt* begins from the edge of your square and extends in the direction of your choosing. A successful Reflex save halves this damage.

Enhancements:
+1 Tick   *Deafening*
Any target that fails its Reflex save against a *thunderbolt* is also deafened for one round.
+2 Ticks   *Reverberating*
The *thunderbolt* disrupts sound within its area of effect, causing every creature affected by the invention to also be affected by a *silence* effect, as per the spell, for one round. This is an extraordinary ability.
+3 Ticks   *Booming*
The maximum damage dealt by the *thunderbolt* increases to 20d6 at 20th level.
+3 Ticks   *Stunning*
Any target that fails its Reflex save against a *thunderbolt* is also stunned for one round.

Truth Detector [High Thonian]

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: 1 round
**Saving Throw:** Will negates

Benefit: This invention was originally conceived as a method for using inventors to verify testimonies during trials and enhances the user's senses to detect the telltale signs of deception. You target a single individual within 60 feet when you activate this invention, who knows they have become the target of the invention if they make a Spot check (DC 10) on you. If the target fails its Will save, you gain a +10 insight bonus to Sense Motive checks against that target for the duration of the *truth detector*.

Additionally, you may spend one tick at the beginning of each successive round as a free action to increase the duration of the *truth detector* by one round; however, if you choose not to spend a tick to maintain the *truth detector* in any given round, its duration immediately ends.

Enhancements:
+1 Tick
Broadened
You may target one additional creature with this invention when it is activated. You may apply this enhancement multiple times to the same activation of this invention.
+2 Ticks
Compact
The *truth detector* is small and difficult to notice, increasing the Spot DC to notice your activation by +10.
+3 Ticks *Foolproof*
The insight bonus to Sense Motive checks granted by the *truth detector* increases to +20.
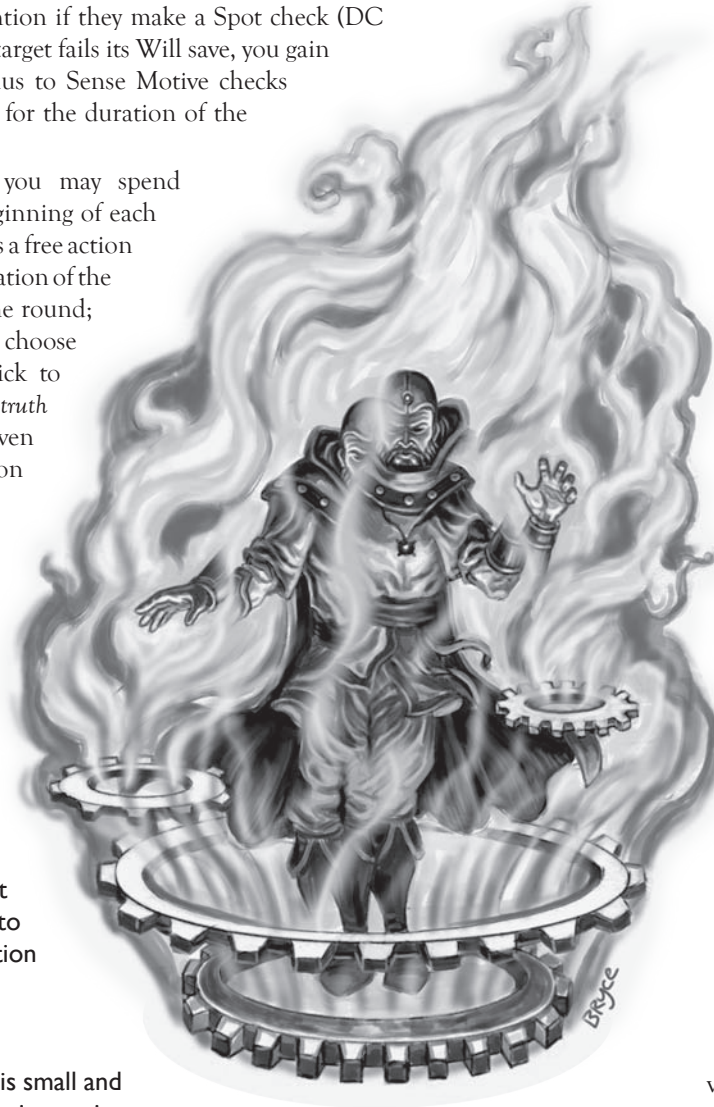
Veil of Steam

Type: None
Level: 2
Tick Cost: 6
Time to Use: 1 standard action
Duration: 1 round
Saving Throw: None

Benefit: You create a veil of steam that pours over your body, making your image waver due to the heat that surrounds you. All opponents that attack you are subject to a 20% miss chance, as per partial concealment. Additionally, as a free action you may spend 1 tick at the beginning of each round to maintain the *veil of steam* for an additional round.

Enhancements:
+1 Tick *Damaging*
Any opponents that attempt to attack you suffer 1d6 points of fire damage automatically from the attack.
+2 Ticks *Deflecting*
Random jets of steam burst forth through the *veil of steam* from time to time, deflecting incoming projectiles; you gain a +1 deflection bonus to your AC against ranged attacks of any kind.
+3 Ticks *Enveloping*
The miss chance created by the *veil of steam* is increased to 50%, as per total concealment.

Vertigo Field

Type: None
Level: 4
Tick Cost: 12
Time to Use: 1 standard action
Duration: 1 round/level
Saving Throw: Will negates

Benefit: You activate a mechanical device that uses sound, light, and vibrations to disorient and confuse any targets within its area. When you activate the *vertigo field* all creatures (except for yourself) in a 20-foot radius must succeed on a Will save or be affected by the *vertigo field*. At the beginning of each affected target's turn, roll on the following table to determine how that target acts for the round.

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d% Behavior

01–10 Creature must succeed on a DC 20 Balance check or fall prone whenever it attempts to move.

11–20 Creature suffers no ill effects.

21–50 Creature must succeed on a DC 20 Concentration check to take any actions this turn.

51–70 Creature must move at half speed or automatically fall prone (no Balance check allowed)

71–100 Creature automatically attacks nearest creature, regardless of whether it is friend or foe.

If a creature cannot carry out the specified behavior, it automatically falls prone. Attackers are not at any special advantage when attacking a character affected by this invention, and creatures so affected cannot make attacks of opportunity while under the effects of the *vertigo field*.

Enhancements:

+1 Tick   *Confounding*

Once per round, when rolling on the above table to determine a creature's action, you may choose to reroll and attempt to gain a different result.

+2 Ticks   *Disorienting*

All creatures affected by a *vertigo field* suffer a −1 penalty to all attack rolls for the duration of the invention.

+3 Ticks   *Staggering*

All targets affected by the *vertigo field* are stunned for one round.
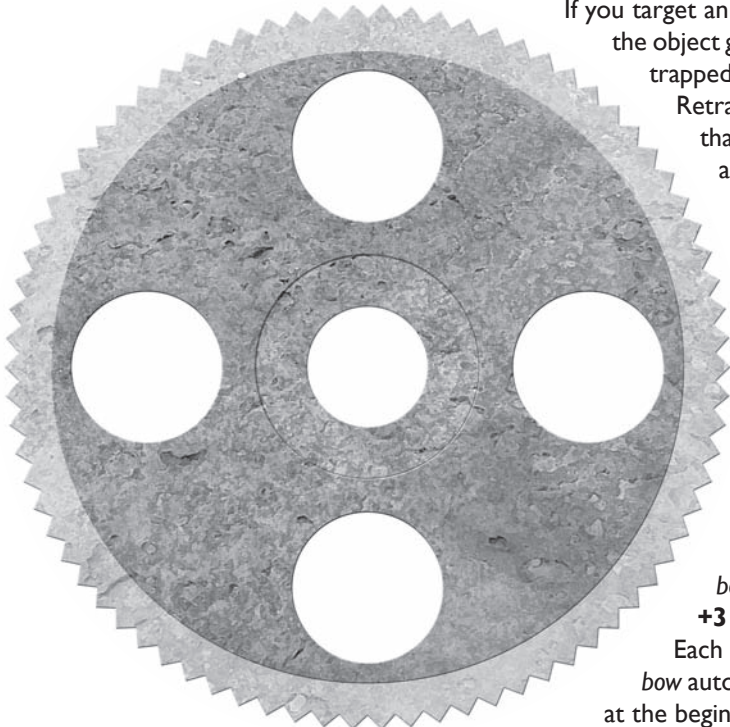
Web Bow

Type: Weapon

Level: 2

Tick Cost: 6

Time to Use: 1 standard action

Duration: Instantaneous

Saving Throw: Reflex negates (partial); see text

Benefit: You fire out a tightly-packed net covered in sap and other adhesive substances, trapping foes struck with the web. Make a ranged touch attack against a target within 100 feet; if successful, the target becomes entangled. If the target succeeds on its Reflex save can move at half speed and can act as normal under the entangled condition, but if it fails it is trapped, cannot move at all and can take no actions other than swift actions.

The target of this effect remains entangled or trapped until it succeeds on a DC 20 Strength check or a DC 25 Escape Artist check. Another character with a weapon that deals slashing damage can free a trapped target from a *web bow* effect by taking a full-round action to cut them free, while a target that s merely entangled can do the same to itself.

Enhancements:

+1 Tick   *Reinforced*

The DC of the Strength check and Escape Artist check to escape a *web bow* is increased by +5.

+1 Tick   *Snatching*

If you target an unattended object with this invention, the object gets no saving throw to resist becoming trapped. Additionally, if you do not add the Retractable enhancement to this activation, that object is anchored in place, requiring a DC 20 Strength check to pry free.

+1 Tick   *Sudden*

The Reflex save DC to resist the effect of the *web bow* is increased by +1. You may apply this enhancement multiple times on the same activation.

+2 Ticks   *Widened*

Compare your ranged touch attack roll to the touch AC of all creatures adjacent to the target as well; if your roll exceeds any of those creature's touch AC, they are affected by the *web bow* as well.

+3 Ticks *Retractable*

Each round, any targets trapped by a *web bow* automatically move 5 feet in your direction at the beginning of your turn. If you spend a move action each round, the targets move 15 feet in your direction (this movement does not cause your targets to provoke attacks of opportunity).

Chapter Three: The Way of Clock and Steam

Though the inventor class provides heroes with a great way to get into the use of inventions and clockwork items, some campaigns may not have room for a new character, or heroes may not want to change their character class (or multiclass) due to the goals they have for their existing characters. This chapter presents rules for creating gadgets, which are limited use versions of inventions that can be used by anyone who puts ranks in the Use Clock and Steam skill. This allows heroes to get some use out of the inventions presented in the previous chapter, but without the need to take an entirely new class. Additionally, this allows Gamemasters to introduce clockwork and steam powered items into the game gradually, without the need to add entirely new NPCs.

Heroes that want to make use of mechanical items and inventions need only put ranks in the Use Clock and Steam skill (and perhaps take the Tinker feat from **Chapter Four: Skills and Feats**) in order to begin using inventions right away.

Creating Inventions for General Use

Though inventions remain the domain of the inventor class, players and Gamemasters that want to introduce inventions into the game for general use can create gadgets, which are items that duplicate the effects of individual inventions. Gadgets are much like wands in that they replicate a set effect and have a finite number of charges; additionally, also like wants, gadgets require a Use Clock and Steam check to activate (the only difference being that even inventors must make a Use Clock and Steam check, even if the gadget duplicates one of their known inventions).

All gadgets have a market value of 200 gp ×the final tick cost of the invention the gadget mimics ×the inventor level of the invention the gadget mimics.

Activating a gadget is a relatively simple matter. No gestures or tick expenditure is needed, just a special knowledge of clock and steam that an appropriate character would know, and a Use Clock and Steam check (DC 20). Activating a gadget whose base invention is of the Weapon or Armor type does not require a Use Clock and Steam check. The user must still determine what invention the gadget mimics before she can activate it; doing so requires a Knowledge (clock and steam) check, as described in the following chapter.

Activating a gadget is typically a standard action and does not provoke attacks of opportunity; however if the invention has an activation time other than 1 standard action, that is the type of action required to activate the gadget. Also, if the invention that the gadget mimics normally requires an attack roll of any kind to affect the target, the gadget's user must also make that same attack roll using his or her relevant attack bonuses.

Gadgets created by players use the creator's inventor level for the purposes of determining variable effects based on level. For gadgets found as a part of treasure, assume the minimum inventor level needed to know the invention the gadget mimics as the inventor level of the gadget's effects.

Unlike technological items, gadgets do not take up an item slot on the body, though activating a gadget does require the user to have both hands free.

Saving Throws Against Gadgets

Gadgets produce extraordinary effects. For a saving throw against an effect produced by a gadget, the DC is 10 + the effective level of the invention the gadget is mimicking + the ability modifier of the minimum ability score needed to activate inventions of that level.

Damaging Gadgets

A gadget doesn't need to make a saving throw unless it is unattended, it is specifically targeted by an effect, or its wielder rolls a natural 1 on a saving throw to avoid damage. Gadgets should always get a saving throw against spells or effects that might deal damage to them—even against attacks from which a normal nonmagical item would normally get no chance to save. Gadgets use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A gadget's saving throw bonus equals 2 + the level of the invention it mimics. Gadgets, unless otherwise noted, take damage as similar nonmagical items. A damaged gadget continues to function, but if it is destroyed, all its remaining charges are lost.

Charges

All gadgets are limited in power by the number of charges they hold. When a character activates a gadget, he or she expends a single charge from the gadget's total. Some special effects and abilities, such as certain mishaps, increase the number of charges consumed upon a gadget's activation. Normally, gadgets have 30 charges at most. If a gadget is found as a random part of a treasure, roll d% and divide by 3 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 30, roll randomly to determine how many charges are left.

Prices listed are always for fully charged gadgets. (When a gadget is created, it is fully charged.) For a gadget that's worthless when its charges run out (which is the case for almost all gadgets), the value of the partially used device is proportional to the number of charges left. For an item that has usefulness in addition to its charges (as is the case with some technological devices, which function as both gadgets and unique devices), only part of the item's value is based on the number of charges left.

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Creating Gadgets

Only certain inventions can be made into gadgets, and typically only those inventions that see large amounts of use are turned into gadgets. Persistent inventions cannot be made into gadgets due to the nature of the tick cost to create them. Construct inventions that are persistent can usually be crafted using the Craft Construct feat; costs for creating most mechanical creatures can be found in the mechanical creature template in **Chapter Nine: Constructs and War Machines**. Other, non-construct persistent inventions are typically crafted as technological items, and their costs can be found in **Chapter Eight: Technology**. Additionally, inventions that require the inventor to spend ticks each round to maintain automatically cost 3 ticks more and have a duration of 1 minute, regardless of the normal duration of the invention.

Any non-persistent gadget from level 1 through 9 can be turned into a gadget. Additionally, any enhancements to the gadget must be determined ahead of time, and a final tick cost for the enhanced invention must be calculated before construction can begin. If the crafter has any special ability that enhances an invention and its tick cost, such as the warmaker prestige class' Empower Invention class feature, it may be used to modify the gadget provided that the gadget's tick cost is suitably increased. Like activating an invention, creating a gadget determines the invention's final level based on its tick cost, and as such the creator cannot build a gadget that mimics an invention that is a higher effective level than he can currently know.

To create a gadget, a character needs a small supply of materials, the most obvious being the mechanical components typically used to activate the invention that the gadget will mimic. The cost for the materials is subsumed in the cost for creating the gadget—100 gp ×the final tick cost of the invention to be mimicked ×the inventor level of the creator. And inventor may willfully lower his inventor level (to the minimum level required to activate the invention the gadget mimics) in order to reduce production costs, but resulting in a weaker effect. Gadgets are always fully charged (30 charges) when created.

The creator must know the invention to be mimicked and must provide any special materials that the invention requires. Thirty of each needed special part or component are required, one for each charge. Likewise, parts and components are consumed when she begins working. The act of working on the gadget activates the individual invention, making the ticks used to activate it unavailable for use during the time devoted to the gadget's creation each day.

Crafting a gadget requires a Craft (clock and steam) check, as described in the following chapter. Additionally, at the end of the crafting process, the creator must spend 1/25 of the market gp value of the gadget in XP, or the creation process fails and must be started over; all money spent on raw materials is lost.

Item Creation Feat Required: Craft Clock and Steam.

Schematics

Though an inventor is limited by his knowledge of certain inventions in what gadgets he can create, there are some methods of creating new gadgets based on inventions he currently does not know. Though the inventor never gains the intimate knowledge of the invention to be able to create it in the heat of combat (as he does with his known inventions), there are a few ways by which he can gain the knowledge of the required materials and construction process for creating new gadgets.

One of the best ways for an inventor to learn how to create a gadget based on an invention that he does not know is to gain access to that gadget's schematics. Schematics are written instructions on the creation of an individual gadget, similar in form to a spell scroll. However, unlike spell scrolls the use of a schematic does not end its usefulness, as the schematic can be used repeatedly. A schematic essentially becomes a substitute for the inventor's knowledge of a particular invention during the gadget creation process, and as long as he possesses a schematic he may proceed through the creation process as though he knew that invention. However, when making Craft (clock and steam) checks during gadget creation he only multiplies his check result by 20 (instead of the normal 40) for the purposes of determining his daily progress in gp. See **Chapter Four: Skills and Feats** for more information on this use of the Craft skill.

Schematics are highly valued among inventors as they are a gateway to greater opportunities when creating gadgets. Most schematics have a market value of 1,000 gp ×the tick cost of the invention the gadget mimics.

An inventor can create a schematic of any invention he currently knows. Doing so requires one day of work per 1,000 gp of the market value of the item, and the expenditure of 1/25 the market gp value in XP.

Experiments

The other means an inventor has of creating a gadget that mimics and invention he does not know is to create an experimental gadget. Experimental gadgets are far more unstable than normal gadgets since the creator is, essentially, making his best guess at how the item is supposed to function. When an inventor creates an experimental gadget, he goes through the gadget creation process as though he knew the invention that the gadget will mimic. However, once the item is completed, the mishap range of the gadget is increased by a number equal to the effective level of the invention the gadget mimics. Thus, if a character creates a gadget that mimics a 3rd-level invention, a mishap occurs when a Use Clock and Steam check made to activate the invention results in a natural 1 through 4 (normally only on a natural 1, +3 for a 3rd-level invention).

What Am I Creating?

Although the gadget creation system is as relatively abstract as the system for creating wands, many players may wonder what, exactly, they are crafting with this system. For example, what is created when a player makes a *smoke screen* gadget, since the invention describes it as coming from a single grenade? In cases such as this, the GM must be prepared to come up with a good description of what is actually being created. In the case above, the crafter is actually creating a launcher that fires *smoke screens* out, one at a time, instead of creating thirty small grenades.

Similarly, creating a gadget that duplicates the creation of a large creature, such as the *defender* invention, may cause some logical questions to arise. Is the inventor just carrying around an inert *defender* at all times, or is it something else? In a case like this, the gadgets might actually be a fully collapsible *defender* that folds up into something the size of a small box when not in use. Typically, you should consider gadgets to be no more than Tiny in size with a weight of 30 lbs. or less. Inventors specialize in using lightweight materials and collapsible machinery to make it easier to transport their equipment around, and this shouldn't get in the way of exciting gameplay or allowing the inventor to make full use of his abilities.

Examples of Gadgets in Play

The process above describes the basics of the creation and use of gadgets based on inventions. Though this may seem like a relatively simple process, the following section takes three sample inventions—*brightfire*, *defender*, and *pneumatic needle*—and walks through both the creation and use process. This should give both players and Gamemasters a better idea of just how these items work during play and should make integrating gadgets into your campaign easier.

Brightfire

Fenren Jixter, a 10th-level gnome inventor, has encountered several invisible enemies in recent days and is looking to create a gadget that can help him deal with those enemies. He already knows the *brightfire* invention, but he does not like using ticks on such a specific invention if he does not have to. Jixter decides to create a *brightfire* gadget and begins gathering the materials. Jixter is currently able to create up to 5th-level inventions, so creating a gadget based on a 2nd-level invention is no difficulty. However, since *brightfire* normally only lasts for a short duration, and he wants the gadget to have expanded utility, he decides he is going to use the Adhesive enhancement to create an *adhesive brightfire* gadget. This increases the invention's tick cost to 9, and its invention level to 3rd.

Jixter gathers the raw materials for the project, a total of 9,000 gp worth of parts and components (100 gp ×9 ticks ×inventor level of 10) and begins work. After making Craft (clock and steam) checks for about 10 days, Jixter completes the item and spends 720 XP for item creation costs. He now has an *adhesive brightfire* gadget with 30 charges that always produces an *adhesive brightfire* effect whenever Jixter makes a Use Clock and Steam check at DC 20.

Though he does not plan to sell it, the market value of the gadget is 18,000 gp.

Defender

Since Jixter often travels alone, he also decides to create a *defender* gadget to protect himself and warn him of danger. He chooses to create the weakest defender possible (something at CR 3 or less), but since the invention requires the inventor to maintain the invention by spending ticks, he must increase the invention's tick cost by 3, for a total cost of 6 ticks (raising the invention's effective level to 2nd). Since the invention has no variable effects based on level, he lowers his effective inventor level to 3rd (the minimum required to create a 2nd-level invention).

Jixter gathers the raw materials for the project, a total of 1800 gp worth of parts and components (100 gp ×6 ticks ×inventor level of 3) and begins work. After making Craft (clock and steam) checks for about 3 days, Jixter completes the item and spends 144 XP for item creation costs. He now has a *defender* gadget with 30 charges that always produces a CR 3 mechanical creature for 1 minute whenever Jixter makes a Use Clock and Steam check at DC 20.

Pneumatic Needle

Lastly, one of Jixter's good friends asks him to create a weapon for him to use in combat. Since his friend is a ranged combat specialist, he decides he wants to make use of the schematic he picked up a while back, which tells him how to create a *pneumatic needle* gadget. Since his friend is of a comparable level of experience, Jixter wants to make sure the weapon does as much damage as possible and leaves his inventor level as 10th for the creation of this item. Additionally, he decides to add the Superheated enhancement to the *pneumatic needs*, which means the final damage of the invention is 1d6+10 piercing damage + 1d6 fire damage.

Jixter gathers the raw materials for the project, a total of 2,000 gp worth of parts and components (100 gp ×2 ticks ×inventor level of 10) and begins work. After making Craft (clock and steam) checks for about 5 days, Jixter completes the item and spends 160 XP for item creation costs. He now has a *superheated pneumatic needle* gadget with 30 charges to give to his friend. When his friend uses the item in combat, he need not make a Use Clock and Steam check to activate the gadget (since *pneumatic needle* is an invention of the Weapon type), though he still needs to succeed on a ranged attack roll against his target in order to deal damage.

Researching New Inventions

While the inventions included in this book cover a wide array of uses and effects, few inventors are going to be content with learning only those inventions currently within the bounds of other inventors' knowledge. An inventor is always seeking out new ideas and new concepts, hoping to one day invent something completely new. In game terms, a player may wish to research a new invention, something that no one else has ever seen before, something that no one else can even fathom. This kind of thinking should be encouraged—after all, inventors are supposed to be innovators and researchers—but coming up with the game mechanics for a new invention can be somewhat tricky.

First, determine what effect you want the invention to have. This is where the inventor gets to let his mind run wild with possibilities. One good option is to look at arcane and divine spells and determine which ones would make good inventions. Some of the inventions in this book are actually adaptations of existing spells, given their own unique

inventor's twist to make them stand out. Additionally, when looking up spells for inspiration, also look up higher-level spells that have a similar effect to the one you want to achieve; these may become enhancements later, and you should note their effects as well as their spell level. Not all spells will work well as inventions; the schools of Conjuration (teleportation), Conjuration (Creation), Illusion, and Necromancy are difficult to turn into inventions. However, if you can come up with some way of explaining the effect away in terms of technology, then by all means consider the spell a viable inspiration for an invention. In truth, the actual description of how the invention works is secondary to whether or not it would make a good ability for inventors to have. Once you have an effect in mind, determine how exactly an invention would go about accomplishing that effect and then set that in game terms.

One particular area you probably want to pay particular attention to is the duration of the invention. If you want the invention to have a single effect that activates and then is gone (as is the case with most damage-based inventions), it should have a duration of Instantaneous. If you want the

Table 3–1: Gadget Costs by Tick (Minimum Inventor Level)

Tick Cost	Invention Level	Inventor Level	Market Value	Materials Cost	XP Cost
1	1	1	200 gp	100 gp	8
2	1	1	400 gp	200 gp	16
3	1	1	600 gp	300 gp	24
4	1	1	800 gp	400 gp	32
5	1	1	1,000 gp	500 gp	40
6	2	3	3,600 gp	1,800 gp	144
7	2	3	4,200 gp	2,100 gp	168
8	2	3	4,800 gp	2,400 gp	192
9	3	5	9,000 gp	4,500 gp	360
10	3	5	10,000 gp	5,000 gp	400
11	3	5	11,000 gp	5,500 gp	440
12	4	7	16,800 gp	8,400 gp	672
13	4	7	18,200 gp	9,100 gp	728
14	4	7	19,600 gp	9,800 gp	784
15	5	9	27,000 gp	13,500 gp	1,080
16	5	9	28,800 gp	14,400 gp	1,152
17	5	9	30,600 gp	15,300 gp	1,224
18	6	11	39,600 gp	19,800 gp	1,584
19	6	11	41,800 gp	20,900 gp	1,672
20	6	11	44,000 gp	22,000 gp	1,760
21	7	13	54,600 gp	27,300 gp	2,184
22	7	13	57,200 gp	28,600 gp	2,288
23	7	13	59,800 gp	29,900 gp	2,392
24	8	15	72,000 gp	36,000 gp	2,880
25	8	15	75,000 gp	37,500 gp	3,000
26	8	15	78,000 gp	39,000 gp	3,120
27	9	17	91,800 gp	45,900 gp	3,672
28	9	17	95,200 gp	47,600 gp	3,808
29	9	17	98,600 gp	49,300 gp	3,944

invention to last the entire encounter, but you want its use to deplete the inventor's resources, give it a duration of 1 round and make it so that the inventor must spend 1 tick each round to maintain it. If you want the invention to last the entire encounter but you don't want it to significantly tap the inventor's resources, give it a longer duration (such as 1 round/level or 1 minute/level). Lastly, if you want it to be something that sticks with the inventor all day, make it a persistent invention. Remember, looking at spells with similar effects can give you an idea of how long you want the duration to be, and how much of a drain you want it to be on the inventor's resources.

Determine Invention Level

The next step, once you have the basic mechanics of the invention down, is to determine the invention's level. All of the inventions in this book have their level based on their power relative to comparable spells. That is, an invention that deals damage comparable to a *fireball* spell should be of a comparable level, in this case 3rd. Take a look at its effect and determine whether or not it is similar to any spell, and if so set the base invention level equal to that spell's level. Single-target spells are likely to be lower-level than area effect spells that do similar amounts of damage, and new inventions should follow a similar philosophy.

Inventions similar to 0-level spells should be considered 1st-level inventions, but will likely have a reduced tick cost (see below).

Determine Base Tick Cost

Once you have determined the invention's level, this will give you a range for the invention's tick cost. See Table 2–2 for information on relating an invention's tick cost to its effective level. When you compare your new invention to other inventions of the same level, or other spells of the same level, how does it compare? If it is about on par with other inventions and spells, set its base tick cost at its level ×3. If it is more powerful, increase its base tick cost by 1 or even 2, but remember that if you increase its tick cost by 2 then every enhancement will increase the invention's effective level (which also means that the inventor won't be able to enhance that invention until he gains a new level of inventions). If your invention is weaker than most other inventions and spells of its level, then it should probably be one level lower.

Determine Enhancements and Tick Cost

Once you have determined the base tick cost of the invention, next decide what enhancements will be available to it. Increasing its damage slightly should only increase its tick cost by 1 or 2 ticks, but if you increase its damage to the point where it is the equivalent of a higher-level spell, the tick cost of the enhancement should bump the invention's effective level up to the level of that more powerful spell. The same goes for non-damaging effects. If an enhancement makes the invention only slightly more powerful, it should probably only increase the invention's tick cost by a little; for example, increasing an invention's range or bonus damage based on your level might be worth only 1 or 2 ticks. Any effect that increases the area of effect or duration of the invention, however, should most likely increase the invention's tick cost by at least 3.

Remember, determining tick costs for enhancements is a far less scientific process than the in-game act of creating a new invention. As a Gamemaster, do not be afraid to adjust the tick cost of a new invention or its enhancements if you see that it is too powerful at its current level during the course of a campaign. The best way to gauge whether or not an invention is has an appropriate level or tick cost is to compare it to spells and other inventions; if it seems too good for the amount of resources it demands, it probably is.

Mishaps

Although inventions have a major advantage over spells and magic items in that they cannot be stopped by *anti-magic fields* or other similar effects, there is one major drawback to using clock and steam items: mishaps. Mishaps occur when the highly specialized parts and pieces inside a mechanical item, such as a gadget or a technological item, suddenly seize up and set off a chain reaction that can potentially destroy an item. Mishaps are an unfortunate part of life for those that make use of clockwork and steam powered technology, but fortunately they are few and far between. Exceptionally skilled inventors rarely encounter mishaps, and when they do they can often deal with the repercussions better than anyone else. In fact, some inventors (such as those with the Innate Talent special quality from the inventor's Origin class feature) can ignore mishaps altogether, and some divine spellcasters are able to put a *malfunction ward* spell on gadgets and technological items in order to ensure their continued success.

Despite these precautions, there will always be some mishaps. Any time a character rolls a natural 1 on a Use Clock and Steam check to activate a gadget or a technological item and fails on the check, they trigger a mishap. When this happens, roll 1d20 and consult the table below. This table explains what happens when a mishap occurs, and often how much effort is required to fix the item (or whether it can be fixed at all).

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Table 3–2: Mishaps

d20 Result	Mishap
1	Catastrophic failure; device explodes and is completely destroyed. Device deals 10d10 points of damage to all creatures and objects in a 10 foot radius. A successful Reflex save (DC 15) halves this damage.
2	Explosive failure; device explodes and is completely destroyed. Device deals 5d10 points of damage to all creatures and objects in a 10 foot radius. A successful Reflex save (DC 10) halves this damage.
3	Painful failure; device breaks and is completely destroyed. Device deals 3d10 points of damage to all creatures and objects in a 10 foot radius. A successful Reflex save (DC 10) halves this damage.
4	Total failure; device breaks and is completely destroyed.
5	Near-total failure; device breaks and is mostly destroyed. Repairing the item costs 1/2 the original creation cost to repair, as opposed to the normal 1/5. Additionally, the Craft (clock and steam) DC for repairing the item is a base of 25 instead of the normal DC 20.
6	Partial failure; device breaks and is mostly destroyed. Repairing the item costs 1/2 the original creation cost to repair, as opposed to the normal 1/5.
7	Backlash; device activates as normal, but the user is stunned for 1d4 rounds as a result of backlash from the item. Additionally, the device cannot be used again until repaired (no gold cost to repair).
8	Backlash; device activates as normal, but the user is stunned for 1d4 rounds as a result of backlash from the item.
9	Device misfires; device activates as normal, but also activates two more times, targeting the user once and his or her nearest ally once. Each of the activations consumes charges as normal from the gadget or technological charges, if the device has charges. Additionally, the device cannot be used again until repaired (no cost).
10	Device misfires; device activates as normal, but also activates two more times, targeting the user once and his or her nearest ally once. Each of the activations consumes charges as normal from the gadget or technological charges, if the device has charges.
11	Device misfires; device activates as normal, but also activates a second time, targeting the user. Each of the activations consumes charges as normal from the gadget or technological charges, if the device has charges.
12	Device misfires, consuming five additional charge for its activation; for technological devices that do not have charges, the device fails to activate until five rounds later (no action can stop the device from activating at that time). Additionally, the device cannot be used again until repaired (no cost).
13	Device misfires, consuming five additional charge for its activation; for technological devices that do not have charges, the device fails to activate until five rounds later (no action can stop the device from activating at that time).
14	Device misfires, consuming two additional charges for its activation; for technological devices that do not have charges, the device fails to activate until two rounds later (no action can stop the device from activating at that time).
15	Device misfires, consuming one additional charge for its activation; for technological devices that do not have charges, the device fails to activate until one round later (no action can stop the device from activating at that time).
16	Device jams badly; the device cannot be used again until repaired (normal repair costs).
17	Device jams partially; the device cannot be used again until repaired (no cost).
18	Device jams temporarily; the device cannot be used again for 1 minute.
19	Device jams briefly; the device cannot be used again for 1d4 rounds.
20	Device jams momentarily; the device cannot be used again for 1 full round.

Chapter Four: Skills and Feats

Creating a clockwork or steam-powered device is not a matter for the unskilled. It takes training and extensive education to learn the necessary steps in creating and maintaining mechanical items, something that not just anyone ca do. Without precise calibrations and placement of delicate and complex parts and components, most mechanical items simply will not work.

This chapter presents new skills and skill uses for campaigns making use of clockwork and steam-powered technology. The chapter presents only one new skill, Use Clock and Steam, which functions similar to the Use Magic Device skill but for gadgets and technological items.

Craft (clock and steam)

The Craft (clock and steam) skill allows you to create items that make use of clockwork and steam power technology. If you have ranks in this skill, you have been trained by an inventor or an engineer in the art of creating complex inventions, and know the basics of how those items work.

Check: A Craft (clock and steam) check means that you are creating something (or, in the case of earning money, several items). The process of crafting clockwork and steam powered items is an endeavor few people can undertake successfully.

Earning Money: You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

Crafting Gadgets and Technological Items: The basic function of the Craft (clock and steam) skill is to allow you to make a gadget or technological item. For other Craft skills, the DC depends on the complexity of the item to be created; for Craft (clock and steam) checks, all items are considered complex items, and all items have a Craft DC of 20. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

First, determine the gold cost for creating the item in question. **Chapter Three: The Way of Clock and Steam** and **Chapter Nine: Constructs and War Machines** both list the costs for creating all items in their relative chapters, and rules for determining the costs of new items. Typically, the cost of creating a gadget or technological item is one-half its market price. You must pay the gold cost for creating the item up front, before crafting begins, to purchase the raw materials for the item.

Make a Craft (clock and steam) check representing one day's work. If the check succeeds, multiply your check result by 40. If the result ×the DC equals the price of the item in gp, then you have completed the item. (If the result ×the DC equals double or triple the price of the item in gold pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result ×the DC doesn't equal the price, then it represents the progress you've made in a day. Record the result and make a new Craft check for the next day. Each day, you make more progress until your total reaches the price of the item in gold pieces.

If you fail a check by 4 or less, you make no progress that day.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Repairing Gadgets and Technological Items: Repairing a broken gadget or technological item when it breaks is similar to constructing one from scratch. Follow the same steps as above, but calculate the cost of repairs as one-fifth the cost to create that item. The Craft (clock and steam) DC and progress per day is unchanged.

Repairing Mechanical Creatures: You can use the Craft (clock and steam) skill to repair any creature with the mechanical template (see **Chapter Nine: Constructs and War Machines** for more information on the mechanical creature template). When you make repairs, you make a Craft (clock and steam) skill check against a DC 20. If you succeed, you repair 1d6 points of damage to that construct, +1 point of damage for each point by which you exceed the Craft DC. Thus, if your check result is a 25, you repair 1d6 + 5 points of damage to that construct. However, each point of damage you repair to a construct consumes 20 gp worth of parts and components.

If you fail the check by 4 or less, you repair no damage to the construct.

If you fail by 5 or more, you deal 1d6 points of damage to the construct and cannot make another check to repair it for 24 hours.

Action: Earning money, crafting and repairing gadgets and technological items consume a full day's worth of work. Repairing a mechanical creature is a standard action that provokes an attack of opportunity.

Try Again: Yes, but each time you fail by 5 or more you incur the repercussions listed above.

Special: Gnomes may choose Craft (clock and steam) as the skill for their racial bonus to Craft skills.

Synergy: If you have 5 ranks in Craft (clock and steam), you get a +2 bonus on Appraise checks related to items made with the Craft (clock and steam) skill.

If you have 5 or more ranks in Use Clock and Steam, you gain a +2 bonus on Craft (clock and steam) checks.

CLOCK and STEAM

Knowledge (clock and steam)

The Knowledge (clock and steam) skill functions exactly as all other Knowledge skills and pertains to all items related to invention. Use this skill for any knowledge related to clockwork, steam power, the history of invention, or advances in modern clock and steam technology.

You can use this skill to identify an invention as it is being activated. The DC of the Knowledge (clock and steam) skill check is 15 + the effective level of the invention. You use this skill in this manner as a free action as a reaction to another inventor activating an invention.

You can use this skill to identify a gadget or technological item, as well as determine its properties. The DC of the Knowledge (clock and steam) skill check is 15 + the effective level of the invention the gadget emulates, or 25 for a technological item. Using the skill in this manner is a standard action and requires the ability to touch or examine the item closely.

You can use this skill to identify any creature with the mechanical creature template. The DC of the Knowledge (clock and steam) skill check is 10 + the creatures's HD. This is a free action that can be used as a reaction to seeing the creature.

Synergy: If you have 5 or more ranks in Knowledge (clock and steam), you gain a +2 bonus on Use Clock and Steam checks.

Profession (inventor)

The Profession (inventor) skill functions exactly as all other Profession skills and pertains to selling inventions. You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Use Clock and Steam (Int)

Use this skill to activate clockwork and steam powered items. This skill is used in the activation of gadgets, which are more permanent versions of inventions, as well as the activation of some technological items (the invention's equivalent of the magic item). Additionally, some inventors can use this skill in the place of the Use Magic Device skill to activate magic items.

Check: You use this skill each time you activate a gadget or a technological item. Use Clock and Steam is required to correctly activate all gadgets and many technological items, and is required even for inventors. The DC of activating a gadget is 20, though some gadgets may require a higher check (depending on the individual gadgets). The DC for activating a technological item is given in the description of each individual item.

Action: None. The Use Clock and Steam check is made as a part of the action (if any) required to activate the gadget or technological item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate a gadget or technological item and you fail, then you trigger a mishap. See **Chapter Three: The Way of Clock and Steam** for more information on mishaps.

Special: You cannot take 10 or take 20 on this skill. You cannot aid another on Use Clock and Steam checks. Only the user of the item may attempt such a check.

Synergy: If you have 5 or more ranks in Knowledge (clock and steam), you gain a +2 bonus on Use Clock and Steam checks.

If you have 5 or more ranks in Use Clock and Steam, you gain a +2 bonus on Craft (clock and steam) checks.

Feats

Clockwork and steam power allow heroes to do some amazing things, just as feats do. The feats presented herein are designed to fulfill multiple roles. Some feats are specifically designed for inventors, enhancing their ability to create inventions or modifying their inventions such that they are more potent or more powerful. Other feats are designed to allow other heroes, those without levels in the inventor class, to make use of inventions as well as an inventor does (or at least come close). Regardless of their purpose, the feats in this chapter should enhance a character's aptitude with clockwork and steam-powered technology in ways appropriate to a *Blackmoor* campaign.

Brute Construct [Item Creation]

The constructs you create are gifted with incredible strength, allowing them a significant advantage in the field of combat.

Prerequisites: Craft Construct or Craft Clock and Steam, or ability to activate inventions of the Construct type.

Benefit: Whenever you craft a construct, either with the Craft Construct feat or the Craft Clock and Steam feat, the construct permanently has a +4 enhancement bonus to its Strength. Additionally, whenever you activate an invention of the Construct type, the creature produced by that invention gains a +4 enhancement bonus to its Strength score.

Clockwork Surgery

You have learned the basics of installing clockwork prosthetics in other creatures and can do so adeptly.

Prerequisites: Craft (clock and steam) 8+ ranks, Craft Clock and Steam

Benefit: You may perform the necessary surgery to install a clockwork limb or organ in another creature.

Normal: You cannot install clockwork prosthetics without this feat.

Collected Activation

You are cool under fire and can activate gadgets with little difficulty when you can focus on what you are doing.

Prerequisites: Ability to activate 1st-level inventions

Benefit: Once per encounter you may take 10 on a Use Clock and Steam Check, even if you are hurried or normally would not be able to take 10 on a skill.

Normal: You cannot take 10 on Use Clock and Steam checks.

Craft Clock and Steam
[Item Creation]

You are adept at using clockwork and steam power to create incredibly works of technology.

Prerequisites: Craft (clock and steam) 5 ranks

Benefit: You can create any gadget, technological item, or mechanical creature whose prerequisites you meet. Creating a gadget requires the use of the Craft (clock and steam) skill, as detailed in **Chapter Four: Skills and Feats**. Technological items also make use of the Craft (clock and steam) skill, but each has its own prerequisites for creation.

Creating a mechanical creature uses the rules under the Mechanical Creature template in **Chapter Nine: Constructs and War Machines**.

Fast Construct
[Item Creation]

The constructs you create are gifted with incredible speed, allowing them to dash across the battlefield or move overland at an increased rate.

Prerequisites: Craft Construct or Craft Clock and Steam, or ability to activate inventions of the Construct type.

Benefit: Whenever you craft a construct, either with the Craft Construct feat or the Craft Clock and Steam feat, the construct permanently has a +10 foot enhancement bonus to its base speed and all alternative movement speeds (such as flight, burrowing, climbing, etc.). Additionally, whenever you activate an invention of the Construct type, the creature produced by that invention gains a +10 foot enhancement bonus to its base speed and all alternative movement speeds.

Focused Activation

When you focus on the activation of gadgets, you are sometimes able to activate them perfectly over long stretches of time.

Prerequisites: Use Clock and Steam 1+ ranks

Benefit: Whenever you roll a natural 20 on any Use Clock and Steam check, you automatically ignore any mishaps for 1 minute. (See **Chapter Three: The Way of Clock and Steam** for more information on mishaps.)

Resistant Construct
[Item Creation]

The constructs you create are more resistant to a particular energy type, making them less likely to take damage from spells and effects of that kind.

Prerequisites: Craft Construct or Craft Clock and Steam, or ability to activate inventions of the Construct type.

Benefit: When you take this feat, choose one of the following energy types: acid, cold, or fire. Whenever you craft a construct, either with the Craft Construct feat or the Craft Clock and Steam feat, increase the construct's resistance to the chosen energy type by 10. Additionally, whenever you activate an invention of the Construct type, increase the invention's resistance to the chosen energy type by 10 as well. If the construct does not currently have resistance to that energy type, it gains resistance 10 to that type instead.

Special: You may select this feat multiple times. Each time you do so, you must select a different energy type. If you do so, you must choose only one energy type to increase for each construct or invention, determined at the time of creation or activation.

Technological Dabbler

You have tested the waters of clockwork and steam power and can create some inventions or activate gadgets just as well as an inventor.

Prerequisites: Intelligence 13+

Benefit: The Craft (clock and steam), Knowledge (clock and steam), and Use Clock and Steam skills are always considered class skills for you.

Weapon Finesse (gadgets)

You are capable of using weapon gadgets with great skill, relying on your Dexterity instead of your Strength.

Prerequisites: Base attack bonus +1

Benefit: When you make use of a gadget based on a Weapon invention that requires a melee attack roll, you add your Dexterity modifier to attack rolls instead of your Strength modifier. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse (gadgets) as one of his fighter bonus feats.

Weapon Focus (gadgets)

You have mastered your control over weapon gadgets and can use them in combat with great skill.

Prerequisites: Base attack bonus +1, Use Clock and Steam 1+ ranks

Benefit: When you make use of a gadget based on a Weapon invention that requires a melee or ranged attack roll, you gain a +1 bonus on all attack rolls with that invention. Additionally, you always gain a +1 bonus on any Use Clock

and Steam checks made to activate a gadget based on a Weapon invention.

Special: A fighter may select Weapon Focus (gadgets) as one of his fighter bonus feats.

Weapon Specialization (gadgets)

You are particularly good with weapon gadgets and deal extra damage in combat while using one.

Prerequisites: Use Clock and Steam 1+ ranks, Weapon Focus (gadgets), fighter level 4th

Benefit: When you make use of a gadget based on a Weapon invention that requires a melee attack roll, you add a +2 bonus on all damage rolls made with that gadget.

Special: A fighter may select Weapon Specialization (gadgets) as one of his fighter bonus feats.

Engineering Feats

The nine feats presented below are unique in that they allow inventors to make use of inventions they normally would not have access to. Though there may be some inventors whose studies cross over into multiple arenas of invention, typically if an inventor takes feats from one engineering tree (say, Dwarven engineering) she will not take feats from any other tree. This is not always the case, though pursuing multiple avenues of invention consumes quite a few feat slots, leaving little room for anything else.

Advanced Dwarven Engineering

You have mastered the technique of creating Dwarven inventions and can produce them at will.

Prerequisites: Basic Dwarven Engineering, ability to create and use 4th-level inventions

Benefit: You add a single Dwarven invention to your inventions known list at 4th, 5th, and 6th invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 4th-level inventions when you select this feat, you add a single 4th-level Dwarven invention to your known inventions list; when you gain the ability to create 5th-level inventions, you may then add a 5th-level Dwarven invention to your known inventions list, and the same applies to 6th-level inventions.

Normal: You may not add Dwarven inventions to your known inventions list.

Advanced Gnomish Engineering

You have mastered the technique of creating Gnomish inventions and can produce them at will.

Prerequisites: Basic Gnomish Engineering, ability to create and use 4th-level inventions

Benefit: You add a single Gnomish invention to your inventions known list at 4th, 5th, and 6th invention levels. You may only add these extra inventions to your known

inventions list when you would normally gain access to inventions of that level. Thus, if you can create 4th-level inventions when you select this feat, you add a single 4th-level Gnomish invention to your known inventions list; when you gain the ability to create 5th-level inventions, you may then add a 5th-level Gnomish invention to your known inventions list, and the same applies to 6th-level inventions.

Normal: You may not add Gnomish inventions to your known inventions list.
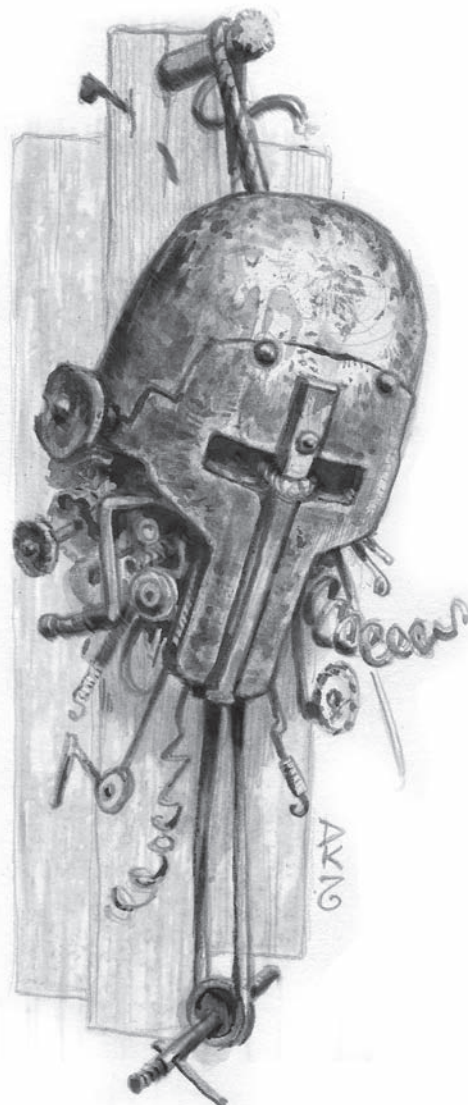
Advanced High Thonian Engineering

You have mastered the technique of creating High Thonian inventions and can produce them at will.

Prerequisites: Basic High Thonian Engineering, ability to create and use 4th-level inventions

Benefit: You add a single High Thonian invention to your inventions known list at 4th, 5th, and 6th invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 4th-level inventions when you select this feat, you add a single 4th-level High Thonian invention to your known inventions list; when you gain the ability to create 5th-level inventions, you may then add a 5th-level High Thonian invention to your known inventions list, and the same applies to 6th-level inventions.

Normal: You may not add High Thonian inventions to your known inventions list.

Basic Dwarven Engineering

You have learned the basics of Dwarven engineering and can create some of their simpler inventions at will.

Prerequisites: Ability to create and use 1st-level inventions

Benefit: You add a single Dwarven invention to your inventions known list at 1st, 2nd, and 3rd invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 1st-level inventions when you select this feat, you add a single 1st-level Dwarven invention to your known inventions list; when you gain the ability to create 2nd-level inventions, you may then add a 2nd-level Dwarven invention to your known inventions list, and the same applies to 3rd-level inventions.

Normal: You may not add Dwarven inventions to your known inventions list.

Basic Gnomish Engineering

You have learned the basics of Gnomish engineering and can create some of their simpler inventions at will.

Prerequisites: Ability to create and use 1st-level inventions

Benefit: You add a single Gnomish invention to your inventions known list at 1st, 2nd, and 3rd invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 1st-level inventions when you select this feat, you add a single 1st-level Gnomish invention to your known inventions list; when you gain the ability to create 2nd-level inventions, you may then add a 2nd-level Gnomish invention to your known inventions list, and the same applies to 3rd-level inventions.

Normal: You may not add Gnomish inventions to your known inventions list.

Basic High Thonian Engineering

You have learned the basics of High Thonian engineering and can create some of their simpler inventions at will.

Prerequisites: Ability to create and use 1st-level inventions

Benefit: You add a single High Thonian invention to your inventions known list at 1st, 2nd, and 3rd invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 1st-level inventions when you select this feat, you add a single 1st-level High Thonian invention to your known inventions list; when you gain the ability to create 2nd-level inventions, you may then add a 2nd-level High Thonian invention to your known inventions list, and the same applies to 3rd-level inventions.

Normal: You may not add High Thonian inventions to your known inventions list.

Expert Dwarven Engineering

You have perfected your understanding of Dwarven engineering and can create even the most complicated Dwarven inventions at will.

Prerequisites: Advanced Dwarven Engineering, Basic Dwarven Engineering, ability to create and use 7th-level inventions

Benefit: You add a single Dwarven invention to your inventions known list at 7th, 8th, and 9th invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 7th-level inventions when you select this feat, you add a single 7th-level Dwarven invention to your known inventions list; when you gain the ability to create 8th-level inventions, you may then add an 8th-level Dwarven invention to your known inventions list, and the same applies to 9th-level inventions.

Normal: You may not add Dwarven inventions to your known inventions list.

Expert Gnomish Engineering

You have perfected your understanding of Gnomish engineering and can create even the most complicated Gnomish inventions at will.

Prerequisites: Advanced Gnomish Engineering, Basic Gnomish Engineering, ability to create and use 7th-level inventions

Benefit: You add a single Gnomish invention to your inventions known list at 7th, 8th, and 9th invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 7th-level inventions when you select this feat, you add a single 7th-level Gnomish invention to your known inventions list; when you gain the ability to create 8th-level inventions, you may then add an 8th-level Gnomish invention to your known inventions list, and the same applies to 9th-level inventions.

Normal: You may not add Gnomish inventions to your known inventions list.

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Expert High Thonian Engineering

You have perfected your understanding of High Thonian engineering and can create even the most complicated High Thonian inventions at will.

Prerequisites: Advanced High Thonian Engineering, Basic High Thonian Engineering, ability to create and use 7th-level inventions

Benefit: You add a single High Thonian invention to your inventions known list at 7th, 8th, and 9th invention levels. You may only add these extra inventions to your known inventions list when you would normally gain access to inventions of that level. Thus, if you can create 7th-level inventions when you select this feat, you add a single 7th-level High Thonian invention to your known inventions list; when you gain the ability to create 8th-level inventions, you may then add an 8th-level High Thonian invention to your known inventions list, and the same applies to 9th-level inventions.

Normal: You may not add High Thonian inventions to your known inventions list.

Tinker Feats

Tinker feats are a special category of feats that allow inventors to do special things with their inventions. Unlike many of the other feats in this chapter, only those characters that have taken levels in the inventor class will be able to make use of these feats. Several modify inventions, while others simply allow the inventor to do things he could not normally do.

Anticipate Malfunctions

You can sense potential problems in your inventions, even as you are activating them, allowing you to make changes on the fly to assure they function correctly.

Prerequisites: Ability to activate 1st-level inventions.

Benefit: Whenever you activate an invention that has any variable, numeric effects, you may spend 1 tick as a free action to re-roll those variable, numeric effects in the hopes of achieving a better result. You may declare that you are spending the extra tick in this manner after the variable, numeric effects have been rolled but before the activation of the invention has been resolved, and you must always take the second result (regardless of whether or not it is better than the previous result).

Breakdown

You can disassemble your complex inventions very quickly, cannibalizing their parts for other inventions when necessary.

Prerequisites: Ability to activate 1st-level inventions, ability to create a persistent invention.

Benefit: Once per day, as a full-round action, you may select any single persistent invention you have activated and break it down to its most basic components. The invention ceases to be activated and the persistent ticks used to create the invention are returned to your invention pool.

Creative Recall

You can break down an invention that has not yet ceased to be useful, granting you a temporary boost to your invention pool.

Prerequisites: Ability to activate 1st-level inventions

Benefit: Once per day, as a full-round action, you may select a single invention that is currently activated but has not ended its duration to immediately regain all the ticks used in its activation cost, adding them once more to your invention pool. The invention ceases to be active and all effects of the invention instantaneously end. If you have no currently activated inventions, you may not use this feat. Additionally, persistent inventions may not be deactivated in this manner (see the Breakdown feat for more information on reclaiming persistent ticks).

Favored Invention

You are particularly fond of or familiar with a single invention, allowing you to make use of it without taxing your resources.

Prerequisites: Ability to activate 1st-level inventions.

Benefit: When you select this feat, choose one of your known inventions. The tick cost of that invention is permanently reduced by 3, to a minimum of 1. If you select an invention with a tick cost of 3 or less, you may instead choose to apply any invention enhancement with a tick cost increase of +3 ticks or less for free.

Inspired

You have a knack for coming up with an invention on the spot, granting you greater versatility in combat.

Prerequisites: Ability to activate 1st-level inventions

Benefit: You permanently add 3 ticks to your invention pool.

Sweat of the Brow

You put a lot of effort into the creation and maintenance of your inventions, allowing you to sacrifice some of your own health to keep things running smoothly.

Prerequisites: Ability to activate 1st-level inventions.

Benefit: Whenever you activate an invention that allows you to spend 1 tick each successive round to maintain the invention, you may instead take 1d6 points of damage to maintain the invention for another round. The damage suffered as a result of this invention is considered non-typed damage, is not subject to Damage Reduction (or hardness, if any), and if this hit point damage renders you unconscious or otherwise disabled, your invention still functions as though you had paid to maintain its tick cost for the round.

Chapter Five: Prestige Classes

This chapter presents three new prestige classes that build upon the concepts presented elsewhere in this book. The clock mage is an arcane spellcasting class that adapts the mechanical principles of clockwork to manipulate time through magic. The infuser blends arcane magic with the science of invention, producing totally new creations that neither pure spellcasters nor inventors can dream up. Lastly, the master constructor focuses his inventing talent on creating constructs and constantly has a mechanical servant in tow.

These prestige classes are intended to enhance characters that embrace clockwork and steam power, but are by no means necessary to make use of the other material presented in this book.

Clock Mage

The rise of clockwork technology has not only helped pave the way for new inventions but also new advancements in arcane theory. In the years after the High Thonians first started experimenting with clockwork, several studious wizards came together to study the mechanisms that drive clockwork devices. During their studies, they discovered that several of the principles that drive clockwork inventions, and those that allow clocks to keep nearly-perfect time, can also be applied to arcane theory. This lead to the first breakthroughs in the arcane field of chronomancy, or the magic of time manipulation, and to the advent of the clock mage.

The clock mage applies the principles of clockwork inventions to the casting of spells to allow for short bursts of time travel and insight into the future. The clock mage's control of chronomancy is not so precise to allow them to perform great leaps forward and backward in time, but it is enough to allow them to jump backward in time a few seconds and correct mistakes and change tactics. More than anything, these quick bursts of time travel serve only to give the clock mage a more accurate view of the outcome of his actions, not to allow him to make sweeping changes to the course of history.

Most clock mages actually use the finest pocket watches as focuses for their arcane power. Using a pocket watch to synchronize the timing of their spells, clock mages ensure that they do not jump around too much or too little. Though this focus is not necessary for a clock mage to use his powers, it does serve to center him and allows him to move through the stream of time with prevision. Clock mages only carry the most finely crafted pocket watches, created by artisans within the gnome and High Thonian communities, and are usually very protective of their watches.

Hit Die: d6.

Requirements

To qualify to become a clock mage, a character must fulfill all the following criteria.

Requirements: Quicken Spell

Class Features

All of the following are class features of the clock mage prestige class.

Weapon and Armor Proficiency: A clock mage is proficient with all simple weapons.

Spells per Day: When a new clock mage level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a clock mage, he must decide to which class he adds the new level for purposes of determining spells per day.

Time Jump (Su): One of the first chronomantic techniques that a clock mage masters is the ability to jump backwards in time a few seconds. As a swift action, once per encounter the clock mage can activate an effect similar to the *augury* spell, but the clock mage can only ask three questions and the answers can only concern events that could take place in the next six rounds. The answers (weal, woe, weal and woe, or unclear) are the result of the clock mage jumping back in time to the current round from some time in the next 30 seconds, bringing back the knowledge of the future with him. Unfortunately, such a time jump is disorienting, thus the reason for the limited nature of the answers he brings back with him.

Chronal Insight (Su): Starting at 2nd level, a clock mage becomes so steeped in the ebb and flow of time that he actually gains flashes of visions from the future. Through study and focus, the clock mage can concentrate his thoughts on these flashes and gain insight into events in the near future. As a swift action, the clock mage can grant himself a +1 insight bonus to all attacks, Armor Class, Reflex Saves, or skill checks for one round. On the next round, the clock mage must spend another swift action to maintain this bonus, or to change it to affect another type of roll.

At 4th level, and every even numbered level thereafter, the insight bonus provided by this ability increases by +1.

Warp Time (Sp): At 3rd level the clock mage is able to warp the flow of time around people and objects, either speeding up their actions or slowing them down. As a swift action, the clock mage can use a spell-like effect similar to either the *haste* or *slow* spell (the clock mage's choice) on a single target within 60 feet. This functions exactly like relevant spell except that it only affects a single target and only lasts for one round. All other aspects of the spell (including saving throws) are unaffected.

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Table 5–1: The Clock Mage   **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spellcasting—
1st	+0	+0	+0	+2	Time Jump	+1 level existing arcane spellcasting class
2nd	+1	+0	+0	+3	Chronal Insight +1	+1 level existing arcane spellcasting class
3rd	+1	+1	+1	+3	Warp Time	+1 level existing arcane spellcasting class
4th	+2	+1	+1	+4	Chronal Insight +2	+1 level existing arcane spellcasting class
5th	+2	+1	+1	+4	Evasion	+1 level existing arcane spellcasting class
6th	+3	+2	+2	+5	Chronal Insight +3	+1 level existing arcane spellcasting class
7th	+3	+2	+2	+5	Temporal Shift	+1 level existing arcane spellcasting class
8th	+4	+2	+2	+6	Chronal Insight +4	+1 level existing arcane spellcasting class
9th	+4	+3	+3	+6	Time Stop	+1 level existing arcane spellcasting class
10th	+5	+3	+3	+7	Chronal Insight +5	+1 level existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (arcane), Profession, and Spellcraft.

Evasion (Su): Starting at 5th level, the clock mage can send warnings to himself from the future, preventing him from taking the full brunt of an attack. If the clock mage makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the clock mage is wearing light armor or no armor. A helpless clock mage does not gain the benefit of evasion.

Temporal Shift (Su): Beginning at 7th level, the clock mage learns to alter the way time affects her for short periods of time. As a swift action, the clock mage can cast any spell with a casting time of a standard action as a move action instead; the clock mage may not cast another spell with his remaining standard action this round.

Additionally, when this ability is activated, the clock mage's base movement increases by 60 feet.

Time Stop (Sp): At 9th level the clock mage has fully mastered the art of chronomancy and can control one of the most powerful time-altering spells. The clock mage automatically learns the *time stop* spell and can cast it as normally (whether spontaneously or as a prepared spell, depending on her existing arcane spellcasting class). Additionally, the clock mage may cast the *time stop* spell once per day as a standard action.

Infuser

The infuser is unlike any other inventor, or any other arcane spellcaster, in that he combines the logic and engineering of inventions with the mystical rituals of arcane magic. The infuser draws upon his arcane knowledge to infuse his inventions with magic, and applies his knowledge of invention to the casting of arcane spells. The infuser is a hybrid between a wizard and an inventor, but more than that he is someone that combines magic and invention to produce an entirely new result. An infuser is able to do strange and unique things with his inventions by pumping them full of arcane energy, delivering spells with their touch or adding to his own resources with spells. Likewise, the infuser can put the same kind of mental energy into spellcasting that he puts into activating inventions, making them more potent.

Mocked by some inventors and scorned by wizards and sorcerers, infusers are often alone in their pursuits. The number of infusers in the kingdom of Blackmoor is very, very low if only because the two groups, inventors and wizards, have a natural predisposition to conflict with one another. However, those few inventors that manage to set aside their contraptions for long enough to learn about arcane magic gain a greater insight into their own works. By the same token, those wizards who let go of their scorn and derision quickly learn that the principles that power clock and steam devices can often be combined with arcane spellcasting to produce unexpected results. When a person from either group abandons their prejudices and learns to work with members of the opposite group, and infuser is born.

Although they never plumb the depths of invention that pure inventors do, nor discover the most esoteric arcane secrets like pure wizards and sorcerers, the infuser continues to advance his study of either field while pursuing new methods. Infusers also learn to unify their resources and the sources of their power to greatly expand their versatility, making them far more capable of overcoming obstacles than an inventor or wizard alone. For certain, the path of the infuser is not an easy one, and only the most dedicated infusers manage to learn the ultimate methods of fusing their two passions together.

Hit Die: d4.

Requirements

To qualify to become an infuser, a character must fulfill all the following criteria.

Requirements: Ability to cast 2nd-level arcane spells, ability to activate 2nd-level inventions, any one metamagic feat, Knowledge (clock and steam) 8 ranks, Spellcraft 8 ranks

Class Features

All of the following are class features of the infuser prestige class.

Weapon and Armor Proficiency: An infuser is proficient with all simple weapons and light armors.

Spells per Day and Inventions Known: When a new odd-numbered infuser level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. When a new even-numbered infuser level is gained, the character gains new inventions known (and an increase in the number of ticks in his invention pool) as if he had also gained a level in an inventor class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting or inventions

known. If a character had more than one spellcasting class before becoming an infuser, he must decide to which class he adds the new level for purposes of determining spells per day.

Inventor's Touch (Su): An infuser learns quickly that an invention can be a delivery method for a spell, and is able to charge his inventions with arcane energy that is triggered at the same time as the invention. Whenever you activate an invention that requires an attack roll, whether melee, ranged, touch, or regular, you may cast a spell as a swift action and attach that spell to your invention. The spell you cast must require a melee touch attack to take effect, such as a *shocking grasp* spell, and must have a casting time of 1 standard action or less. Casting this spell does not provoke an attack of opportunity

When you make the attack roll while activating your invention, if successful the invention activates as normal and the spell's effect is resolved against that target. Inventions that affect an area only deliver a spell if that invention targets a single individual target (i.e. the attack roll is made against the target's AC, not the AC of a square). For example, an infuser activating a *pneumatic needle* invention can cast *shocking grasp* into the invention as a swift action. The inventor spends 1 tick to activate the invention as his standard action and makes his attack roll against the target; the attack roll is a success and the target suffers the normal damage from the *pneumatic needle* plus the electricity damage from the *shocking grasp* spell.

Tinker's Recovery (Ex): Starting at 2nd level the infuser learns to dedicate some of his resources and focus normally reserved for inventions to his arcane spellcasting. At any time as a free action the infuser can spend some of his invention pool to regain an arcane spell slot that he has already used for the day. The inventor must spend a number

of ticks equal to 3 ×the spell's level; these ticks are considered consistently in use for the remainder of the day, and may not be recovered until the infuser has rested and memorized new spells the following day. When the inventor spends these ticks he immediately regains the spell slot; if the infuser is a spontaneous caster, he regains the spell slot which may be used as normal for any known spell, but if the infuser is a caster that prepares his spells in advance he must choose one spell he has already cast of the appropriate level to recover.

At 2nd level the infuser may recover only 1st-level spells in this manner. At 4th level, the level of spells she can recover with this ability increases by one, and again at every even-numbered level thereafter (to a maximum of recovering 5th-level spells at level 10).

Arcane Invention (Su): Beginning at 3rd level, the infuser learns to channel arcane spell energy into his inventions, giving his parts and components improved efficiency and usefulness. As a swift action the infuser may sacrifice a spell of any level he can currently cast to add a number of ticks to his invention pool equal to the level of the spell slot sacrificed. Thus, an infuser could spend a swift action to sacrifice a 4th-level spell, immediately adding 4 ticks to his invention pool. The infuser can never have more ticks in his invention pool than his normal daily maximum; thus, in the above example, if the infuser had a daily maximum of 18 ticks and he had only spent two, his current tick pool total would still be only 18.

Improved Spell Components (Ex): At 5th level, the infuser learns how to use his knowledge of invention and eye for quality components to refine and improve his own spell components. When casting any spell that requires a material component, as a free action the infuser may spend a number of ticks equal to the level of the spell to increase his effective caster level with that spell by +2.

Table 5–2: The Infuser   Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Inventions &— —Spellcasting—
1st	+0	+0	+0	+2	Inventor's touch	+1 level existing inventor class
2nd	+1	+0	+0	+3	Tinker's recovery (1st)	+1 level existing arcane spellcasting class
3rd	+1	+1	+1	+3	Arcane invention	+1 level existing inventor class
4th	+2	+1	+1	+4	Tinker's recovery(2nd)	+1 level existing arcane spellcasting class
5th	+2	+1	+1	+4	Improved spell components	+1 level existing inventor class
6th	+3	+2	+2	+5	Tinker's recovery (3rd)	+1 level existing arcane spellcasting class
7th	+3	+2	+2	+5	Arcane enhancement	+1 level existing inventor class
8th	+4	+2	+2	+6	Tinker's recovery (4th)	+1 level existing arcane spellcasting class
9th	+4	+3	+3	+6	Tinker's metamagic	+1 level existing inventor class
10th	+5	+3	+3	+7	Tinker's recovery (5th)	+1 level existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft (clock and steam), Disable Device, Knowledge (arcana), Knowledge (clock and steam), Profession, Spellcraft, Use Clock and Steam

Arcane Enhancement (Su): Beginning at 7th level the infuser learns to add the punch of arcane power to his inventions, making them harder to resist. As a free action when activating an invention, the infuser may sacrifice a spell of any level he can currently cast to add the spell's level to the invention's save DC. Thus, if the infuser sacrifices a 5th-level spell, he can add +5 to the invention's save DC.

Tinker's Metamagic (Ex): At 9th level the infuser has mastered the art of combining his inventor's resources and his arcane spellcasting resources, allowing him to improve the quality of his spells through the strength of his inventions. As a swift action an infuser may spend resources from his invention pool to add the effects of any metamagic feat he knows to a spell he casts this round. The number of ticks the inventor must spend is equal to the level modifier of the metamagic effect ×3 (minimum of 3 ticks). Additionally, he may not apply a metamagic effect to any spell if it would normally increase that spell's level beyond the level of spells the infuser can normally cast. Thus, if an infuser wants to maximize a spell (as per the Maximize Spell feat) of 3rd-level, he must normally be able to cast at least 6th-level spells to make use of this ability (3rd-level spell + 3 spell levels to maximize = 6th-level spell). This does not change the casting time of the spell.

For example, assume an infuser wants to empower (as per the Empower Spell feat) a *shocking grasp* spell as he casts it. Since empowering a spell increases the spell's level by +2, the infuser must spend 6 ticks as a swift action (3 ticks ×the +2 spell level modifier) to empower the spell. Since *shocking grasp* is a 1st-level spell, he must normally be able to cast at least 3rd-level spells to be able to do this; assuming he can do so, the empowered shocking grasp functions as normal.

Master Constructor

While Blackmoor has seen a recent rise in the number of mechanical defenders spread throughout its cities and towns, almost no one can claim to value the constructs more highly than the master constructor. Skilled at the art of creating mechanical defenders, the master constructor is able to create constructs with incredible ease, and usually keeps one around at all times. In fact, all master constructors have a single favored construct that follows them in their travels, though from time to time the master constructor upgrades them to better models. A master constructor's clockwork and steam-powered companion serves him completely without question and become boon companions throughout the course of his adventuring career.

Many commoners fear master constructors because they usually have powerful creatures in tow. Particularly, high-level master constructors have been known to travel the countryside with huge mechanical creatures lumbering along behind them. However, such creatures draw attention to the master constructor and ensure that they are the targets of enemy attacks. As such, more conservative master constructors keep clockwork minions that are at least close to human-sized, if only for the convenience of taking them into dungeons or on ships. Still, at least one famous master constructor rode into battle on the back of a mechanical red dragon, which was a fearsome sight for the enemy to behold.

A master constructor does not just have a construct for a traveling companion. The master constructor and his construct ally share a bond that is similar to that felt between a ranger and his animal companions. Though few believe that constructs are able to experience real thought or emotion, master constructors believe that they are able to imbue their

Table 5–3: The Master Constructor   Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Inventions—
1st	+0	+2	+0	+2	Construct ally, danger sense	—
2nd	+1	+3	+0	+3	—	+1 level existing inventor class
3rd	+2	+3	+1	+3	Coordinated efforts	—
4th	+3	+4	+1	+4	—	+1 level existing inventor class
5th	+3	+4	+1	+4	Pool hit points	—
6th	+4	+5	+2	+5	—	+1 level existing inventor class
7th	+5	+5	+2	+5	Automatic repairs	—
8th	+6	+6	+2	+6	—	+1 level existing inventor class
9th	+6	+6	+3	+6	Advanced instructions	—
10th	+7	+7	+3	+7	—	+1 level existing inventor class

Class Skills (2 + Int modifier per level): Appraise, Concentration, Craft, Disable Device, Knowledge (architecture and engineering), Knowledge (clock and steam), Profession, Use Clock and Steam

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creations with some semblance of a soul, artificial though it may be, and care for their creations. Even though a master constructor may deconstruct a construct ally in order to build a new one, he does so with care and delicacy, as though hoping to preserve some of the construct's spirit during the transition.

Hit Die: d6.

Requirements

To qualify to become a master constructor, a character must fulfill all the following criteria.

Requirements: Ability to activate 3rd-level inventions, ability to activate at least one invention of the Construct type, Craft Clock and Steam, Craft Construct, Craft (clock and steam) 10 ranks

Class Features

All of the following are class features of the master constructor prestige class.

Weapon and Armor Proficiency: A master constructor is proficient with all simple and martial weapons, as well as light and medium armors.

Inventions Known: When a new master constructor level is gained, the character gains new inventions known (and an increase in the number of ticks in his invention pool) as if he had also gained a level in the inventor class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of inventions known.

Construct Ally (Ex): The construct ally is the master constructor's key ability and the bulk of its class features revolve around this ability. All master constructors gain a permanent construct ally that is similar to a druid's animal companion, and qualifies as an animal companion for the purposes of feats and prestige classes. The construct ally is loyal to the master constructor and accompanies the master constructor on adventures.

A construct ally is a creature with the Mechanical Creature template (see **Chapter Nine: Constructs and War Machines** for more information on this template). The master constructor begins play with a construct ally of a CR equal to the master constructor's character level –3, or less. Each time you gain a level, the maximum CR of the construct ally also increases by one, and when you gain a level you may trade your current construct ally for a different one; in essence, you deconstruct the old ally, and reconstruct it as the new one.

For example, Nathan is a 14th-level character with 10 levels of the inventor class and 4 levels of the master constructor class. He can have a construct ally up to CR 11; in this case, he chooses a mechanical juvenile red dragon (CR 11) as his companion. When he gains a level, advancing to 15th level total, his maximum construct ally CR goes up to CR 12. As soon as he gains the level, he trades

his mechanical red dragon in for a mechanical cloud giant (CR 12) and continues adventuring, lumbering ally in tow.

Danger Sense (Ex): Whenever a master constructor is close to his construct ally, the two have an uncanny connection that allows them to warn one another of danger. When you are within 60 feet of your construct ally and have line of sight to one another, both you and your construct ally gain a +1 insight bonus to AC.

Coordinated Efforts (Ex): Beginning at 3rd level, a master constructor works incredibly well with his construct ally, almost as though the two communicate telepathically. Whenever you and your construct all both flank the same opponent, you each gain a +1 insight bonus to attack rolls and a +4 insight bonus to damage rolls against that flanked opponent. Additionally, whenever you use the aid another action on your construct ally, or vice versa, the bonus granted by the aid another action increases from +2 to +4.

Pool Hit Points (Ex): Starting at 5th level master constructor can fight with his construct ally as if they were one unit, determining which of the two will take the brunt of damage from incoming attacks. As long as you are adjacent to your construct ally, whenever you or your construct ally would normally take damage you may choose whether or not the hit points are subtracted from your hit points or your construct ally's. If the same attack or effect would damage both you and your construct ally, the damage is resolved normally. Damage Reduction and hardness are applied after you determine which one of you will take the damage, and it is as though the attack, spell, or effect had struck that target in the first place.

Automatic Repairs (Ex): At 7th level a master constructor learns how to use his resources to heal his construct quickly, patching up any battle damage in mere seconds. As a standard action, you may spend a number of ticks from your invention pool to heal 2 points of damage to your construct all per tick spent. You must be able to touch your construct ally to take this action, and healing your construct ally in this fashion provokes an attack of opportunity.

Advanced Instructions (Ex): Starting at 9th level the master constructor is able to educate his construct ally and provide them with the knowledge they need to perform complex tasks. At any time, your construct ally may use your Use Clock and Steam skill bonus, as well as your remaining daily uses of the inventor's trick device class feature. This allows the construct to activate inventions and spell trigger items just as you can.

Mechanical Trickster

Some inventors use their inventions to help people and to make life easier or better for the rest of their society. Others, however, have a more selfish purpose in mind. These inventors use their creations to trick and con others, turning the benefits of technology into tools of a deceptive trade. Moreover, the mechanical trickster is able to use his inventions as a means of distracting opponents in combat, or delivering deadly ambushes to unsuspecting targets. The mechanical trickster is the master of using inventions as diversions and as a means of throwing an enemy off-balance, taking advantage of their momentary weakness to strike with deadly precision.

Most mechanical tricksters begin their careers as rogues, scoundrels, and con men who are always on the lookout for the newest and most advanced methods of conning and deceiving people. These ne'er-do-wells often come upon the latest advances in clockwork and steam powered technology and see not the latest scientific innovations but rather gadgets and gizmos that can help them with their next big con. The mechanical tricksters ignores all the philosophical rubbish about inventions being for the good of civilization and instead treats them just as tools to further his own goals, much like a more complicated set of thieves' tools. However, these inventions are far more versatile than any set of thieves' tools, making him all the more useful.

A mechanical trickster is not always a criminal or con artist; in some cases, mechanical tricksters simply prefer to use deception as their method of accomplishing a greater goal. Just as fighters use brute force and weaponry to their advantage, the mechanical trickster uses his inventions to distract the forces of evil long enough for him to stage an ambush. This variety of mechanical trickster often falls into the category of the good-hearted rogue rather than the thief or swindler and usually works well with others in an adventuring party.

Hit Die: d6.

Requirements

To qualify to become a mechanical trickster, a character must fulfill all the following criteria.

Requirements: Ability to create 2nd-level inventions, Breakdown, Bluff 8 ranks.

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Class Features

All of the following are class features of the mechanical trickster prestige class.

Weapon and Armor Proficiency: A mechanical trickster is proficient with all simple and martial weapons, as well as light armor.

Inventions Known: When a new master constructor level is gained, the character gains new inventions known as if he had also gained a level in the inventor class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of inventions known.

Mechanical Sneak Attack (Ex): If a mechanical trickster can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage using one of her inventions.

The mechanical trickster can only use this ability with inventions that deal damage to a single target (i.e. the attack roll is made against the target's AC, not the AC of a square). The mechanical trickster's invention deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the mechanical trickster flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three levels thereafter. Should the mechanical trickster score a critical hit with a mechanical sneak attack, this extra damage is not multiplied.

Inventions that require a ranged attack roll (touch or otherwise) can count as mechanical sneak attacks only if the target is within 30 feet.

A mechanical trickster can use mechanical sneak attack only against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to mechanical sneak attacks. The mechanical trickster must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A mechanical trickster cannot use mechanical sneak attack while using an invention against a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

If a mechanical trickster has the sneak attack damage bonus from another class (such as the rogue), it stacks with the mechanical sneak attack for determining final damage bonus. However, mechanical sneak attack damage bonuses do not stack with sneak attack for regular attacks (i.e. those made with weapons instead of inventions). Gadgets count as inventions for the purposes of mechanical sneak attack.

Deceptive Invention (Ex): Starting at 2nd level the mechanical trickster is able to use his inventions to help deceive others in a variety of ways. As a swift action you can spend resources from your invention pool to grant yourself a bonus to Bluff, Disguise, Forgery, or Sleight of Hand checks. For every three ticks you spend, you add a +1 equipment bonus to a skill check made this round. Thus, a mechanical trickster trying to steal a purse from the belt of a passing merchant could spend 9 ticks to grant himself a +3 equipment bonus to his Sleight of Hand check made that round. If you use the swift action to spend ticks from your invention pool but do not make a skill check before the end of his turn, the bonus is lost and the ticks remain spent (though they regenerate as normal).

Table 5–4: The Mechanical Trickster   Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Inventions—
1st	+0	+0	+2	+2	Mechanical sneak attack +1d6	—
2nd	+1	+0	+3	+3	Deceptive invention	+1 level existing inventor class
3rd	+2	+1	+3	+3	—	
4th	+3	+1	+4	+4	Mechanical sneak attack +2d6	+1 level existing inventor class
5th	+3	+1	+4	+4	Distracting invention	
6th	+4	+2	+5	+5	—	+1 level existing inventor class
7th	+5	+2	+5	+5	Mechanical sneak attack +3d6	
8th	+6	+2	+6	+6	Destructive invention	+1 level existing inventor class
9th	+6	+3	+6	+6	—	
10th	+7	+3	+7	+7	Mechanical sneak attack +4d6	+1 level existing inventor class

Class Skills (6 + Int modifier per level): Appraise, Bluff, Concentration, Disable Device, Disguise, Forgery, Knowledge (clock and steam), Knowledge (dungeoneering), Listen, Open Lock, Profession, Search, Sleight of Hand, Sense Motive, Spot, Tumble, Use Clock and Steam

Distracting Invention (Ex): Beginning at 5th level the mechanical trickster has learned how to manipulate his inventions in combat in order to put his foes at a disadvantage. As a swift action you can spend 6 ticks from your invention pool to attempt to distract an adjacent opponent. You make a Bluff check, opposed by your target's Sense Motive or Wisdom check; if you succeed, that opponent is denied his Dexterity bonus to AC against you for the remainder of the round.

Destructive Invention (Ex): Starting at 8th level the mechanical trickster is able to destroy some of his own persistent inventions in order to cover his escape or provide a surprise assault against his enemies. As a swift action, you trigger an explosive blast within one of your persistent inventions, dealing damage to all creatures and objects in a 10-foot radius. The damage dealt by the blast is equal to 1d6 points of damage per 2 ticks used on the persistent invention. Half of this damage is fire damage, while the other half is bludgeoning damage. A successful Reflex save (DC = 10 + your Int modifier + the effective level of the persistent invention) halves this damage. You must be in line of sight of your invention to use this ability. When you destroy an invention in this way, the ticks spent to activate the invention are no longer considered persistently in use and regenerate as normal.

For example, a mechanical trickster with a persistent Zelekhut inevitable (a 5th-level invention with a cost of 18 ticks) decides that, in the heat of combat, he wants to destroy the construct in order to cover his own escape. He spends a swift action to destroy the construct, which explodes and deals 9d6 points of damage to all targets within a 10-foot radius; a Reflex save (DC 15 + the mechanical trickster's Int modifier) halves this damage.

Warmaker

Some inventors may be content to remain peacefully within their cities, attending the University of Blackmoor or tinkering in their labs. Others, such as the warmaker, believe that the science of invention is best applied in the field, fighting against the foes of his country and using his inventions for their incredible destructive power. The warmaker believes that inventions are, first and foremost weapons and defense mechanisms designed to enhance his combat prowess. A warmaker is a one-man army dedicated to vanquishing foes with the power of clock and steam, using advancements in technology to deliver a punishing blow to his enemies.

Among the dwarves, warmakers are revered both as powerful warriors but also as creative inventors. In fact, the dwarven community considers the warmaker the paragon of military invention, using steam power and clockwork devices to defend the dwarven holds. Other races may have fewer warmakers among them, but that does not mean they are any less valued. Many High Thonian warmakers are called patriots and heroes, each of them preparing for the day when they can take back the lands they see as rightfully theirs, by force if necessary. Though many High Thonians consider the warmakers to be far too aggressive (indeed, some High Thonians believe that the way to recapture their lands is through diplomacy), few can argue their effectiveness.

Among adventurers, warmakers are often the most highly-prized inventors. Many an adventuring troupe has hired a warmaker for their unique combat skills, which combine the science of invention with more traditional combat tactics. As a warmaker wades into battle, swinging a sword and firing off inventions all at once, few can withstand such an assault. The warmaker's skills make him dangerous on the battlefield, and most opponents are far from ready for the kinds of attacks the warmaker brings to a fight.

Hit Die: d6.
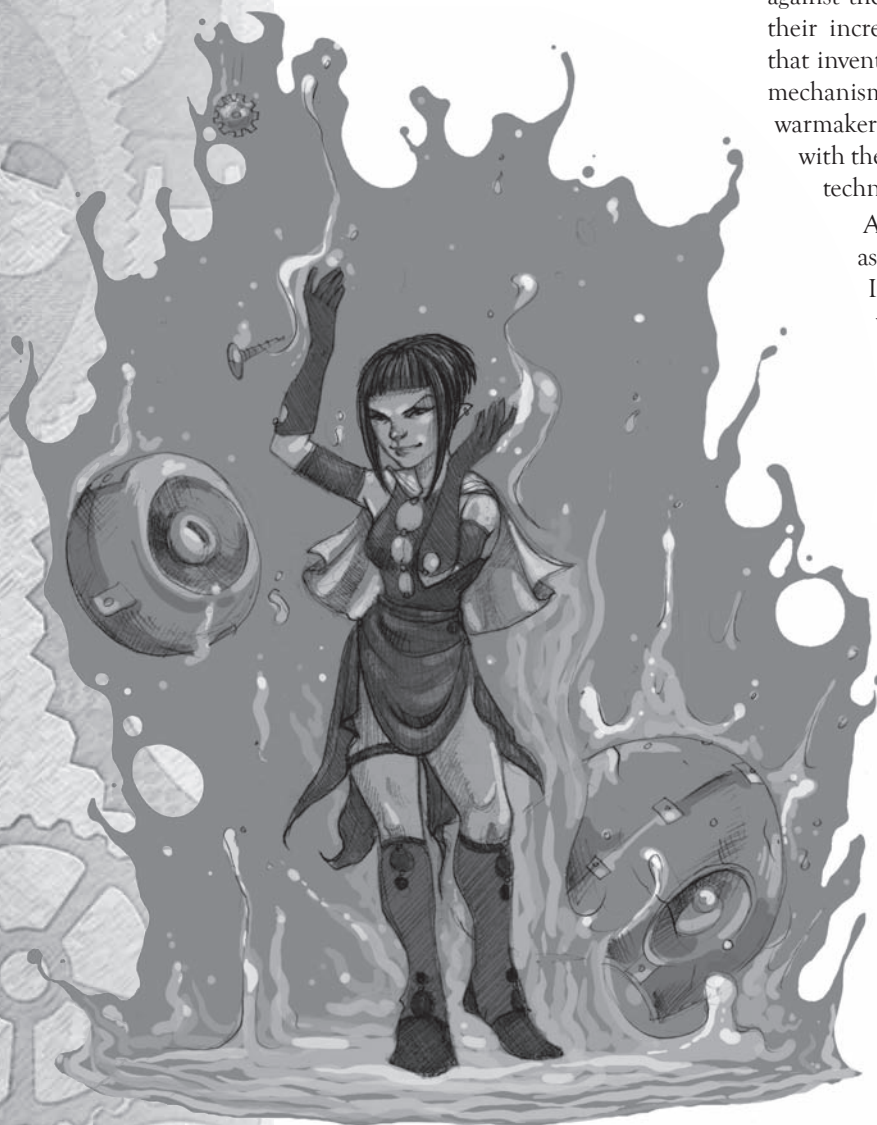
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Requirements

To qualify to become a warmaker, a character must fulfill all the following criteria.

Requirements: Ability to activate 2nd level inventions, base attack bonus +5.

Class Features

All of the following are class features of the warmaker prestige class.

Weapon and Armor Proficiency: A warmaker is proficient with all simple and martial weapons. The warmaker is proficient in light, medium and heavy armors, as well as all shields (except tower shields).

Inventions Known: When a new warmaker level is gained, the character gains new inventions known (and an increase in the number of ticks in his invention pool) as if he had also gained a level in the inventor class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of inventions known.

Substitute Energy (Ex): A warmaker is skilled at making sure his attacks penetrate enemy defenses, regardless of resistances or immunities. Whenever you activate an invention that deals damage based on one of the five energy types (acid, cold, electricity, fire, and sonic), you may add 3 ticks to the cost of the invention to substitute a different energy type for its damage. Thus, when activating an *arc shocker* you can spend 3 extra ticks to enhance the invention, causing it to deal sonic damage instead of the normal electricity damage.

When you gain your first level in the warmaker class, you select a single energy type that you can substitute in for the invention's normal energy type. At 6th level, and again at 10th level, you may add one additional energy type to the list of energy types that you can substitute in. You may not substitute in any other type of energy except for those you have gained through this class feature.

Bonus Feat: At 2nd, 5th, and 8th level the warmaker gains a bonus feat, to be chosen from the fighter bonus feat list. The warmaker must meet all the prerequisites for the bonus feat, including ability scores and base attack bonus.

Empower Invention (Ex): Starting at 4th level, a warmaker can enhance his inventions to ensure that they do more damage. As a swift action, you can add 6 ticks to the tick cost of an invention to empower it. All variable, numeric effects of an empowered invention are increased by one-half. Saving throws and opposed rolls are not affected, nor are inventions without random variables.

Maximize Invention (Ex): Beginning at 7th level, a warmaker can enhance his inventions to ensure that they do the maximum amount of damage. As a swift action, you can add 9 ticks to the tick cost of an invention to maximize it. All variable, numeric effects of an invention modified by this ability are always considered to result in the maximum amount. Saving throws and opposed rolls are not affected, nor are inventions without random variables.

An empowered, maximized invention gains the separate benefits of each class feature: the maximum result plus one-half the normally rolled result.

Swift Invention (Ex): At 10th level, a warmaker can enhance his inventions to cause them to activate almost instantaneously. As a free action, you can add 12 ticks to the tick cost of an invention to make it a swift invention. Activating a swift invention is a swift action. You can perform another action, even activate another invention, in the same round as you activate a swift invention. An invention whose activation time is more than 1 full round action cannot be made swift. Activating a swift invention does not provoke an attack of opportunity.

Table 5—5: The Warmaker   Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Inventions—
1st	+1	+2	+0	+0	Substitute energy (1 type)	+1 level existing inventor class
2nd	+2	+3	+0	+0	Bonus feat	+1 level existing inventor class
3rd	+3	+3	+1	+1	—	+1 level existing inventor class
4th	+4	+4	+1	+1	Empower invention	+1 level existing inventor class
5th	+5	+4	+1	+1	Bonus feat	+1 level existing inventor class
6th	+6	+5	+2	+2	Substitute energy (2 types)	+1 level existing inventor class
7th	+7	+5	+2	+2	Maximize Invention	+1 level existing inventor class
8th	+8	+6	+2	+2	Bonus Feat	+1 level existing inventor class
9th	+9	+6	+3	+3	—	+1 level existing inventor class
10th	+10	+7	+3	+3	Substitute energy (3 types), swift invention	+1 level existing inventor class

Class Skills (2 + Int modifier per level): Climb, Craft, Concentration, Intimidate, Knowledge (clock and steam), Jump, Profession, Ride, Swim, and Use Clock and Steam

Chapter Six: Spells

The rise of clockwork and steam power has had far-reaching effects, even touching the spellcasting community and forcing them to adapt. As a result, new spells have begun to appear in spellbooks and in the prayers of the faithful throughout Blackmoor. Some casters have embraced the rise of technological power, creating spells that let them work in tandem with inventions. Others, however, have chosen to beseech their gods and delve into musty tomes for spells that gum up the works, causing inventions to fail and break for no reason. This chapter presents new spells that help spellcasters integrate clockwork and steam power into their repertoire.

Arcane Spells

The following spells are intended for use by arcane spellcasters, particularly bards, sorcerers, and wizards. Feel free to add these spells to the spell lists of other arcane casting classes where appropriate in your campaign.

Arcane Inspiration

Transmutation
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: No (harmless)

You place your hand upon the head of your target as wispy, illusory gears and clockwork mechanisms drift around your hand before flowing smoothly into the target's mind.

As long as the target of this spell has at least 1 tick in its invention pool, the target's normal tick regeneration rate is doubled for the duration of the spell. For example, if the target of the spell regenerates 1 tick per round (the standard for inventors), it instead regenerates 2 ticks per round provided it completely empties its invention pool.

Arcane Mechanical Surge

Transmutation
Level: Bard 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 inventor
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A burst of arcane energy flows from your hand, forming into the shapes of gears, cogs, and springs and whirling around your targets body, ripe from the plucking.

When you cast this spell during another inventor's turn you create an array of mechanical components made of pure arcane energy that inventors can use to enhance their inventions. The target of this spell immediately gains 6 bonus ticks that can be used to activate an invention until the end of their turn. If the bonus ticks are unused by the end of their turn, they are lost.

Construct Regeneration

Transmutation
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: 10 rounds, +1 round/level (maximum 30 rounds)
Saving Throw: None
Spell Resistance: No

You place your hand upon the construct and watch as arcane energy flows from your fingertips into its body. Slowly, the metal begins to mend itself, and rends vanish before your eyes.

When you cast this spell on a construct that has at least 1 hit point remaining, you cause it to regenerate health slowly. The construct heals 1 hit point of damage per round for the duration of the spell.

Construct Regeneration, Greater

Transmutation
Level: Sorcerer/wizard 5
Duration: 10 rounds, +1 round/level (maximum 30 rounds)

This spell functions like *construct regeneration* except the construct heals 2 hit points per round instead of 1.

CLOCK and STEAM

Construct Regeneration, Lesser

Transmutation

Level: Sorcerer/wizard 1

Duration: 10 rounds, +1 round/level (maximum 15 rounds)

This spell functions like *construct regeneration* except as noted above.

Grit Spray

Conjuration

Level: bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature in range

Duration: 1 round/level (maximum 10 rounds)

Saving Throw: None

Spell Resistance: Yes

You hold out your hand and a spray of dirt, rocks, and other fine particles leaps from your palm, covering your target in grit.

When you cast this spell, make a ranged touch attack against the target. For the duration of the spell, that target cannot use any inventions with an activation time greater than a swift action without making a DC 20 Craft (clock and steam) check as a move action to remove the grime from his or her inventions.

Additionally, if you strike a mechanical creature (that is, a creature with the mechanical creature template) with this spell, that creature moves at half speed for the duration of the spell.

Refurbish Critical Damage

Transmutation

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No (harmless)

You place your hands upon the damaged construct as temporary patches of metal stretch over the dents, dings, and furrows in its body, reconnecting severed plates and gears.

When you cast this spell on a construct with at least 1 hit point remaining, you convert 4d8 points of damage +1 point per caster level (maximum +20) that the construct has suffered from regular damage to temporary damage. At the end of the encounter, all temporary damage is automatically healed.

Refurbish Light Damage

Transmutation

Level: Sorcerer/wizard 1

This spell functions like *refurbish critical damage*, except that it converts 1d8 points of damage +1 point per caster level (maximum +5) to temporary damage.

Refurbish Moderate Damage

Transmutation

Level: Sorcerer/wizard 2

This spell functions like *refurbish critical damage*, except that it converts 2d8 points of damage +1 point per caster level (maximum +10) to temporary damage.

Refurbish Serious Damage

Transmutation

Level: Sorcerer/wizard 3

This spell functions like *refurbish critical damage*, except that it converts 3d8 points of damage +1 point per caster level (maximum +15) to temporary damage.

Rustrot

Transmutation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 construct or metal object

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: No

You swirl your hand around as though stirring up the wind as tiny particles of water drift up from the ground beneath your target. In the next few seconds, spots of rust begin to appear on the construct's surface, and soon chunks of metal fall to the ground.

If the target of this spell fails its save, it suffers 10 points of damage per round for the duration of the spell. This damage ignores item hardness as well as Damage Reduction.

Sonic Dusruption

Evocation [Sonic]
Level: Bard 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Your body begins to quiver as it gives off a high-pitched noise, causing complex machinery in the area to rattle as though it were going to shake itself apart.

You create a 50-foot radius of high-pitched sound that causes constructs and inventions to shake uncontrollably; all constructs suffer a –2 penalty to attack rolls and saving throws while within this area, and any inventions that require an attack roll to activate impose a –2 penalty on the inventor's attack roll. Additionally, any sonic damage dealt to a construct within the radius of the effect is doubled for the duration of the spell.

Total Refurbishment

Transmutation
Level: Sorcerer/wizard 6
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Bright white energy flows from your fingertips into the construct, stretching out over its body to cover up rends in its surface and bridge open gaps; within seconds, the construct looks almost new.

When you cast this spell on a construct with at least 1 hit point remaining, you convert 10 points of damage per caster level (maximum 150) that the construct has suffered from regular damage to temporary damage. At the end of the encounter, all temporary damage is automatically healed.

CLOCK and STEAM

Warp Machinery

Transmutation
Level: Bard 2, sorcerer wizard 2
Components: V, S
Casting Time: 1 immediate action
Range: Medium (100 ft. + 10 ft./level)
Target: One inventor
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You extend your hand before you, opening it with the palm facing upward and then clenching it into a tight fist. With a creaking of metal and a hiss of steam, your target's invention collapses into a heap of cogs and coils.

When an inventor attempts to activate an invention, you may cast this spell to stop it from activating. You make a caster level check (1d20 + your caster level, maximum +10). The DC for this spell is 11 + the inventor level of your target. If you are successful, the invention fails to activate and the ticks the inventor spent to activate it are still removed from the target's invention pool (though they regenerate as normal).

Warp Machinery, Greater

Transmutation
Level: Bard 4, sorcerer wizard 5

This spell functions like *warp machinery* except the maximum caster level bonus on your caster level check is +20 instead of +10.

Divine Spells

The following spells are intended for use by divine spellcasters, particularly clerics, druids, and paladins. Feel free to add these spells to the spell lists of other arcane casting classes where appropriate in your campaign.

Blessed Construct

Transmutation
Level: Cleric 2, Druid 3, Paladin 2
Components: V, S
Casting Time: 1 swift action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You beseech your deity to bless the construct as you lay your hands upon it, and slowly the construct's form takes on a faint glow as divine power pours through its body.

When you cast this spell on a construct with at least 1 hit point remaining, you warp its body and make it easy for you to heal. For the remainder of your turn, any Conjuration (healing) spells cast on the construct work as though the construct were a normal, living being, healing their full amount. Any Conjuration (healing) spells with a duration longer than one round function as normal this round, but at the beginning of your next turn they cease to function as the construct is no longer considered a living being.

Divine Architect

Enchantment (Compulsion) [mind-affecting]
Level: Cleric 1, Paladin 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: The caster and all allies within the range of the spell, centered on the caster.
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You focus on your divine focus, summoning up energy that bursts forth from your body and encompasses your nearby allies, wreathing them in a halo of light..

Any creature affected by this spell gains divine insight into the workings of machinery, increasing their effective inventor level by +4 for the purposes of the highest level invention they can create. This does not grant the inventor knowledge of new inventions, but merely allows them to enhance their currently-known inventions beyond the level they normally could.

Divine Defect

Transmutation
Level: Cleric 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

You call upon the power of the divine to wreak havoc with mechanical abominations, filling the area with a flickering glow that seems to cause metal objects to vibrate uncontrollably.

You surround yourself with a sphere of divine power with a radius of 5 feet per caster level that makes it difficult for inventors to activate their inventions. The activation cost of all inventions activated within the radius of this effect is increased by 3 (though this does not increase the effective level of any inventions). Additionally, if an inventor must spend ticks each round to maintain an invention within the area of the *divine defect* effect, the maintenance cost is doubled.

Divine Reinforcement

Transmutation
Level: Cleric 4, Paladin 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct or object touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The power of your god flows into your hands and out into your target, infusing the material with the incredibly force of the divinity and making it harder than ever.

When you cast this spell on an object or a construct with hardness, its hardness is increased by +10 for the duration of the spell. If you cast this spell on a construct without hardness but with DR, its DR is increased by +10. If you cast this spell on a construct without DR, it gains DR 10/adamantine for the duration of the spell.

Malfunction Ward

Abjuration
Level: Cleric 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Gadget or technological item touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You place the divine blessing of your god upon the mechanical construct, giving it a luminescent aura that seems to cause all of its machinery to flow smoothly into their other pieces.

A gadget or technological item protected by a *malfunction ward* is immune to mishaps during activation, even if the user rolls a natural 1 on the Use Clock and Steam check to activate it.

Chapter Seven: Enchantments

Although mechanical technology and magic may seem to be at odds most of the time, there are a few cases where inventors and spellcasters work hand in hand to create something wonderful. While they are a bit more rare, these inventions can do things far beyond that imagined by inventors or spellcasters alone. This chapter presents a number of ways of mixing inventions, specifically gadgets, with the enchantments typically reserved for magic weapons and armor. Moreover, this chapter also includes a few new magic items designed to enhance the inventor's potency and ability, giving them new options that inventions alone cannot provide.

Magic Items

The following magic items are designed for use by inventors, primarily as a means of enhancing their existing abilities. Though some of these magic items might be of use to non-inventors, they are clearly the most valuable in the hands of anyone that can activate inventions.

Inventor's Goggles

These goggles are similar to *goggles of minute seeing* but allow the wearer impressively enhanced vision when dealing with the tiny and delicate gears of a clockwork mechanism.

Description: Resembling a pair of spectacles with several rotating lenses extending forward from the eyepieces, a set of *inventor's goggles* are small and delicate, making them easy to damage if one is not careful. The frames of the goggles are typically made of finely-crafted metal, though some have been known to use specially treated woods instead. The lenses of a set of *inventor's goggles* are designed to rotate or flip up, allowing the wearer to zoom in and out on their inventions with a mere mental command.

Activation: Putting on a set of *inventor's goggles* is all that is required to activate them, which is normally considered a move action that does not provoke an attack of opportunity. A set of *inventor's goggles* takes up the same slot as a hat or helm normally would, requiring them to be strapped around the back side of the head. Thereafter, no action is required to activate the item, and it may be removed as a move action.

Effect: A set of *inventor's goggles* makes it easy to deal with tiny mechanisms, granting a +5 competence bonus to all Craft (clock and steam) checks. Additionally, inventors that wear a set of *inventor's goggles* automatically reduce the cost of activating an invention by 1 (to a minimum of a 1 tick activation cost).

Aura/Caster Level: Strong divination; CL 13th

Construction: Craft Wondrous Item, *true seeing*; 4,000 gp; 320 XP.

Weight: 2 lbs.

Price: 8,000 gp.

Inventor's Satchel

This bag holds all of the inventor's parts and pieces necessary to create very large and very complicated inventions without the need to lug around a cart full of metal gears and springs.

Description: The *inventor's satchel* appears to be a small, wide leather bag with a single large flap that folds over the top. A leather strap stretches from one end of the bag to the other, allowing an inventor to carry it over his shoulder or on his back with ease. An *inventor's satchel* is covered in small pockets and has dozens of metal clips, buttons, and zippers that conceal storage areas. Typically, an *inventor's satchel* has the appearance of well worn leather, as though it had been used for long periods of time and filled with all manner of mechanical devices.

Activation: No action is required to activate an *inventor's satchel*; it is active from the moment it is created. Placing an item into an *inventor's satchel* is a move action, as is retrieving the item. You must know what item you are attempting to retrieve when you reach into the bag. Turning an *inventor's satchel* inside-out has no effect.

Effect: The *inventor's satchel* functions exactly as a *bag of holding Type II*, with the following exceptions: an *inventor's satchel* can hold sharp objects without the fear of tearing or destroying the bag; living creatures cannot survive inside an *inventor's satchel* (they begin to suffocate immediately when put inside), and retrieving a specific item from the *inventor's satchel* is a move action, regardless of how many items are placed in the bag.

Additionally, an *inventor's satchel* can hold an infinite amount of parts and components, the raw materials used to make gadgets, technological items, and mechanical creatures. An *inventor's satchel* can also hold an infinite amount of partially-complete gadgets, technological items, or mechanical creatures, allowing the inventor to carry his work with him wherever he goes.

Aura/Caster Level: Strong conjuration; CL 9th.

Construction: Craft Wondrous Item, *secret chest*; 3,500 gp; 280 XP.

Weight: 25 lbs.

Price: 7,000 gp.

Ring of Clockwork Harmony

This ring surrounds the wearer in an aura of good fortune and mechanical harmony, making it easier to create and activate gadgets and inventions without the fear of malfunction or mishap.

Description: This small ring appears to be made of a single golden cogged wheel or gear with a hole in the center large enough for the wearer's finger. The ring looks as though it could fit perfectly into a real invention and has no markings on its surface. A *ring of clockwork harmony* automatically resizes to fit its wearer and fits snugly around the chosen finger.

Activation: A *ring of clockwork harmony* requires no special activation to function. When the ring is worn, its effect is

always granted to the wearer. A *ring of clockwork harmony* takes up a single ring slot, as any other magical ring.

Effect: As long as an individual wears the *ring of clockwork harmony* they are considered to be permanently under the effects of the *malfunction ward* spell. As such, they ignore all mishaps, though rolling a natural 1 on a Use Clock and Steam check still results in a failure to activate the gadget or technological item that round.

Aura/Caster Level: Moderate abjuration; CL 4th

Construction: Forge Ring, *malfunction ward*; 12,500 gp; 1,000 XP.

Weight: —

Price: 25,000 gp.

Ring of Mechanical Storage

This ring allows an inventor to store up some of his resources for a situation where he is in dire need of replenishment, granting him a temporary boost in inventing power.

Description: This delicate ring actually resembles a golden band with a clock face on top in the place of a jewel or gem. The clock face actually functions as a normal mechanical clock, though its face flips open to reveal a small storage area inside. The ring's mechanisms are actually magical constructs and as such cannot be damaged or disrupted except by any means that can harm a normal magic ring.

Activation: Removing ticks from a *ring of mechanical storage* is a swift action that does not provoke attacks of opportunity. Recharging a *ring of mechanical storage* is a full-round action that provokes an attack of opportunity. A command word is required to remove ticks from the ring, as well as to recharge the ring.

Effect: When an inventor obtains a *ring of mechanical storage*, he must first charge the ring using some of his own resources. A *ring of mechanical storage* may be recharged to hold up to 10 ticks; when an inventor charges the ring, he spends the full-round action to activate it and then spends a number of ticks (up to the maximum of 10) from his own invention pool that will be charged in the ring. These ticks are considered persistently in use for the next 24 hours, and do not regenerate as normal. After 24 hours the ticks are no longer persistently in use and regenerate as normal. However, the ring remains charged with those ticks until they are removed.
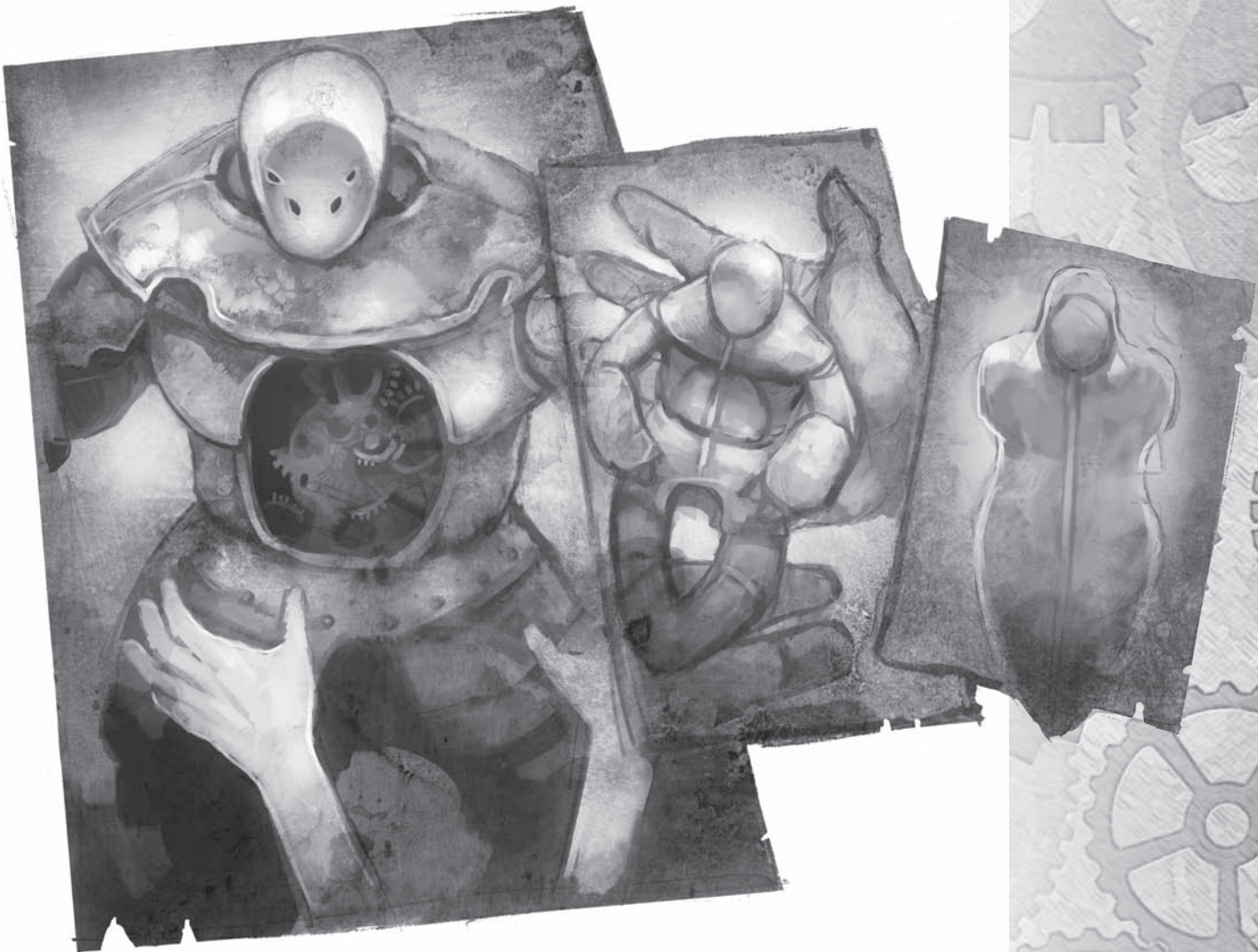
Removing ticks from the ring requires the command word and swift action to activate it, at which point all of the ticks stored in the ring are instantly put into the inventor's invention pool. The invention pool may never have more ticks than the normal maximum number of ticks in the invention pool. Once the ticks are removed in this manner, the *ring of mechanical storage* must be recharged as described above.

Aura/Caster Level: Faint conjuration; CL 5th

Construction: Forge ring, *arcane mechanical surge*; 9,500 gp; 760 XP

Weight: –

Price: 19,000 gp.

Shrinking Construct

This small, mechanical simulacrum allows a character to store a large construct within its confines, releasing it and returning it to normal size upon command.

Description: A *shrinking construct* resembles a small, mechanical creature roughly the shape of the construct it stores. When the *shrinking construct* is first created, it is actually only vaguely humanoid shaped and reveals no clockwork mechanisms within its tiny form. When the *shrinking construct* is attuned to an actual construct, it takes on the physical form of a tiny version of the construct it stores.

Activation: Activating a *shrinking construct*, whether to store or call forth the actual, full-size construct, is a standard action that does not provoke an attack of opportunity. Activating a *shrinking construct* requires a command word, as designated by the *shrinking construct*'s creator.

Effect: A *shrinking construct* stores within its body a full-size construct, shrunk down to no larger than an apple in size. When the *shrinking construct* is first created, it is placed next to an actual construct of CR 6 or lower and the command word is issued. The full-size construct disappears and is stored inside the *shrinking construct* instead. The stored construct may be summoned and remain at its full size for a total of 12 hours per week (which can be in any increments the owner chooses) by simply activating the *shrinking construct* as noted above. After 12 hours of use in a given week, the construct returns to the *shrinking construct* and will not emerge until the following week. All *shrinking constructs* are attuned to a single construct, which cannot be changed at any time.

The construct stored within the *shrinking construct* always obeys the creature that summons it from the item. If a *shrinking construct* is destroyed, the construct within it is released but is driven to violence, lashing out and attacking anyone and everyone in its path until destroyed.

Aura/Caster Level: Moderate transmutation; CL Xth

Construction: Craft Wondrous Item, *shrink item*; 5,000 gp; 400 XP; A willing construct (that is, one commanded by its owner to be stored in the *shrinking construct*), must be ready and present at the time of construction.

Weight: 1 lb.

Price: 10,000 gp.

Enchanting Clock and Steam

Some clockwork and steam-powered items, such as the gadgets based on Weapon and Armor inventions, can be enchanted much in the same way that normal weapons and armor can be. For example, a ranged making use of a *pneumatic needle* might decide that he wishes to enchant it to be more effective against undead, so he has his wizard ally put the *undead bane* enchantment on his gadget. After several days' worth of work, the wizard successfully manages to transform the ranger's *pneumatic needle* into a *+1 undead bane pneumatic needle*, thus serving the ranger better against his favored enemies.

The following section includes rules for enchanting gadgets of the Weapon and Armor type, as well as a few new weapon and armor enchantments designed specifically for use in a campaign that makes heavy use of clockwork and steam power.

Weapon Enchantments

Adding an enchantment to a gadget based on an invention of the Weapon type is much like enchanting any other weapon. Essentially, the gadget replaces the masterwork weapon in the process, though certainly most gadgets are far more expensive than masterwork weapons. Note that only gadgets can be enchanted in this way, and even more importantly only gadgets that are based on inventions of the Weapon type. Normal inventions and non-Weapon gadgets cannot be enchanted in this manner.

Simply replace the masterwork weapon with the gadget, and apply the cost modifiers as normal. Like normal magic weapons, a gadget with a special ability enchantment must have at least a +1 enhancement bonus from magical enchantment as well. The enhancement bonuses to attack and damage and special abilities apply to every charge expended when using the gadget, even if that charge produces multiple attacks or multiple projectiles.

For example, the famous inventor Fenren Jixter wants to augment his *reactive spring-loaded blade* gadget so that it is more likely to strike a target for increased damage. He decides he wants to ask his friend, a wizard that owes him some favors, to enchant the invention with the *keen* special ability. Jixter creates the gadget at a cost of 3,000 gp (100 ×3 tick cost ×inventor level of 10). The *keen* special ability is the equivalent of a +1 bonus, and a +1 enhancement bonus is required to add the *keen* quality, for a base price of 8,000 gp. All told, Jixter's *+1 keen reactive spring-loaded blade* costs him 11,000 gp and 240 XP. His wizard ally spent 4,000 gp on the enchantment and 320 XP on the enchantment alone.

CLOCK and STEAM

Gadgetbuster

A gadgetbuster weapon is specifically designed to disrupt the gears, springs, and steam-powered mechanisms or inventions and other mechanical devices. It deals an additional 2d6 points of damage when attempting to sunder a gadget or a technological item. Additionally, if the gadgetbuster weapon is used to attempt to smash or destroy a mechanical or non-magical trap, it gains the +2d6 damage bonus as above.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *warp machinery*.

Cost: +1 bonus.

Resource Draining

A resource draining weapon is the bane of all inventors. When a resource draining weapon successfully damages a character with an invention pool, it drains 1d6 ticks from the target's invention pool. Though these ticks still regenerate at the normal rate, each strike drains ticks from the inventor in this manner. As such, multiple hits from a resource draining weapon can quickly reduce the inventor to a very low number of ticks in a matter of rounds.

Strong transmutation; CL 10th; Craft Magic Arms and Armor; *divine defect*.

Cost: +2 bonus.

Target Attuned

A target attuned weapon fires ammunition that attracts other shots of its own kind, making it easier to strike a target once it has been damaged by your weapon. A target attuned enchantment can only be applied to ammunition and ranged weapons that use ammunition, such as bows and crossbows. Whenever a target attuned weapon strikes its target successfully, it grants its user a +1 circumstance bonus to attack rolls against that same target for 1 round.

Moderate divination; CL 8th; Craft Magic Arms and Armor, *true strike*.

Cost: +1 bonus.

Armor Enchantments

Adding an enchantment to a gadget based on an invention of the Armor type is similar to enchanting any other suit or armor or shield. Essentially, the gadget replaces the masterwork armor in the process, though certainly most gadgets are far more expensive than masterwork armor. Note that only gadgets can be enchanted in this way, and even more importantly only gadgets that are based on inventions of the Armor type. Normal inventions and non-Armor gadgets cannot be enchanted in this manner.

Simply replace the masterwork armor with the gadget, and apply the cost modifiers as normal. Like normal magic armor, a gadget with a special ability enchantment must have at least a +1 enhancement bonus from magical enchantment as well. The enhancement bonuses to AC and special abilities apply to every charge expended when using the gadget.

Construct Repulsion

A suit of armor or a shield with the construct repulsion quality is particularly resistant to attacks originating from constructs. The armor or shield radiates an aura of disruption that makes it difficult for constructs to effectively damage you, lessening the impact of every blow. While wearing armor or carrying a shield with construct repulsion, you gain DR 5/— against all attacks originating from a construct.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor; *sonic disruption*.

Cost: +1 bonus.

Mechanical Protection

A suit of armor or a shield with the mechanical protection quality gains a particular resistance to inventions and other attacks based on clockwork or steam power. The armor or shield radiates a field of chaos that causes mechanical objects to malfunction when they draw close. Whenever you are the target of an invention or a gadget, you gain an additional +4 circumstance bonus to your AC and a +4 circumstance bonus to all saves to avoid the effects of that invention.

Strong abjuration; CL 12th; Craft Magic Arms and Armor; *divine defect*, *protection from law*.

Cost: +2 bonus.

Precision

A suit of armor or a shield with the precision quality radiates an aura of order and ensures that mechanical devices you activate function unerringly. Once per encounter, whenever you roll a Use Clock and Steam check, you may re-roll the check (though you must accept the second result, regardless of whether or not it is better than the first result).

Faint abjuration; CL 7th; Craft Magic Arms and Armor; *malfunction ward*, *protection from chaos*.

Cost: +1 bonus.
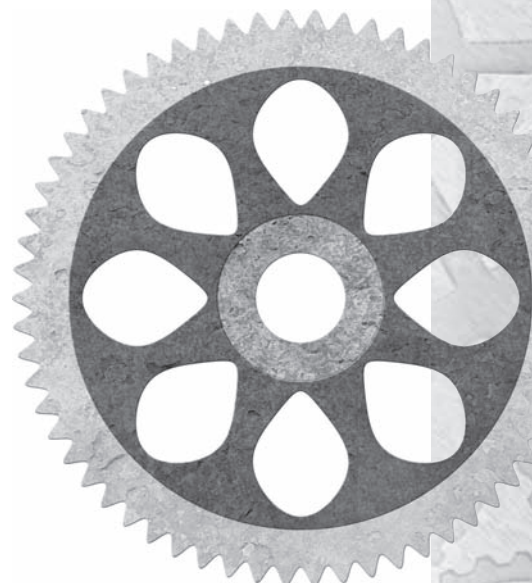
Chapter Eight: Technology

If gadgets are the inventor's version of the wand, then technological items are the inventor's version of all other magic items. Technological items represent special items that make use of clockwork and steam power technology to produce a unique effect. Unlike regular inventions or gadgets, these items do something different enough that they must be considered their own unique entity. Technological items range from weapon and armor enhancements to clockwork limbs, all created according to their own unique specifications.

A technological item is considered a gadget for the purposes of spells, effects, and magic items that specifically target gadgets or inventions. Technological items use no magic nor do they consume ticks from an invention pool, though many of them do require a Use Clock and Steam check to activate. Also like gadgets, rolling a natural 1 when making a Use Clock and Steam check to activate a technological item results in a mishap (see **Chapter Three: The Way of Clock and Steam** for more information on mishaps).

Clockwork Prosthetics

One of the most impressive advances the High Thonians have made in clockwork technology is the creation of prosthetics that use clockwork to simulate normal, living body parts. By melding flesh and metal, the High Thonians have managed to create mechanical body parts that return mobility and functionality to those people who thought they had lost such abilities. Though prosthetic limbs are expensive and difficult to create, many people see them as an avenue to regaining the freedom and confidence they once possessed, and are willing to pay any cost to achieve such a state once more.

A prosthetic body functions exactly as a normal part for the purposes of most tasks and effects. A prosthetic limb brings with it all of the basic functions of the original limb with no loss of effectiveness, and magic items can be worn on those limbs as though it were the original limb. Thus, a character with a prosthetic clockwork arm can use rings on that hand, and one with prosthetic legs can wear boots on his clockwork feet. Mechanical eyes and internal organs function just as they are intended provided there are no difficulties during the surgery to install them.

Clockwork prosthetics can be affected by spells such as *rusting grasp* but only if they are directly exposed to the spell. If a clockwork limb is damaged in this way, it simply ceases to function until repaired (the character suffers no damage as a result of the damaged limb). Prosthetic body parts typically have a hardness of 10, 10 hit points, and a Break DC of 28. They can be attacked and sundered as any held object. Though some clockwork prosthetics can be made out of harder materials, most are made of iron and steel, with clockwork throughout.

Clockwork arms can be enchanted as though they were normal weapons that deal bludgeoning damage. Thus, a monk with a clockwork arm could have a wizard enchant it to treat it as a *+1 aberration bane unarmed strike*, for example. A clockwork arm deals the normal amount of damage for an unarmed strike and does not confer any bonuses to attacks or damage unless magically enchanted.

Creating a clockwork limb or organ is a difficult process similar to the creation of a gadget or a technological item. A character must have the Clockwork Surgery feat to install a clockwork prosthesis in a creature, though the clockwork device itself can be crafted by someone without the Clockwork Surgery feat. Crafting a clockwork limb or organ is based on the market price of the device; see **Table 8-1: Prosthetic Replacement Costs** for the market prices of typical prosthetics. The raw materials cost for a prosthetic replacement is one-half the market price. Once you have paid the raw materials costs, you make Craft (clock and steam) checks as though you were crafting a gadget, multiplying the result by 40 to obtain your progress (in gp) for the day. Once you have crafted enough to surpass the raw materials cost, the clockwork replacement is completed and ready for installation. All other rules related to crafting gadgets, such as the results for failing Craft (clock and steam) checks, apply here.

Once the replacement part has been crafted, the surgery to install the prosthetic device can begin. Surgery requires 8 hours of uninterrupted work in a location suitable for surgery, such as in a clean surgeon's office or in a modified inventor's laboratory. Once per hour, the surgeon makes a Heal check (DC 30) to continue the installation of the prosthetics. If the surgeon fails a Heal check, the subject receiving the replacement part must succeed on a Constitution check (DC 15) or drop to –1 hit points and begin bleeding. Each time the subject must make such a Constitution check and fails, he drops two hit points further down (i.e. to –1 the first time, to –3 the second time, to –5 the third time, and so forth). When 8 hours of surgery have been completed, the surgeon must make one final Heal check (DC 25) to complete the surgery. After that point, the clockwork limb or organ works as intended.

Often it takes a character some time to adjust to the new body part, and it also frequently takes some time for their body to accept it. For a number of weeks equal to 5 – the subject's Constitution bonus (minimum of 1) the subject suffers a –2 penalty to Dexterity and Constitution as a result of the healing process and adaptation to the new part. Additionally, once every 6 months the subject must receive maintenance on his clockwork parts (requiring another character to succeed on a DC 15 Craft (clock and steam) check to perform maintenance); if the subject fails to get regular maintenance, the clockwork prosthetics cease to function in 1d6 weeks.

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Table 8–1: Prosthetic Replacement Costs

Prosthetic Part	Market Price
Arm (functional)	2,000 gp each
Arm (+2 Str)	8,000 gp each
Arm (+4 Str)	32,000 gp each
Eye	400 gp each
Eye (+2 Search/Spot)	1,600 gp each
Eye (+4 Search/Spot)	6,400 gp each
Leg (functional)	1,500 gp each
Leg (+5 ft. movement)	6,000 gp each
Leg (+10 ft. movement)	24,000 gp each
Internal Organ	20,000 gp each
Worker's Limbs	10,000 gp

Prosthetic Arms

Prosthetic arms cover everything from mechanical hands all the way up to replacements that include portions of the shoulder and torso. Standard clockwork arms simply replace the missing limb and allow the character receiving the replacement to act normally. However, particularly wealthy characters can purchase arms that actually enhance their Strength score, allowing them to perform incredible feats thanks to their mechanical replacements. These mechanical arms provide either a +2 or a +4 enhancement bonus to strength; unlike other items, two arms can stack their enhancement bonuses together (essentially, a pair of arms functions as a single enhancement bonus to Strength). A character need not have both arms replaced to receive this bonus; one replaced arm is enough to provide the bonus appropriate to the replacement limb.

Prosthetic Legs

Prosthetic legs cover everything from mechanical feet all the way up to replacements that include portions of the thigh and hip. Standard clockwork legs simply replace the missing limb and allow the character receiving the replacement to act normally. However, particularly wealthy characters can purchase legs that actually enhance their base movement speed, allowing them to move more quickly thanks to their mechanical replacements. These mechanical legs provide either a +5 foot or a +10 foot enhancement bonus to a character's base land movement speed; unlike other items, two legs can stack their enhancement bonuses together (essentially, a pair of legs functions as a single enhancement bonus to base speed). A character need not have both legs replaced to receive this bonus; one replaced leg is enough to provide the bonus appropriate to the replacement limb.

Prosthetic Organs

Unlike prosthetic limbs and eyes, prosthetic organs actually implement many of the components of steam-powered technology in creating replacement parts. So far, inventors have managed to create mechanical lungs, kidneys, and other internal organs that can nearly perfectly replicate the functions of the original organs. Unfortunately, mechanical replacement organs are prone to malfunction due to the delicacy of their systems, and require maintenance every 2 months instead of every six months. Additionally, performing maintenance on a prosthetic organ requires a surgeon to make a Heal check (DC 25) on the subject to open the body so the prosthetic part can be accessed.

Replacement Eye

Prosthetic eyes are actually a marvel of both clockwork and lens-crafting technologies. Using clockwork mechanisms to focus and swivel the prosthetic eye and highly-tuned lenses to focus incoming light, replacement eyes can restore vision to those who have lost it due to losing an eye with a nearly 100% success rate. Standard prosthetic eyes simply replace the missing eye and allow the character receiving the replacement to see normally. However, particularly wealthy characters can purchase eyes that actually enhance their vision, allowing them to see smaller and more distant objects better than before. These mechanical legs provide either a +2 or a +4 enhancement bonus to a character's Search and Spot checks; unlike other items, two eyes can stack their enhancement bonuses together (essentially, a pair of eyes functions as a single enhancement bonus to skills). A character need not have both eyes replaced to receive this bonus; one replaced eye is enough to provide the bonus appropriate to the replacement eye.

Worker's Limbs

One of the greatest advances in clockwork prosthetics is also one that does not replace any missing body parts. Known as worker's limbs, these are spindly prosthetic arms that are attached to the body with a harness that allow craftsmen to have an extra set of arms available while working. Worker's limbs can hold any object that could normally be held in one hand and are capable of basic manipulation of those items. However, worker's limbs are not capable of fine manipulation and are mostly used to hold items while, leaving the craftsman's hands free to complete his task. A set of worker's limbs allows a creature to hold one additional object in each of the two hands. The worker's limbs cannot be used to make attacks, though if a potion is held in the hand of a pair of worker's limbs it can be quaffed as a swift action. Worker's limbs cannot retrieve items from storage, but they can hold items that are handed to them. Worker's limbs can be used to push buttons and pull levers but are not capable of manipulating anything more complicated.

Unlike other prosthetics, worker's limbs do not need to be installed surgically; they merely react to muscle tension in the torso and upper body. Donning a set of worker's limbs requires 1 minute and a Use Clock and Steam check (DC 20); failing this check means that the limbs are not worn properly and will not function.

Weapon Technology

Advancements in clock and steam have allowed inventors to create powerful weapons that can do things only spellcasters were previously capable of doing. However, despite these new technologies, most adventurers still prefer to use traditional weapons due to their reliability and prevalence. After all, a sword will never malfunction at the wrong moment, and a warhammer never breaks down because of dirt or grit. Despite this preference for traditional weapons, some adventurers have also learned to adapt technological items that become valuable add-ons to their existing weapons. Others use clockwork and steam technology to create new weapons in the old style, wielding hybrid weapons that combine traditional blacksmithing with advanced inventions.

The following enhancements are used in conjunction with more traditional weapons, and can help add an element of clockwork and steam power to any hero's armament without requiring a dedicated study of the science of invention. Each weapon quality includes a cost as well as the means of crafting the technology. Weapon technology uses the Craft (clock and steam) skill to create the technological item, following the rules given in **Chapter Four: Skills and Feats** under the description of the skill. The market price listed for the weapon technology is for the enhancement only, which is added to the base cost of the weapon to determine the total market value of the weapon once the enhancement is installed.

Collapsible Weapon

A collapsible weapon is one that can be broken down into smaller parts and then reassembled quickly, becoming ready for use in mere moments. Collapsible weapons use springs and gears to allow for quick and sturdy assembly of hilts, blades, or other weapon parts without the need for carpentry or blacksmithing. The collapsible weapon quality allows a character to disassemble a weapon as a full-round action; in its disassembled state, the weapon does not actually resemble a weapon, and could pass for a set of artisan's tools in a pinch. A full-round action reassembles the weapon, allowing it to function as normal.

Requires: Craft Clock and Steam, Craft (weaponsmithing) 5+ ranks.

Market Price: 800 gp.

Raw Materials Cost: 400 gp.

Counterbalance

A counterbalance is a system of weights and pulleys that can be installed in the hilt or grip of any melee weapon. The weights shift and adjust to the wielder's swings, allowing the weapon to build greater momentum with the same expenditure of effort on the part of the wielder. A weapon with the counterbalance quality gains a +1 enhancement bonus on all attack rolls and a +2 enhancement bonus on all damage rolls. However, on an attack roll that results in a natural 1, the counterbalance throws the wielder off-balance, imposing a –1 penalty to the wielder's AC for one round.

Requires: Craft Clock and Steam, Craft (weaponsmithing) 5+ ranks.

Market Price: 2,000 gp.

Raw Materials Cost: 1,000 gp.
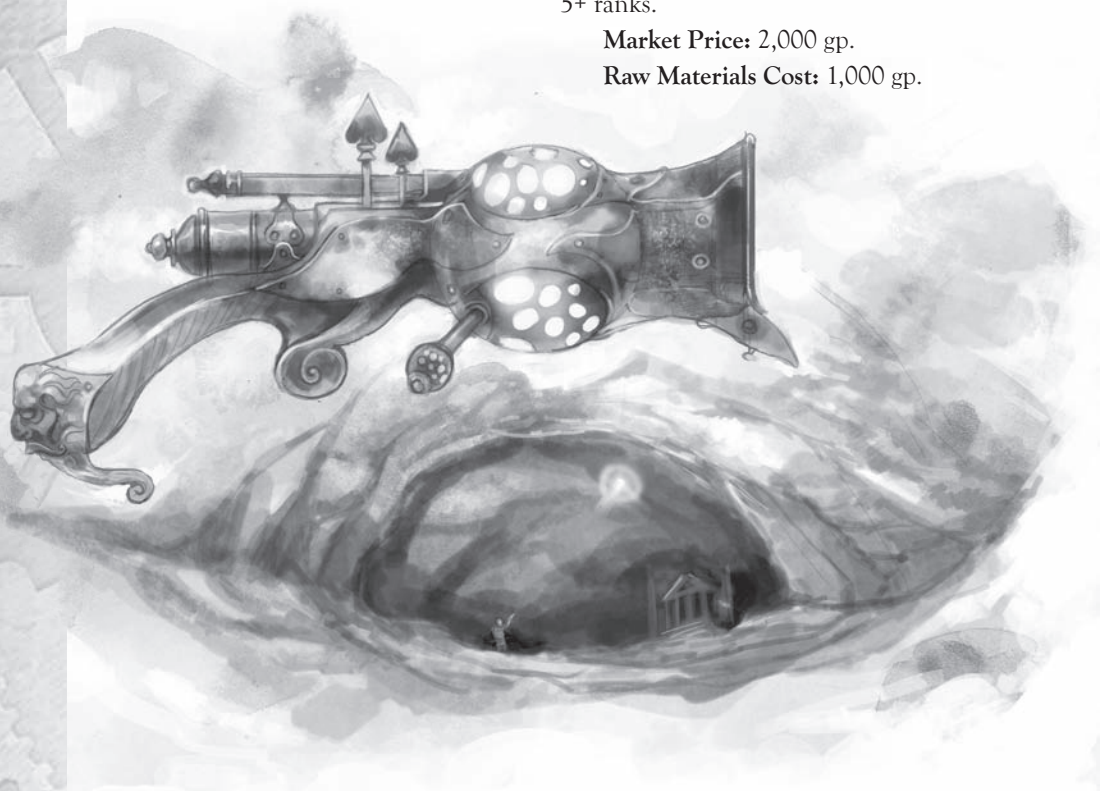
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Mechanical Trap

A mechanical trap is a technological item enhancement that can be applied to any weapon, preventing anyone other than the owner from wielding the weapon. When the mechanical trap quality is added to the weapon, the builder installs a special switch that must be pressed before gripping the weapon, which is known only to the creator and the person the weapon is intended for. When anyone other than the owner or creator attempts to pick up the weapon, they must succeed on a DC 25 Spot check or fail to notice the disarming switch. If they fail the Spot check, the weapon's trap springs, dealing 1d6 points of piercing damage to the person holding the weapon. Additionally, a weapon with a triggered mechanical trap automatically imposes a –4 penalty to all attack rolls made with that weapon. The proper owner of the weapon can reset the trap as a move action, and needs not expend any action when gripping the weapon to deactivate the mechanical trap.

Requires: Craft Clock and Steam, Craft (weaponsmithing) 8+ ranks.

Market Price: 1,400 gp.

Raw Materials Cost: 700 gp.

Steam Heater

Though the steam heater is considered a technological item weapon enhancer, in truth the steam heater is not attached to the weapon at all. Instead, the steam heater is worn on the forearm or shoulder, though it is considered an enhancement for an individual weapon and will only work for that weapon. As a swift action, the wielder of a weapon with the steam heater enhancement superheats the weapon, causing it to deal 1d4 points of fire damage in addition to its normal damage. Only metal or stone weapons can receive the benefit of this enhancement, as can arrows or crossbow bolts that have metal or stone tips (in the latter case, the steam heater is considered to be an enhancement for the bow of crossbow respectively).

Requires: Craft Clock and Steam, Craft (weaponsmithing) 10+ ranks.

Market Price: 1,800 gp

Raw Materials Cost: 900 gp.

Weapon Chain

A weapon chain is considered a must-have technological enhancement by many melee combatants, allowing them to continue fighting even in the face of an opponent that attempts to disarm them. A weapon chain is a simple clockwork device that can be attached to any melee weapon; it consists of a length of thin chain, similar to that used in many standing clocks, that can retract or lengthen based on the motions of the combatant wielding the weapon. In this way, the weapon chain does not interfere with the wielder's combat actions in any way and still grants a +4 competence bonus to any attempts to resist being disarmed. Additionally,

if the wielder is disarmed despite this bonus his opponent may not take the weapon from him, and picking up the weapon does not provoke an attack of opportunity.

Requires: Craft Clock and Steam, Craft (weaponsmithing) 5+ ranks.

**Market Price:** 600 gp.

Raw Materials Cost: 300 gp.

Armor Technology

Though the bulk of armor technology comes from the blacksmith, who learns how to make armor lighter and more maneuverable, many inventors have taken a special interest in armor and how it can interact with inventions. These few inventors have come up with a number of technological advancements that have made wearing armor easier or given them more flexibility and utility. A suit of armor with a technological item enhancement often has a small advantage over a mundane suit of armor without such an enhancement, and it can still be enchanted by normal magical means.

The following enhancements are used in conjunction with more traditional suits of armor, and can help add an element of clockwork and steam power to any hero's armament without requiring a dedicated study of the science of invention. Each armor quality includes a cost as well as the means of crafting the technology. Armor technology uses the Craft (clock and steam) skill to create the technological item, following the rules given in **Chapter Four: Skills and Feats** under the description of the skill. The market price listed for the armor technology is for the enhancement only, which is added to the base cost of the armor to determine the total market value of the armor once the enhancement is installed.

Embedded Gadget

Most suits of armor do little more than provide protection for the creature inside, which is of course the primary goal of armor. However, some inventors have seen armor as yet another place to store inventions when not in use, allowing each access to the inventions in time of need. The embedded gadget quality allows an inventor to take a gadget (created with the rules in **Chapter Three: The Way of Clock and Steam)** and attach it to a suit of armor, keeping it at the

ready. A suit of armor can only typically hold one gadget (though GMs that wish to allow the armor to hold more can, at their discretion, allow it). That gadget is considered always at the ready and need not be retrieved to activate it. Thus, an inventor could embed a *pneumatic needle* gadget into a suit of full plate armor, allowing the wearer to make use of the gadget without having to drop his sword or shield.

The character adding the embedded gadget quality to the suit of armor must provide the gadget in question. When the gadget runs out of charges, it may be replaced by an identical gadget without having to replace the embedded gadget quality of the armor. Doing so requires one hour of work.

Requires: Craft Clock and Steam, Craft (armorsmithing) 5+ ranks.

Market Price: 1,000 gp.

Raw Materials Cost: 500 gp.

Fast Removal Cord

One of the greatest dangers facing those who wear heavy armor is becoming trapped in it at a dangerous time. When a character in full plate armor falls into a lake, the results can be disastrous. The armor becomes a prison, and escape and survival are hampered by the bulky nature of the armor. A fast removal cord is a piece of armor technology that allows the wearer to shed his armor at a moment's notice. As a standard action the wearer of armor with a fast removal cord enhancement can pull the cord, which causes the armor to fall off his body instantly, freeing him from the armor and allowing him to escape to safety. Donning the armor once more requires as much time as normal.
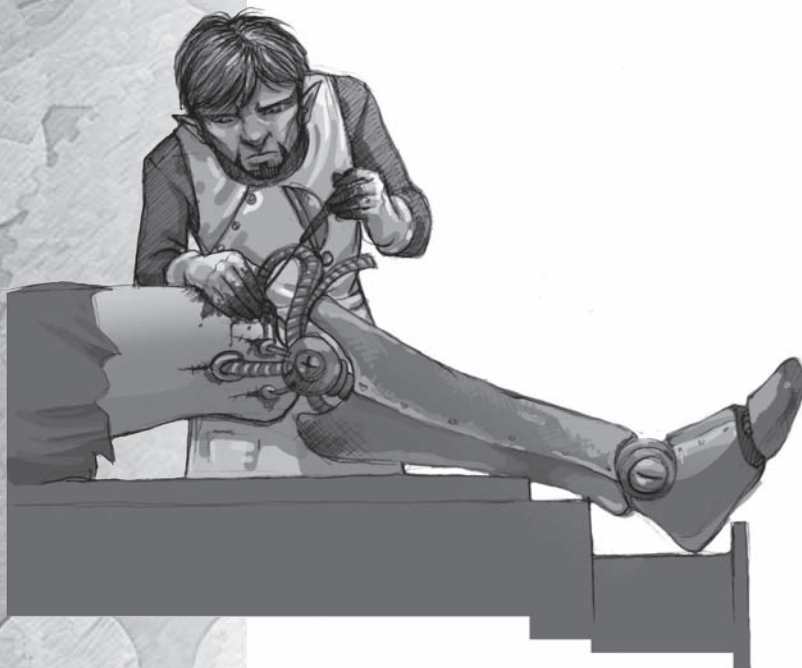
Requires: Craft Clock and Steam, Craft (armorsmithing) 5+ ranks.

Market Price: 500 gp.

Raw Materials Cost: 250 gp.

Pneumatic Potion Infuser

A delicate device that is actually attached to the inside of a suit of armor, a pneumatic potion infuser is a technological item that makes it easier to quaff a potion in the heat of combat. The pneumatic potion infuser can hold a single potion at a time, which it does to in a flexible pouch just on the inside of a suit of armor. When the wearer of the armor pushes down on a pressure-sensitive section of his armor (requiring a swift action), gears begin to turn and pumps inject the potion directly into the character's body. The character immediately gains the benefits of that potion as though he had just quaffed it. Reloading a new potion into the pneumatic potion infuser is a full-round action that provokes an attack of opportunity. Once a potion is stored in a pneumatic potion infuser, it cannot be removed (except by triggering its injection).

Requires: Craft Clock and Steam, Craft (armorsmithing) 8+ ranks.

Market Price: 1,400 gp.

Raw Materials Cost: 700 gp.

Storage Sleeve

A simple technological item that is installed on the inside of a shield, a storage sleeve can hold up to five Diminutive objects at any one time. Though typically used to hold potions at the ready (eliminating the need to fetch them from a back or satchel), a storage sleeve attached to the inside of a shield can be used to hold a wide variety of items so long as no individual item is greater than Diminutive in size. As long as you hold the shield (or have it strapped to your forearm, as in the case of a buckler) you may retrieve an item stores in the shield's storage sleeve as a swift action. Slipping an item into the storage sleeve is a move action that provokes an attack of opportunity.

Requires: Craft Clock and Steam, Craft (armorsmithing) 5+ ranks.

Market Price: 500 gp.

Raw Materials Cost: 250 gp.

Support Struts

A favorite technological item often used by character that wear heavy armor, support struts are composed of a series of springs, pulleys, weights, and gears that cause a suit of armor to move more smoothly in reaction to your own movements. Although they are typically complicated to create and install, support struts increase the mobility of the armor's wearer and allow greater freedom of movement. A suit of armor with support struts installed has its maximum Dexterity bonus increased by +1, its armor check penalty decreased by –1, and its arcane spell failure chance decreased by 10%. Support struts can only be installed in a suit of heavy armor; any lighter armors gain no benefit from the presence of support struts.

Requires: Craft Clock and Steam, Craft (armorsmithing) 10+ ranks.

Market Price: 2,500 gp.

Raw Materials Cost: 1,250 gp.
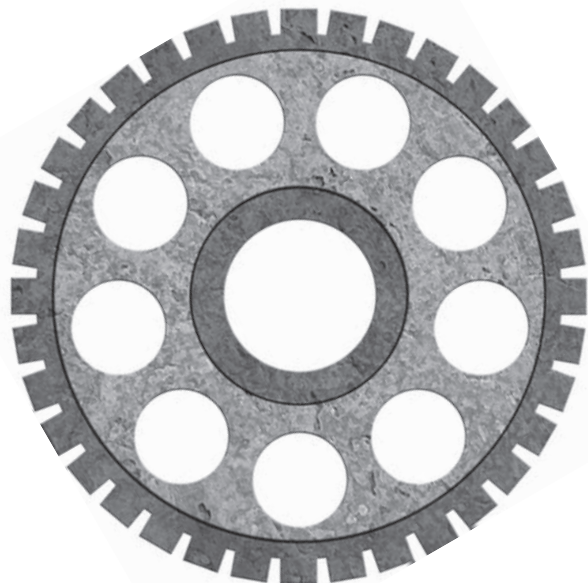
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Unique Technology

Though most inventors prefer to deal with gadgets and many heroes find weapons and armor enhanced by clock and steam easiest to use, there are still many clockwork and steam-powered devices in the realm that are unlike anything else. These technological items have unique effects unlike any invention or magic item, producing results wholly separate from anything else. The clock and steam equivalent of the wondrous item, these devices are far rarer than both gadgets and the other pieces of technology found in this chapter.

The following technological items are used independently of weapons and armor, making them more like unique magic items than enchanted gear. Each technological item includes a cost as well as the means of crafting the technology. Technological items use the Craft (clock and steam) skill to create the device, following the rules given in **Chapter Four: Skills and Feats** under the description of the skill.

Dexoskeleton

A unique mechanical skeleton worn on the outside of a person's clothing, the dexoskeleton enhances the wearer's dexterity, making them more difficult to hit and eliminating clumsiness from the movements of the wearer. A dexoskeleton uses pistons, gears, and pulleys to anticipate the wearer's moves and enhance their movements for maximum possible efficiency. A dexoskeleton grants its wearer a +4 enhancement bonus to their Dexterity score while using this technological item. A dexoskeleton uses up a cloak spot on the back, even though it actually extends across the wearer's entire body.

Requires: Craft Clock and Steam, Craft (clock and steam) 15+ ranks.
Weight: 30 lbs.
Market Price: 16,000 gp.
Raw Materials Cost: 8,000 gp.

Flare Gun

Often used by explorers and rangers traveling deep in unexplored territories, flare guns are especially useful for keeping large groups of people together. A flare gun fires a single, brightly-burning ball of fire into the sky, where it lingers for one minute before burning out. A flare gun is often used by advanced scouts to indicate enemy positions, though using the flare gun often gives away the fact that the scout is nearby (which can lead to some very dangerous consequences). Any creature within 2 miles of the flare gun when it is activated may make a Spot check (DC 5, modified by the viewer's individual circumstances) to notice the flare. Activating a flare gun is a standard action that provokes an attack of opportunity. The user must succeed on a Use Clock and Steam check (DC 15) to successfully activate this item; additionally, the item is prone to mishaps, just as gadgets are. A flare gun typically has 50 charges when created.

Requires: Craft Clock and Steam, Craft (weaponsmithing) 5+ ranks.
Weight: 2 lbs.
Market Price: 6,000 gp.
Raw Materials Cost: 3,000 gp.

rapidly and acts as a buffer between the incoming attack and the user of the interceptor shot. This grants the wearer a +4 enhancement bonus to natural armor as long as the interceptor shot is worn. Interceptor shot takes up a bracer spot (typically it is worn on the upper arms, shoulders, or wrists) so that its pellets can reach any part of the body.

Requires: Craft Clock and Steam, Craft (alchemy) 10+ ranks.

Weight: 8 lbs.

Market Price: 32,000 gp.

Raw Materials Cost: 16,000 gp.

Inventor's Tools, Automatic

This unique set of inventor's tools acts as an automated assistant when crafting clockwork and steam-powered items. Automatic inventor's tools, when inactive, resemble little more than the average inventor's toolbox. When activated (a standard action requiring a DC 15 Use Clock and Steam check), the automatic inventor's tools spring to mechanical life and can perform any number of pre-programmed automated tasks. Automatic inventor's tools use a steam engine to power spindly arms, each of which is capped with an inventor's tool. A set of automatic inventor's tools has a +10 bonus to Craft (clock and steam) and Use Clock and Steam checks, which are used to assist an inventor in creating whatever project he is working on. A set of automatic inventor's tools always performs the Aid Another action to assist the person that activated them, making the tools more of an automated assistant as opposed to an independent craftsman. Unfortunately, automatic inventor's tools are prone to mishaps as normal when being activated by their owner; deactivating the tools requires no skill check and only a swift action to flip the power switch off.

Requires: Craft Clock and Steam, Craft (clock and steam) 8+ ranks.

Weight: 25 lbs.

Market Price: 800 gp.

Raw Materials Cost: 400 gp.

Record Keeper

A relatively new device in Blackmoor, a record keeper is a clockwork device that can record sounds in its immediate vicinity. A steam pump superheats a razor-sharp metal needle, which is then placed against a soft, golden disc which spins during recording, etching the results of vibrations captured by the device's audio receptors. Activating the record keeper is a standard action that provokes an attack of opportunity and requires a Use Clock and Steam check (DC 25), but once activated the record keeper can record up to one hour of sound in its immediate vicinity. Deactivating the record keeper is a swift action that requires no skill check, and playing back recorded sounds is a standard action that provokes an attack

Force-Repulsing Belt

Favored by spellcasters and inventors that are unable to wear bulky armor, the force-repulsing belt uses vibrations, sound, and magnetism to repel incoming attacks. When activated (a standard action that provokes an attack of opportunity), the force-repulsing belt grants the wearer a +4 deflection bonus to AC. A force-repulsing belt can remain active for up to 5 minutes each day, though the user can deactivate the belt at any time (another standard action that provokes an attack of opportunity) to save time remaining each day. Once a force-repulsing belt has been active for 5 minutes in a single day, it deactivates and will not activate until the following day. Activating and deactivating a force-repulsing belt requires a Use Clock and Steam check (DC 10), with failure meaning that the action (either activating or deactivating the belt) fails as well. Additionally, the item is prone to mishaps, just as gadgets are. A force-repulsing belt takes up a belt item slot.

Requires: Craft Clock and Steam, Craft (armorsmithing) 10+ ranks.

Weight: 12 lbs.

Market Price: 32,000 gp.

Raw Materials Cost: 16,000 gp.

Interceptor Shot

A unique and strange device originally created by gnome inventors seeking protection from orcs while working in dwarven holds, interceptor shot is a technological item that enhances the owner's natural defenses. When worn, the interceptor shot uses delicate springs to sense the vibrations associated with incoming attacks, detecting when and where they will strike. Just before the incoming attack lands, the interceptor shot fires a small glob of gelatinous goo that coats the wearer's body near the point of impact. The goo hardens

of opportunity and requires a Use Clock and Steam check (DC 25). This item is prone to mishaps as normal.

The gold discs required to record sound cost 200 gp each and hold one hour's worth of audio recordings. They may be placed on the record keeper with a standard action (no skill check required).

Requires: Craft Clock and Steam, Craft (clock and steam) 15+ ranks.

Weight: 15 lbs.

Market Price: 24,000 gp.

Raw Materials Cost: 12,000 gp.

Sealed Environment Shell

Many inventors are uncomfortable traveling in the wilderness, regardless of the skill of their guide, and as such many have concocted portable laboratories that allow them the peace and quiet of home even when out in the wilds. The pinnacle of this innovation is the sealed environment shell. In its inactive form, the sealed environment shell is a box weighing no more than 50 lbs that can be carried in two hands by a Medium creature of average strength. When placed on the ground and activated (a full-round action that provokes an attack of opportunity and requires a Use Clock and Steam check at

DC 25), the sealed environment shell unfolds and expands into a 15-foot by 15-foot chamber, complete with a floor, a 10-foot-high ceiling, and four walls. The interior of the sealed environment shell is completely soundproof, blocking out all noise from the inside, and the interior environment is always kept at a comfortable temperature. The walls of the sealed environment shell are roughly one inch thick and made of lightweight metal; the walls have a hardness of 10 and 10 hit points.

Deactivating the sealed environment shell is a full-round action that provokes an attack of opportunity (no skill check required). The sealed environment shell retracts and folds back up, once again assuming the size and shape of a moderately-sized box. Any creatures or objects within the sealed environment shell are unceremoniously dumped out on the ground when it is deactivated. Like many other technological items, the sealed environment shell is prone to mishaps as normal.

Requires: Craft Clock and Steam, Craft (armorsmithing) 15+ ranks.

Weight: 50 lbs.

Market Price: 57,600 gp.

Raw Materials Cost: 28,800 gp.

Chapter Nine: Constructs and War Machines

The rise of clock and steam in Blackmoor has brought with it many wondrous creations, not the least of which are massive machines and complex constructs that require an absolute mastery of the latest scientific techniques to create. The dwarves were the first to show the world that the creations of inventors can go far beyond the mere trinkets and baubles the gnomes first designed; their steam bore and war machine have left a significant mark on the world, and the echoes of those machines still ring across the kingdom.

This chapter presents several new machines and constructs that can be created with clock and steam. These machines use the same format as monsters, allowing you to use them either as enemies or allies on the battlefield. Each entry includes a brief visual description of the machine, a stat block for use like a monster, a general description of the machine as well as an in-depth history of its creation, and some basic information to allow Gamemasters to design encounters based on these machines. Additionally, each entry provides basic information on how a player character might craft one of these amazing inventions, though in some cases they may require the efforts and resources of dozens of skilled craftsmen to complete with any speed.

This chapter also includes the Mechanical Creature template. This template can be used to create new clockwork and steam-powered constructs, based on existing creatures. This template is used by the *defender* invention to create mechanical combatants, as well as by the Master Constructor prestige class to create its construct ally.

Clockwork Defender

This mechanical creature resembles a tall human or an elf, its body made entirely of metal and springs and gears whirring throughout its form. It strands tall and straight, its head swiveling from side to side as if taking in the entire landscape, and a weapon and shield are all the weaponry it appears to carry.

Clockwork Defender   CR 6

Neutral Medium Construct
Init +2; **Senses** Darkvision 60ft., low-light vision;
    Listen +5, Spot +5
Languages Common (understand only),
    Chale (understand only)

AC 21, touch 12, flat-footed 19
    (+5 armor, +2 shield, +2 Dex, +2 natural)
hp 68 (9 HD); **DR** 10/adamantine

Immune Construct immunities
Resist Fire 10
Fort +3, **Ref** +7, **Will** +2;
Weakness Electricity

Speed 30 ft. (6 squares)
Melee Longsword +11/+6 (1d8+4/19–20) or
    longsword +7/+2 (1d8+8/19–20)
    with Power Attack
Ranged +8
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +10
Atk Options Power Attack
Special Actions Defender's shield bash
Combat Gear Longsword, shield

Abilities Str 19, Dex 14, Con –, Int 3, Wis 8, Cha 3
SA Defender's shield bash
SQ DR 10/adamantine, vice grip
Feats Cleave, Lightning Reflexes, Power Attack,
    Weapon Focus (longsword)
Skills Listen +5, Move Silently +0, Spot +5
Advancement 10–14 HD (Medium), 15–19 HD (Large)

Defender's Shield Bash (Ex) A clockwork defender has incredible strength that is designed to protect its owner and his or her allies. One of the methods it employs in doing so is a special shield bash that can temporarily disable an opponent. As a standard action the clockwork defender makes a melee attack against an adjacent target; if successful, the target takes 1d6+4 points of bludgeoning damage and must succeed on a Fortitude save (DC 18) or be stunned for one round.

Electrical Vulnerability (Ex) Due to the complexity and delicate nature of its internal organs, electricity damage is particularly harmful to the clockwork defender. A clockwork defender takes double damage from electricity.

Vice Grip (Ex) All clockwork defenders have a grip on their shields and swords that matches the strongest vice. All clockwork defenders gain a +10 competence bonus on attempts to resist being disarmed.

Clockwork defenders are High Thonian creations that are often used by members of the nobility for the defense of their homes and estates. Though lacking any serious degree of intelligence, clockwork defenders make the perfect guards in that they never sleep, never eat, never become bored or idle, and never cease in their duties. Owning a cadre of clockwork defenders is something of a sign of great prestige among High Thonian nobles, though nobles of other races have filled the ranks of their personal guard with clockwork defenders as well. Clockwork defenders are capable soldiers that serve their masters faithfully and cannot be bribed or dissuaded from service by any of the usual means.

CLOCK and STEAM

History

Clockwork defenders were originally created by High Thonian inventors as personal assistants that could aid in research and development. One day, a nobleman who had once been a military commander witnessed the strength exhibited by one of these clockwork men as it assisted an inventor he sponsored. That same day, the noble charged his sponsored inventor to reprogram the clockwork man for combat, putting his greatest military minds and weapons masters at the inventor's disposal. After several weeks of observing the noble's soldiers and officers, he programmed the first clockwork defender with swordfighting techniques and combat tactics, creating a dedicated defender that handled a sword as well as any soldier in the noble's militia.

From that day on, other nobles sought to obtain clockwork defenders, allowing them to have vigilant guards on hand that were not subject to human frailties. Despite the fact that the ever-growing number of clockwork defenders essentially amounted to a military build-up, the kingdom allowed nobles to amass platoons of clockwork defenders strictly for the defense of the noble's lands. After all, each clockwork defender saves the life of a living soldier that might otherwise die in the defense of his master's lands, and saving lives is definitely something the kingdom was willing to support. The Regency Council did begin to watch nobles that collected clockwork defenders more carefully, but they did not interfere as more of these mechanical soldiers spread throughout the land.

Strategies and Tactics

A clockwork defender is a simple creature, incapable of complex tactics. The clockwork defender favors a more defensive approach to combat, only using its Power Attack feat when it is sure its opponents are poorly-armored. The clockwork defender does typically seek out those opponents capable of dealing widespread damage, such as spellcasters and inventors, using their shield bash to keep those opponents inactive. Since a clockwork defender rarely fights

Clockwork Defenders in Blackmoor

Owning a clockwork defender, or better yet an entire platoon of clockwork defenders, is a sign of prestige among the nobles of Blackmoor, particularly High Thonian nobles. Clockwork defenders are often seen on the estates of these nobles, as well as in major cities when the nobles come for a visit. In fact, many nobles bring a clockwork defender with them wherever they go, letting the mechanical warrior act as a bodyguard as well as a display of power. Additionally, some wealthier cities have had clockwork defenders constructed specifically to serve as guards of the watch; their vigilance and lack of reliance on sleep or food makes them perfect watchers, though their lack of intelligence makes them good for little else.

Clockwork defenders are most often seen in the city of Blackmoor itself, though some have been spotted in Bramwald and Maus. Besides those plainly visible throughout the kingdom, many nobles have begun to assemble secret armies of clockwork defenders for their own purposes. Though most would claim they are only for self-defense (indeed a noble proposition, given that such an army spares living guards the dangers of combat), some High Thonian nobles are secretly planning for the day when they can reclaim the lands they believe are rightfully theirs. Though these armies might not be used in open insurrection or warfare, they would certainly prove valuable in defending a noble's estate or bolstering the military forces of the kingdom.

Creating a Clockwork Defender

Creating a clockwork defender requires 4,800 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 8th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 5 days crafting the clockwork defender. At the end of that time, the creator must spend 192 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

Clockwork Defender Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about clockwork defenders when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
16	Clockwork defenders are mechanical humanoids that stand vigilant watch over the homes of nobles and other members of royalty.
21	Clockwork defenders are especially dangerous in melee combat and can stun opponents by bashing them with their shields.
26	The body of a clockwork defender is made of hardened metal that can withstand extreme heat, making them resistant to fire-based attacks. Their armor is also made of the same tough metals, meaning only adamantine weapons deal significant damage to a clockwork defender.
31	A clockwork defender is made up of thousands of delicate springs and gears which are easily disrupted by high voltage attacks, making them particularly vulnerable to electricity effects.

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without several of its kind nearby, it can usually subdue and immobilize a dangerous caster while its comrades handle any other intruders. Clockwork defenders have no ego or anger, and as such cannot be distracted by taunts or challenges, allowing them to focus strictly on their chosen target to the exclusion of all others.

CLOCK and STEAM

Clockwork Spy

Resembling nothing more than a rather large bird, this creature seems to be made of metal that has been painted matte black to disguise its true nature. Though vaguely bird-shaped, the creature has a bulky body and what appears to be an open-ended funnel protruding from its head.

Clockwork Spy	CR 3

Neutral Tiny construct
Init +6; **Senses** Darkvision 60 ft., low-light vision;
    Listen +10, Spot +2
Languages Common (understand only)

AC 19, touch 18, flat-footed 13
    (+6 Dex, +1 natural, +2 size)
hp 27 (5 HD); **DR** 10/adamantine or magic
Immune Construct immunities
Resist Electricity 10
Fort +1, **Ref** +9, **Will** +3;
Weakness Sonic

Speed 10 ft. (2 squares); fly 60 ft. (good, 12 squares)
Melee Talons +2 (1d3–3)
Ranged Poison darts +11 (special)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** –8
Special Actions Debilitating screech, poison darts

Abilities Str 5, Dex 22, Con –, Int 3, Wis 14, Cha 3
SA Debilitating screech, poison darts
SQ DR 5/adamantine or magic
Feats Hover, Lightning Reflexes
Skills Hide +20, Listen +10, Move Silently +12
Advancement 6–10 HD (Tiny), 11–15 HD (Small)

Debilitating Screech (Ex) When discovered, a clockwork spy has only a few options available to it that will allow it to escape with the information it has recorded. As a standard action, the clockwork spy created a 30-foot cone of intense sound that deals 4d6 points of sonic damage to all targets within the area (no save). Additionally, targets within the area of this effect must succeed on a Fortitude save (DC 12) or be slowed, as per the *slow* spell, for 1d4 rounds. A clockwork spy must wait 1d6 rounds between uses of this ability.

Poison Darts (Ex) When confronted with an individual target, a clockwork spy can fire tiny darts from its body, wounding and poisoning anyone they strike. As a standard action the clockwork spy can fire a poison dart at any target within 30 feet by making a ranged attack roll. If successful, the target must succeed on a Fortitude save (DC 12) or be poisoned, suffering 1d4 points of Constitution damage. Once a target is poisoned they cannot be poisoned again for 24 hours.

Skills Clockwork spies have a +6 racial bonus to all Hide and Move Silently checks.

Sonic Vulnerability (Ex) Due to the delicate sound-sending equipment within its body, sonic damage is particularly harmful to the clockwork spy. A clockwork spy takes double damage from sonic effects.

Clockwork spies are small, mechanical flying creatures that can record sounds and conversations they overhear. Often used as a clandestine method of observing one's enemies, clockwork spies are popular not only among the maneuvering nobles but also among thieves and information brokers. Though somewhat expensive to obtain, clockwork spies are highly sought-after among anyone that makes it their business to know the business of others.

All clockwork spies have within their bodies a recording device that etches audio recordings into tiny golden discs, much like a record keeper. The clockwork spy can record up to 20 minutes of audio on a single disc, which can then be played back for its owner. Typically, clockwork spies are sent to record conversations in secret, for use in espionage or blackmail.

History

The first clockwork spy was actually a hybrid invention that combined a mechanimal modeled after a raven with the technological item known as a record keeper. Originally created by a gnome inventor that wanted to use the creature to deliver messages to his wife while he was away, the clockwork spy quickly fell into use as a device capable of conducting espionage from afar. Over time the clockwork spy evolved from the clumsy amalgamation that it began as, transforming into a sleek and potentially deadly machine that can record sensitive information and then escape quickly.

When clockwork spies began to see widespread use among the criminals in Blackmoor, the government decided to take action to prevent them from being used in an inappropriate manner. Though many claim this was only because the nobles and government officials were protecting their own deep, dark secrets, any inventor that was known to create a clockwork spy was arrested on charges of acting as a menace to the safety of society. Though usually these charges were used only as scare tactics (most inventors that were so arrested spent a few days in a prison cell before being released with a harsh warning), rumors abound that inventors caught creating clockwork spies a second time merely vanished without a trace. This shadowy history has made many wary of dealing with clockwork spies and only serves to reinforce their image as the tools of criminals and unethical nobles.

Clockwork Spy Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about clockwork spies when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
13	Clockwork spies are outlawed inventions that allow their owners to spy on their fellow citizens.
18	A clockwork spy can record up to 20 minutes of sound, playing it back for their owners. Typically, clockwork spies operate very near to their masters so that the recording discs can be changed out frequently.
23	Clockwork spies make use of poison darts to weaken their enemies, draining them of their health in an attempt to escape.
28	Clockwork spies can emit a powerful burst of sound from their recording units, which can disorient those it affects to the point where they cannot act at full capacity.

Strategies and Tactics

A clockwork spy always attempts escape first and foremost. They are programmed to return to their masters with the information they have obtained and will only enter combat as a last resort, when there is no way out. Typically the clockwork spy attempts to poison anyone trying to stop it first, reducing their Fortitude save to increase the chance that they will be slowed by their debilitating screech ability. If this fails, they simply attempt to outmaneuver their opponents, adding another debilitating screech each time it becomes available to them.

Clockwork Spies in Blackmoor

Clockwork spies are actually outlawed in the Kingdom of Blackmoor, as well as in many of the outlying lands. Though not technically illegal in the elven lands, most Cumasti and almost all Westryn elves find them abhorrent, and as such they are rarely seen in their lands. Though the dwarves have no love of espionage and prefer a straight fight, some dwarven inventors have had their gnome compatriots craft clockwork spies to steal information from rival inventors. For the most part, clockwork spies are limited to illegal activities within Blackmoor and are only rarely seen in other lands.

The Brotherhood of the Pendulum makes extensive use of clockwork spies in their activities. Though none will admit it, many nobles have been blackmailed by members of the Brotherhood that secretly recorded the noble engaged in illegal or unethical activities. If such a noble refuses to support the Brotherhood's aims, whether financially or politically, the recording mysteriously finds its way into the hands of the authorities. Though most nobles in Blackmoor have little to fear from the clockwork spy (indeed, the majority of Blackmoor's noble houses retain their position through the virtue of their actions), there are always those black sheep who get caught doing something they would not want the rest of the kingdom to know about.

Creating a Clockwork Spy

Creating a clockwork spy requires 2,400 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 8th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 3 days crafting the clockwork spy. At the end of that time, the creator must spend 96 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

CLOCK and STEAM

Dwarven Steam Bore

This massive machine is a marvel of steam-powered engineering. Resembling a huge drill set onto a four-wheeled cart, this machine shudders and chugs, venting steam occasionally. The central drill section is composed of numerous grinding bits and claws, several of which rotate in opposite directions, ready to chew away at anything in its progress.

Steam Bore   CR 12

Neutral Gargantuan construct
Init −1; **Senses** Darkvision 60 ft., low-light vision;
    Listen +1, Spot +1
Languages None

AC 28, touch 5, flat-footed 28
    (+5 armor, −1 Dex, +18 natural, −4 size)
hp 142 (15 HD); **DR** 10/adamantine
Immune Construct immunities
Resist Cold 10, Fire 10, Sonic 10;
Fort +5, **Ref** +4, **Will** +0;
Weakness Electricity

Speed 40 ft. (8 squares); burrow 10 ft. (2 squares)
Melee Drill bore +23/+18/+13 (2d8+22/19–20) or
    drill bore +18/+13/+8 (2d8+32/19–20)
    with Power Attack
Ranged +6
Space 20 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +38
Atk Options Awesome Blow, Improved Bull Rush,
    Improved Overrun, Power Attack

Abilities Str 41, Dex 8, Con −, Int 0, Wis 0, Cha 0
SQ DR 10/adamantine
Feats Awesome Blow, Improved Bull Rush,
    Improved Critical (drill bore), Improved Overrun,
    Power Attack, Weapon Focus (drill bore)
Skills Listen +1, Spot +1
    (modifiers for the operators of the steam bore)
Advancement 16–20 HD (Gargantuan),
    21–25 HD (Colossal)

Drill (Ex) A dwarven steam bore can burrow at its normal burrow speed through soft earth and clay. Additionally, it can burrow through 30 feet of solid rock in one hour.
Electrical Vulnerability (Ex) Due to the complexity and delicate nature of its internal components, electricity damage is particularly harmful to the dwarven steam bore. A dwarven steam bore takes double damage from electricity.

The dwarven steam bore is one of the first massive engineering projects undertaken by dwarven engineers. Capable of doing the work of hundreds of dwarven miners, the dwarven steam bore is a massive drilling machine that cleaves into mountains and shreds solid stone, making it easier for dwarven workers to get at the precious metals and gems inside. Though controversial at its inception, most dwarven communities have come to accept and even treasure the steam bore, realizing that it has allowed the dwarves to take on projects that would previously have seemed insurmountable. Though occasionally prone to breakdowns, the dwarven steam bore proves that ingenuity and tradition can go hand in hand.

History

The origins of the dwarven steam bore are well-known throughout most of the kingdom of Blackmoor, as is the controversy that surrounded it. Originally, the machine was the brainchild of dwarven inventors who had spent the majority of their lives deep within the mines, searching for ways to get at veins of mithral, silver, and gold that surpassed traditional methods. When it was announced that the first steam bore was under construction, dwarven traditionalists raised their voices in opposition of the project. The steam bore, they claimed, was a pipe dream of lazy dwarves who didn't have the strength of their comrades. It wasted time, money, and resources that were better put to use elsewhere, they said. At one point, the project was on the precipice of being scrapped altogether, and only the sheer willpower of the inventors behind it kept it rolling forward. The day the steam bore debuted, thousands of dwarves turned out, most of them planning on having a good laugh at the inventors as their mechanical monstrosity failed them. By the end of the day, they were no longer laughing.

As the steam bore chewed through rock at an unprecedented pace, detractors and naysayers fell silent, while other, forward-thinking dwarves were caught up in the excitement of the moment. Within a few months, a second steam bore had been constructed, and thereafter most mining groups demanded that they have at least one. Within a few years, steam bores had spread throughout the dwarven mining community, and now the steam bores are a common sight at dwarven digs, burrowing away through stone and earth to allow the workers access to the more valuable metals deep within the ground.

Strategies and Tactics

Though a dwarven steam bore is rarely used for any kind of offensive purposes, in some extreme cases a steam bore has become an implement of battle. In these cases, the most effective use of the steam bore is to direct its whirling drill bits at an opponent. Contact with an enemy results in multiple rings of grinding blades and teeth tearing at the opponent's body, potentially leaving them in serious danger. Additionally, steam bores are quite lethal when they move at full speed toward a target; not only can the steam bore smash into an enemy, inflicting serious damage, they can also run over a target and crush them into the ground. Though bulky and cumbersome, steam bores also have relatively strong defenses and are fortified against certain energy types.

If there is enough room between the steam bore and its targets, typically it charges them with the drill section. If the fight takes place underground, particularly somewhere that there are mine shafts of underground cliffs, the steam bore is almost unstoppable when it attempts to run a target off the side. The bull rush action and overrun action are two of the most often-used tactics that a steam bore will employ.

Dwarven Steam Bores in Blackmoor

At present, most steam bores are still tightly under the control of the dwarven community. That being said, the dwarves have worked closely with the rest of the kingdom to ensure that their steam bores are available when needed. The advent of the steam bore has allowed many mining communities to become far more productive than they ever could have dreamed, and as such this has led to an economic boom, and eventual depression. However, the economic situation has stabilized somewhat, and as it stands almost every community of dwarves has at least one steam bore, if not more. Most races are content to let the dwarves manage the steam bores, provided they are not used for more aggressive purposes.

Creating a Dwarven Steam Bore

Creating a dwarven steam bore requires 19,200 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 14th-level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 20 days crafting the dwarven steam bore. At the end of that time, the creator must spend 768 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

Dwarven Steam Bore Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about dwarven steam bores when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
22	The dwarven steam bore is a marvel of engineering that allows the dwarves to dig through solid rock at incredible speeds.
27	Though not designed for combat, a dwarven steam bore can be a dangerous opponent, especially given its high degree of defenses and its resistance to multiple types of energy, especially fire.
32	A dwarven steam bore is exceptionally dangerous when it gets up to full speed and can send people hurtling away when it strikes them.
37	The dwarven steam bore's delicate mechanisms can be interrupted and damaged with large jolts of electricity, making it particularly vulnerable to lightning and other electricity attacks.
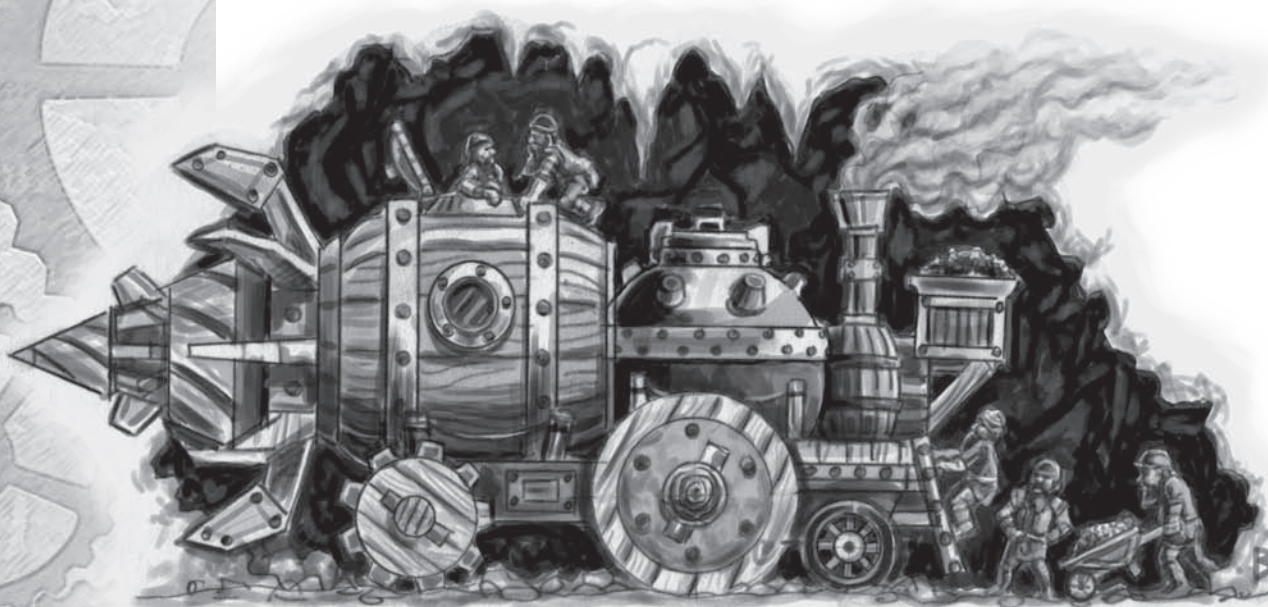
CLOCK and STEAM

Dwarven War Machine

A titanic machine that nearly blocks out the sun, this mechanical monstrosity is stained with the blood of enemies that have fallen before its wrath. A huge metal cylinder serves as the machine's front wheels; the cylinder is covered in long spikes that dig into the ground and look capable of skewering any creature in its path. The machine rumbles and hisses, venting steam and seeming more like an angry, living monster than an invention of clock and steam.

War Machine	CR 16

Neutral Colossal construct
Init +2; **Senses** Darkvision 60 ft., low-light vision;
  Listen +10, Spot +10
Languages None

AC 33, touch 0, flat-footed 33
  (+10 armor, –2 Dex, +23 natural, –8 size)
hp 237 (27 HD); **DR** 15/adamantine and magic
Immune Construct immunities
Resist Cold 15, Fire 15, Sonic 15
Fort +9, **Ref** +7, **Will** +4;
Weakness Electricity

Speed 40 ft. (8 squares)
Melee Roller +32/+27/+22/+17 (4d6+28/19–20) or
  roller +22/+17/+12/+7 (4d6+48/19–20)
  with Power Attack
Ranged +10
Space 30 ft.; **Reach** 10 ft.
Base Atk +20; **Grp** +55
Atk Options Awesome Blow, Improved Bull Rush,
  Improved Overrun, Power Attack
Special Actions Crushing Overrun

Abilities Str 48, Dex 6, Con –, Int 0, Wis 0, Cha 0
SA Crushing Overrun
SQ DR 15/adamantine and magic
Feats Awesome Blow, Improved Bull Rush, Improved
  Critical (roller), Improved Initiative, Improved Overrun,
  Power Attack, Toughness ×3, Weapon Focus (roller)
Skills Listen +10, Spot +10
Advancement 28–35 HD (Colossal)

Crushing Overrun (Ex) A dwarven war machine may attempt to overrun every creature whose square it passes through. Though normally this requires a standard action (and, thus, can only be done once per round), a dwarven war machine may overrun multiple opponents in a normal move as a single standard action. Additionally, any opponent that the dwarven war machine successfully overruns automatically takes normal damage from the war machine's roller with Power Attack (4d6+48).

Electrical Vulnerability (Ex) Due to the complexity and delicate nature of its internal components, electricity damage is particularly harmful to the war machine. A dwarven war machine takes double damage from electricity.

The dwarven war machine is one of the most feared inventions throughout the Kingdom of Blackmoor and the surrounding lands. Devastating in its power and chilling in its death toll, the dwarven war machine has already laid waste to armies of orcs and given the dwarves an edge in military superiority. A dwarven war machine is a massive vehicle with two huge cylinders acting as wheel, with spikes adorning the forward cylinder and smears of dried blood coating them from one end to the other. Designed to withstand assault from opposing armies while crushing their forces beneath its massive metal form, a dwarven war machine barrels onto the battlefield and leaves only a trail of death in its wake.

History

Though the dwarves took a bit longer to create the dwarven war machine than they did to invent the steam bore, they were no less focused in their task. The creation of the dwarven war machine began as a secret project developed in a hidden chamber in a mine near the Dragon Hills. Originally conceived as an armored defense platform from which dwarven warriors could fire upon orc armies, the dwarven war machine soon evolved into something much simpler. Realizing that the sheer weight of the war machine was enough to make a formidable enemy, the dwarves decided to focus their attention on the two huge metal cylinders the vehicle would use for locomotion.

When the time came to test the machine, the results were both better than expected and more horrific than anyone could have anticipated. When a force of orcs of a size thus far unseen in the Dragon Hills showed up on the dwarves' doorstep, the war machine was unleashed and rolled out over the orc army. The resulting massacre left a trail of smashed, crushed, and pulped bodies from one end of the orc army to the other. Gloating over their victory, the dwarves named the path of destruction the "Orc Road," claiming in a cruel joke that it was to honor the orcs that gave their lives to create the road.

Since that time, the dwarven war machine has seen little use. However, the successful test of the invention had two results. First, the orc armies have not bothered the dwarves again since their prior defeat. Second, the other people of Blackmoor and the surrounding areas have begun to eye the dwarves with suspicion, wary of a war-loving people like the dwarves with a machine capable of such destruction.

Strategies and Tactics

The strategy of a dwarven war machine is simple: roll over your enemies. Capable of crushing people beneath it by making use of the overrun action, the dwarven war machine needs only move in order to be effective. Paving the ground with the blood and bones of its enemies, a dwarven war machine simply takes the overrun action and moves over its enemies, dealing enough damage to crush almost everything in its path.
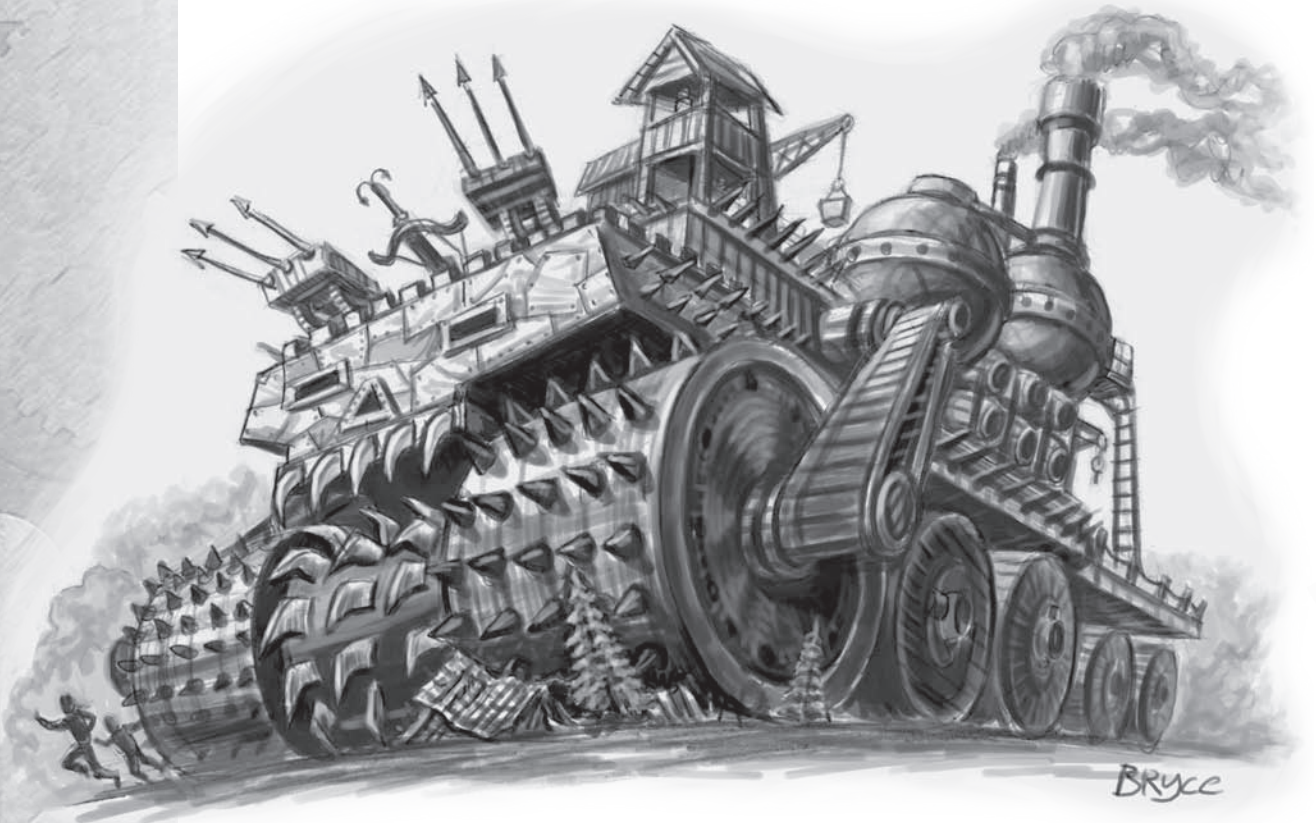
Additionally, a dwarven war machine can be used to deal damage to a single target, such as a wall or a Colossal creature, by grinding the spikes attached to its front cylinder against the target. In these cases (which illustrate the dwarven war machine's use of its normal attacks), the massive construct can grind away slowly at a target, wearing it down rather than crushing it underneath the war machine.

Dwarven War Machines in Blackmoor

Currently, the whereabouts of the dwarven war machines are unknown by any except the dwarves. In fact, the exact number of war machines is also a well kept secret. Some believe that only a single war machine, that used in the orc slaughter at the Dragon Hills, is currently functional and that the dwarves are merely using it to intimidate the other races. Others believe that at least a handful of the war machines exist in dwarven holds spread throughout the land, with some claiming that over a dozen war machines are currently operational. Though the true number is known only to the highest-ranking dwarf leaders, the existence of only a single war machine is enough to encourage some to begin thinking about taking action against the dwarves.

Additionally, rumors of dwarven war machines in the hands of other factions abound. Everyone from unscrupulous criminal organizations to rival nations and even the nobles of Blackmoor have tried to get their hands on a war machine, with little or no success. The threat of war machines outside of dwarven control is arguable greater than those kept by the dwarves, resulting in an uneasy peace provided that the dwarves do not begin selling their war machines to the highest bidder.

Creating a Dwarven War Machine

Creating a dwarven war machine requires 51,200 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 18th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 52 days crafting the dwarven war machine. At the end of that time, the creator must spend 4,096 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

Dwarven War Machine Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about dwarven war machines when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
26	A dwarven war machine is a titanic vehicle of war that smashes its foes under its wheels. A dwarven war machine, like all dwarven creations, is particularly resistant to cold, fire, and sonic damage.
31	Dwarven war machines are incredibly difficult to damage, and even the most hardened metals cannot penetrate its exterior without aid; most dwarven war machines require adamantine blades that have been magically enchanted before they will take significant damage.
36	Dwarven war machines use many of the same technologies as their steam bores, meaning that their parts are particularly vulnerable to electricity damage.
41	A dwarven war machine does not need to make attacks against its targets; it merely moves through their occupied space, dealing damage to anyone or anything in its path.

Mechanical Creature

A mechanical creature whirs to life at the whim of its master. Made of various metals and bits of wood, and combining clockwork and steam power to make it go, this intelligent construct is designed to resemble a living creature both in form and function. A mechanical creature serves as an intelligent aide, guardian, or even friend to its creator, or to anyone its creator designates.

A mechanical creature's body is a complicated construction of gears, wires, chains, and struts, often covered with riveted metal plating to give it the form of the living creature it mimics. Clockwork and steam power give the creature access to many of the powers of the creature it resembles, thus enabling its creator to effectively gain the aid of any being desired.

Creating a Mechanical Creature

"Mechanical creature" is a created template that can be added to any living, corporeal creature that is not an ooze (referred to hereafter as the base creature).

A mechanical creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct with the appropriate augmented subtype. Do not recalculate base attack bonus or saves. Size is unchanged.

Hit Dice: Change all racial Hit Dice to d20s. The creature gains bonus hit points as a construct of its size category. Since it has no Constitution score, it does not gain bonus hit points based on high Constitution.

Armor Class: The mechanical creature's natural armor bonus improves by +5 over that of the base creature.

Special Qualities: The mechanical creature loses all supernatural and spell-like abilities of the base creature, though you may replace any spell-like abilities with inventions of the same level. Additionally, the mechanical creature gains the special qualities described here:

Created Mind (Ex): Mechanical creatures know nothing when first created, but many are intelligent. On its first day, a mechanical creature functions like any mindless construct, but thereafter its native intelligence comes to the fore, allowing it to reason and improvise. Creators can thus give their mechanical constructs somewhat vague commands and allow them to interpret and act on them, secure in the knowledge that their servants will not act in a way contrary to their desires.

Despite a reasoning intelligence, the mechanical creature remains wholly under the control of its creator and does nothing against that individual's will. Because of a special bond formed during its first day, the mechanical creature can instinctively detect the location of its creator, regardless of magical and natural barriers, so long as the latter is within 100 feet. This ability prevents anyone from successfully impersonating the creator within that range. If someone resembling its creator issues an order from more than 100

feet away, the mechanical creature might or might not obey, depending on how suspicious it is of the command.

The creator can designate another creature or group of creatures for the mechanical creature to obey, but the creator's commands always take precedence over those of other designated commanders. If the mechanical creature has an Intelligence of 3 or higher, it continuously watches designated commanders for signs that they are commanding it against its creator's intent. Should such a situation occur, the mechanical creature acts loyally instead. A mechanical creature with an Intelligence of 12 or higher automatically knows when its creator is being forced to act against his own wishes through mental command or other coercion, whether physical or mental. In such a case, the mechanical creature improvises a way to attain its creator's true goals without allowing any harm to come to its creator. In the absence of any commands from its creator, a mechanical creature follows the last commands it received. If it knows its creator is dead, it attempts to achieve its creator's goals to the best of its ability.

Hardness (Ex): A mechanical creature has a hardness of 10. This quality functions like object hardness, even though a mechanical creature is not an object.

Metal Body (Ex): Beneath its skin, a mechanical creature is largely composed of metal. It counts as a ferrous creature for the purposes of the *rusting grasp* spell and other spells that have special effects on metal.

Resistances (Ex): A mechanical creature has resistance 10 to acid, cold, and fire.

Vulnerability to Electricity (Ex): Because the delicate interior mechanisms of a mechanical creature are particularly vulnerable to electricity damage, it takes double damage from electricity on a failed save and half damage on a successful save. If the base creature is immune to electricity, it takes no damage from electricity attacks but is dazed for 1 round on a failed save.

Power Source (Ex): A mechanical creature is either powered by clockwork or by steam. When creating the mechanical creature, select one of the two following methods of providing the creature with power.

Coal-Fired: A steam-powered construct must be given fuel each day by placing 5 cp of coal in its body and one waterskin full of water, each of which requires a full-round action and provokes an attack of opportunity. The coal must be lit on fire once (a standard action which provokes an attack of opportunity), though unless the construct's fire is allowed to die out (see below) the character fueling the construct need not start the fire again. For each time the construct is refueled, the steam-powered construct can be active for 12 hours. After 12 hours, if the construct is not refueled, it begins to lose its energy. For two hours after it is due for refueling, the steam-powered construct suffers a –4 on all ability checks, attack rolls, skill checks, and saving throws. After two hours without fuel, the construct runs down.

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When the steam-powered construct runs down, it becomes immobile, helpless, and unconscious, and it remains so until fueled up again. Anyone can fuel up a steam-powered construct, and a *continual flame* spell can actually be used in place of the coal (though the construct must still have one waterskin of water every 12 hours). If a steam-powered construct is completely submerged in water or is placed in a vacuum, the fire dies out immediately and the steam-powered construct runs down, ceasing to function.

Windup Key: A clockwork construct must be wound up each day by placing a small key into a special slot and turning it—an action that provokes attacks of opportunity. For each full round that the key is turned, the clockwork construct can be active for 4 hours (maximum 24 hours). In most cases, the creator either retains his construct's key or gives it to the clockwork construct so that it can keep itself running.

When the clockwork construct runs down, it becomes immobile, helpless, and unconscious, and it remains so until wound up again. Anyone can wind up a clockwork creature without the key by making a successful Open Lock check as a full-round action (DC based on the quality of the lock the creator built into the clockwork construct). This technique allows the clockwork creature 4 hours of activity (maximum 24 hours) for each such successful check.

Abilities: Change from the base creature as follows: Str +4, Dex +4, Int –4 (minimum 0), Wis –4 (minimum 1), Cha –4 (minimum 1). As a construct, a mechanical creature does not have a Constitution score.

Skills: A mechanical creature gains skill points for its racial Hit Dice as a construct (2 + Intelligence modifier) ×(HD +3), or 0 if its Intelligence score is 0. Recalculate its available skill points, then purchase its skills afresh, treating the base creature's skills and any skills in which the creator has 5 or more ranks as class skills, and all others as cross-class skills. The mechanical creature retains any skill points gained from class levels and any racial bonuses the base creature has.

Due to its innate understanding of its own being, a mechanical creature gains a +5 racial bonus on Craft (clock and steam), Disable Device, and Use Clock and Steam checks. It can use these skills as though trained, even if it has no ranks in them. However, the mechanical creature takes a –2 penalty on Move Silently checks because its internal mechanisms constantly click, whir, and hiss while it functions.

Languages: A clockwork creature that is intelligent enough to speak languages speaks those that its creator teaches it. Orders from its creator are heeded regardless of language, but a mechanical creature must understand the language of another commander to follow her orders. If it does not, it simply obeys the last order of its creator.

Environment: Same as creator.

Organization: Solitary, pair, or gang (3–4)

Challenge Rating: Same as the base creature +1.

Alignment: Always neutral.

Level Adjustment: Same as the base creature +4.

Crafting a Mechanical Creature

Mechanical creatures are created like golems. Because it is composed of various metals and composite materials, a mechanical creature weighs nearly twice what the base creature does.

Creating a mechanical creature costs a number of gold pieces equal to 800 multiplied by its CR. Assembling the body requires a successful Craft (clock and steam) check (DC 20), the Craft Clock and Steam feat, and the ability to create 1st-level inventions.

The level of the mechanical creature's creator must equal or exceed the CR of the mechanical creature +2. Completing the creation process drains a number of XP equal to the mechanical creature's creation cost divided by 25 and requires one day of work per 1,000 gp in the creation cost.

Mechanical Characters

A mechanical character favors whichever class the base creature does.

Sample Mechanical Creature: Mechanical Gargoyle

The mechanical gargoyle is a favorite creation of inventors seeking to guard their labs against unwanted intrusion. Simple constructs that require little in the way of attention, mechanical gargoyles can sit perfectly still until an intruder nears, making them look like just another part of the inventor's lab.

Mechanical Gargoyle · CR 5

Neutral Medium construct
Init +4; **Senses** Darkvision 60 ft.; Listen +2, Spot +2
Languages Common (understand only)

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)
hp 49 (4 HD); **DR** 10/magic; **Hardness** 10
Immune Construct immunities
Resist acid 10, cold 10, fire 10
Fort +5, **Ref** +8, **Will** +2
Weakness Electricity

Speed 40 ft. (8 squares); fly 60 ft. (average, 12 squares)
Melee 2 claws +8 (1d4+4) and
    bite +8 (1d6+3) and gore +8 (1d6+3)
Ranged +8
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +8
Atk Options Multiattack

Abilities Str 19, Dex 18, Con –, Int 2, Wis 7, Cha 3
SQ Created mind, DR 10/magic, freeze, metal body,
    windup key
Feats Multiattack, Toughness
Skills Craft (clock and steam) +1, Disable Device +1,
    Hide +9, Listen +2, Move Silently +2, Spot +2,
    Use Clock and Steam +1
Advancement 5–6 HD (Medium), 7–12 HD (Large)

Freeze(Ex) A mechanical gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.
Skills(Ex) Mechanical gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. The Hide bonus increases by +8 when a mechanical gargoyle is concealed against a background of stone. Mechanical gargoyles also have a +5 racial bonus to Craft (clock and steam), Disable Device, and Use Clock and Steam checks.
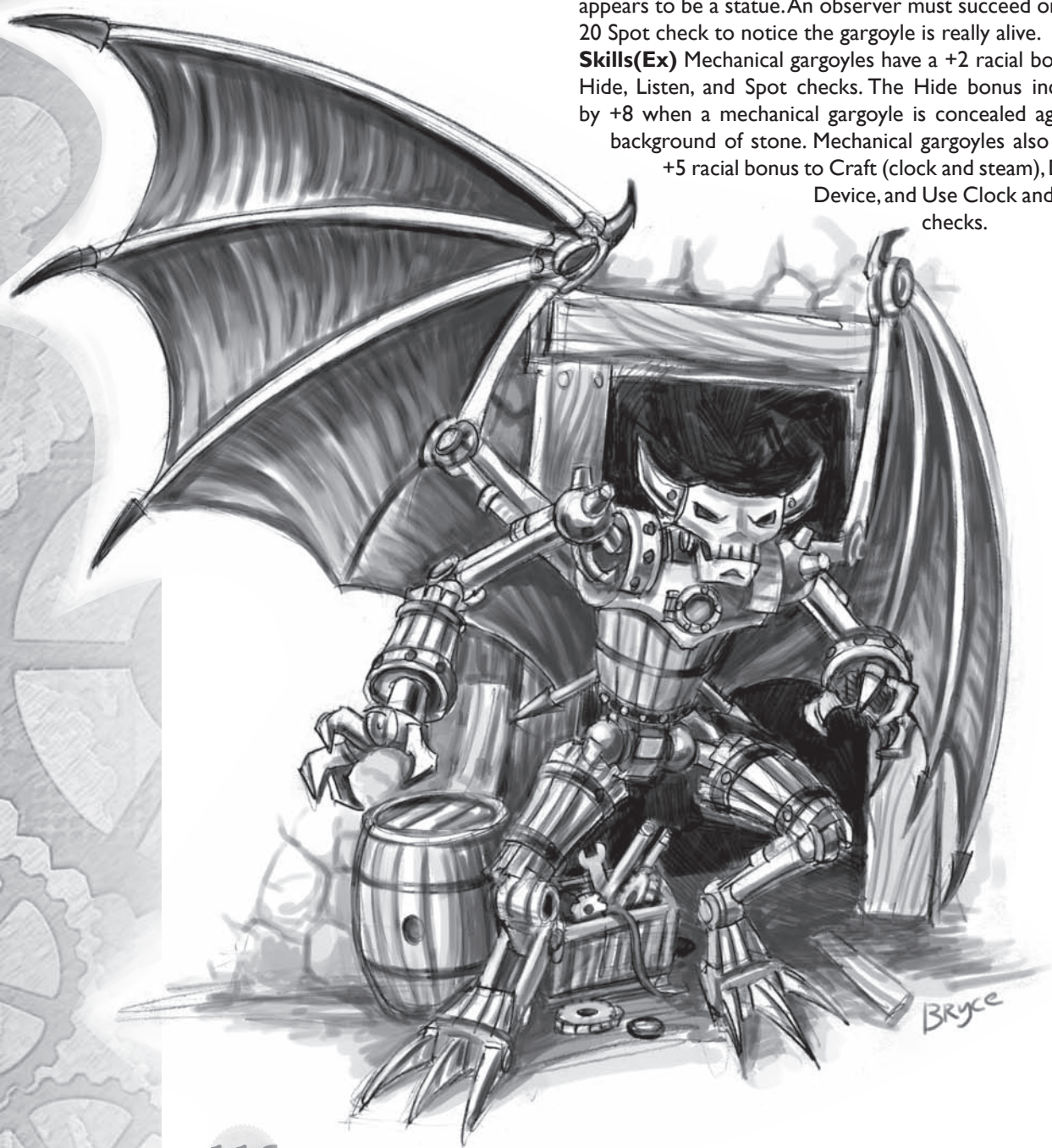
CLOCK and STEAM

Mechanimals

This small, mechanical creature resembles another living creature almost precisely. Although it is covered in metal and seems to whir with the hum of the machinery inside it, the creature mimics the movements and actions of the animal it is based on almost perfectly. It obviously lacks the instincts and intelligence of a real animal, but this simulacrum is uncanny in its resemblance to a living creature.

MECHANICAL DOG   CR1
Neutral Small construct
Init +5; **Senses** Darkvision 60 ft., low-light vision, scent, Listen +3, Spot +3

AC 22, touch 16, flat-footed 19
    (+1 size, +3 Dex, +6 natural)
HP 6 (1 HD); **Hardness** 10
Immune Construct immunities
Resist Acid 10, Cold 10, Fire 10
Fort +4; **Ref** +5; **Will** +1
Weakness Electricity

Speed 40 ft. (8 squares)
Melee Bite +3 (1d4+3)
Ranged +5
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grapple** −1

Abilities Str 17, Dex 21, Con −, Int 1, Wis 8, Cha 2
SQ Created mind, metal body, windup key
Feats Alertness, Track
Skills Hide +9 Jump +9 Listen +3 Spot +3 Survival −1
    (+3 tracking by scent)

MECHANICAL HAWK   CR1
Neutral Tiny construct
Init +5; **Senses** Darkvision 60 ft., low-light vision, Listen +2, Spot +14

AC 24, touch 17, flat-footed 19;
    +2 size, +5 Dexterity, +7 natural
HP 4 (1 HD); **Hardness** 10
Immune Construct immunities
Resist Acid 10, Cold 10, Fire 10
Fort +2; **Ref** +5; **Will** +2
Weakness Electricity

Speed 10 ft. (2 squares); fly 60 ft. (average, 12 squares)
Melee Talons +7 (1d4)
Ranged +5
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grapple** −8

Abilities Str 10, Dex 21, Con −, Int 1, Wis 10, Cha 2
SQ Created mind, metal body, windup key
Feats Alertness, Weapon Finesse
Skills Hide +13 Jump −12 Listen +2 Spot +14

Favored among both inventors and nobles, "mechanimal" is the generic name given to any construct that closely mimics a real animal. Though many are used simply for amusement or decoration (many nobles enjoy having mechanical birds flitting overhead during parties, or perched on the walls singing away gaily), some serve a higher purpose. Most mechanimals are not very intelligent, and prove to lack the instincts of the animals they are based on. Much like the animals that become the familiars of wizards and sorcerers, mechanimals often serve as close allies and aides to inventors. Mechanimals often warn the inventor of danger and provide companionship during the inventor's travels.

The three example mechanimals listed above are normal animals that have been augmented by the mechanical creature template, also listed above. Though they certainly represent three examples of very common and highly sought-after mechanimals, a mechanimal can take the form of any animal its creator chooses. Typically, mechanimals are modeled after small, domestic animals, though more exotic mechanimals are certainly possible; one Cumasti noble is reputed to have hired a High Thonian inventor to craft a pair of mechanimals modeled after lions, then hired a Cumasti painter to decorate the mechanimals with gold leaf.

History

The first mechanimals were also among the first inventions. In fact, Artigan's Sparrow, a mechanimal modeled after the small bird, was not only the first mechanimal but was also the very invention that sparked the gnome scientific revolution. When Artigan crafted the small bird for his daughter, he was the spark that lit the fire of invention. Though his original intent was merely to create a toy for his daughter, the first mechanimal proved to be incredibly popular among adults as well as children. Other inventors took Artigan's example and ran with it, crafting mechanical birds of all kinds, as well as other small animals, like squirrels and mice.

When the High Thonians began to make their own advances in clockwork technologies, one of the first inventions they decided to improve upon was the mechanimal. A small group of High Thonian inventors paid an incredibly large sum to purchase the original Artigan's Sparrow (the amount was so high that rumor has it that Artigan took his money and bought himself a noble title, lands, and an estate in Blackmoor), which is still on display in the University of Blackmoor. After extensive study of gnomish mechanimals, the High Thonians set about crafting larger and more complex mechanimals based on dogs and cats. Their crowning achievement was the creation of the mechanical horse, the invention of it would eventually lead inventors to the creation of the titanium charge (described below).

Strategies and Tactics

Mechanimals do not fare well in combat. They are typically very delicate and cannot withstand much punishment. Fortunately, they are somewhat stronger and more agile than their living counterparts and often manage to avoid fighting altogether. Most mechanimals take the total defense action to boost their ACs to survivable levels. They can resist some energy attacks, but any effect generated by a mid-level inventor or spellcaster will usually be enough to penetrate the mechanimal's defenses. Should a mechanimal be forced to fight, such as in the protection of its owner, it will try and use its speed and strength to its advantage, often fighting defensively in order to preserve themselves for a few rounds.

Mechanimals in Blackmoor

Mechanimals are one of the most commonly-seen examples of clockwork technology in all of Blackmoor. Most tinker shops sell mechanimals as trinkets and baubles, and wealthy individuals still purchase updated models of Artigan's Sparrow as gifts for children. Some nobles keep mechanimals for decorative purposes, and a few add them to their compliment of clockwork defenders to help serve as early alert systems to ward off intruders. Mechanimals walk down the streets of the city of Blackmoor and rest on the footsteps of inns and homes everywhere. Even small towns and villages usually have one person wealthy enough to be able to afford a mechanimal, meaning that almost all citizens of all races have at least seen a mechanimal once.

Creating a Mechanimal

Creating a mechanimal requires 800 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 8th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 1 day crafting the mechanimal . At the end of that time, the creator must spend 64 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

Mechanimal Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about Mechanimal when they are encountered. When a character makes a successful Knowledge (clock and steam), the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
11	Mechanimals are constructs of clockwork and occasionally steam power whose forms mimic those of real animals.
16	Most mechanimals are very delicate and can be damaged or destroyed with even the smallest amount of damage. Though they are fragile, they are still made of metal, meaning that typically only hardened metal weapons deal full damage to them.
21	A mechanimal is usually designed to be resistant to the elements.
26	Mechanimals frequently act like a familiar to an inventor, increasing their alertness and warning them of danger.
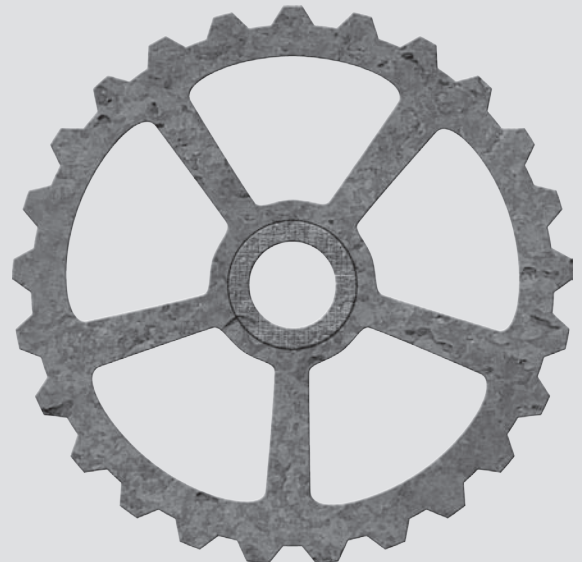
CLOCK and STEAM

Quarry Master

This lumbering machine is vaguely humanoid in form but towers over most creatures, casting a long shadow on those below. Its head features a grill of metal from which steam pours on a near-constant basis, and instead of hands the machine features two huge mallets. Heavy machinery chugs along inside the creature, while gears and other clockwork mechanisms spin visibly in its joints.

Quarry Master   CR 13

Neutral Huge construct
Init –1; **Senses** Darkvision 60 ft., low-light vision;
    Listen –1, Spot +4
Languages Common (understand only),
    Dwarven (understand only)

AC 29, touch 7, flat-footed 29
    (–1 Dex, +22 natural, –2 size)
hp 162 (20 HD); **DR** 15/adamantine
Immune Construct immunities
Resist Cold 10, Fire 10, Sonic 10
Fort +6, **Ref** +5, **Will** +5
Weakness Electricity

Speed 20 ft. (4 squares)
Melee 2 rock crushers +25/20/15 (1d8+16/19–20) or
    2 rock crushers +20/+15/+10 (1d8+26/19–20)
    with Power Attack
Ranged +12
Space 15 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +34
Atk Options Power Attack
Special Actions Groundbreaker, shockwave

Abilities Str 32, Dex 8, Con –, Int 3, Wis 8, Cha 6
SA Shockwave
SQ DR 15/adamantine, groundbreaker
Feats Improved Critical (rock crushers), Power Attack,
    Toughness ×4, Weapon Focus (rock crushers)
Skills Balance +7, Intimidate +8, Spot +4
Advancement 21–25 HD (Huge),
    26–30 HD (Gargantuan)

Groundbreaker (Ex) As a standard action, the quarry master can smash its rock crushers into the ground, transforming each square the creature occupies into difficult terrain. A quarry master is not slowed by moving over difficult terrain that it creates in this manner.
Shockwave (Ex) As a standard action, the quarry master can slam its rock crushers into the ground, sending shockwaves out from its space to knock down opponents. All creatures within a 20-foot radius of the quarry master must succeed on a Reflex save (DC 19) or fall prone.
Electrical Vulnerability (Ex) Due to the complexity and delicate nature of its internal components, electricity damage is particularly harmful to the quarry master. A quarry master takes double damage from electricity.

Quarry Master Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about quarry masters when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
23	A quarry master is a dwarven construct that can act independently and is used in the disposal of excess stone generated by mining with a steam bore.
28	Quarry masters use two powerful mallets to crush their opponents; each mallet is capable of dealing a punishing blow that can shatter stone.
33	Quarry masters are only seriously hurt by adamantine weapons; weapons made of softer materials typically have little effect on a quarry master.
38	Quarry masters can emit a powerful shockwave that can stun any adjacent opponents, effectively leaving them inactive for a full round of combat.

As a steam bore excavates hundreds of tons of rock it leaves large chunks of stone in its wake. Most stone is carted off to rock quarries, which is where the quarry master spends the bulk of its time. Quarry masters smash large chunks of stone into smaller, more manageable bits. Moreover, quarry masters often reveal valuable jewels or small mineral deposits within the rocks it crushes, further increasing the efficiency of dwarven mining operations. In dire situations, particularly in those cases where attackers from beneath the earth rise up and attack dwarven miners, quarry masters also make good impromptu defenders that can repel dangerous invaders.

History

The first quarry master was created in the wake of the successful tests of the dwarven war machine. Given the difficulties that arise in dealing with the war machine, particularly the frequency with which it breaks down and the need to pull the war machine back to the hold with a team of draft animals, dwarven engineers were attempting to designer smaller machines that could operate without all of the hassles associated with the war machines. The quarry master was one of the first results, and remains one of the most successful ones. Quarry masters entered wide-scale production as the steam bore spread throughout dwarven mining outposts, helping with cleanup of drilling operations and becoming an invaluable tool in excavations.

Quarry masters operated for quite some time with perfect efficiency, smashing up larger chunks of rock and revealing mineral deposits missed by dwarven miners. Mere months after the first quarry master was activated, however, one such machine was called upon for another purpose entirely. A dwarven steam bore punched into a deep cavern that did not appear on any maps, releasing a massive aberration that had been imprisoned there for untold centuries. As the aberration slaughtered dwarven miners with impunity, one dwarven inventor had the wherewithal to command the quarry master working on the dig to defend them from the rampaging creature. The quarry master's huge, rock crushing mallets proved adept at more than just smashing stone, subduing the aberration long enough for dwarven wizards to seal it back into its prison. From that day forth, quarry masters achieved notoriety and earned the respect of the dwarven community as it combined the utility of being a mining aide with the combat prowess of a war machine.

Strategies and Tactics

When commanded into combat, a quarry master subdue senemies rather than letting them run amok. The quarry master opens combat with a shockwave, allowing allies enough time to engage the opponent in combat. Additionally, if the opponents seem mobile or otherwise dependent on movement for their tactics, the quarry master makes sure that large swathes of the battlefield become difficult terrain, hopefully slowing and weakening its opponents. Otherwise, the quarry master focuses its powerful mallets on whichever foe is the closest; its logic-driven mind isn't capable of complex tactical thought and as such fights rather primitively.

Quarry Masters in Blackmoor

Though created by dwarven inventors, quarry masters are among the few inventions to make their way out of dwarven holds and into the rest of the world. Many quarry masters have been sold to miners or builders throughout the Kingdom of

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Blackmoor and are frequently used to help with excavations and mining expeditions. Additionally, quarry masters see extensive use in areas that produce high-quality bricks for construction, where they smash the rocks that are mixed in with clay to provide a sturdier structure.

Creating a Quarry Master

Creating a quarry master requires 10,400 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 15th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 11 days crafting the quarry master. At the end of that time, the creator must spend 832 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.
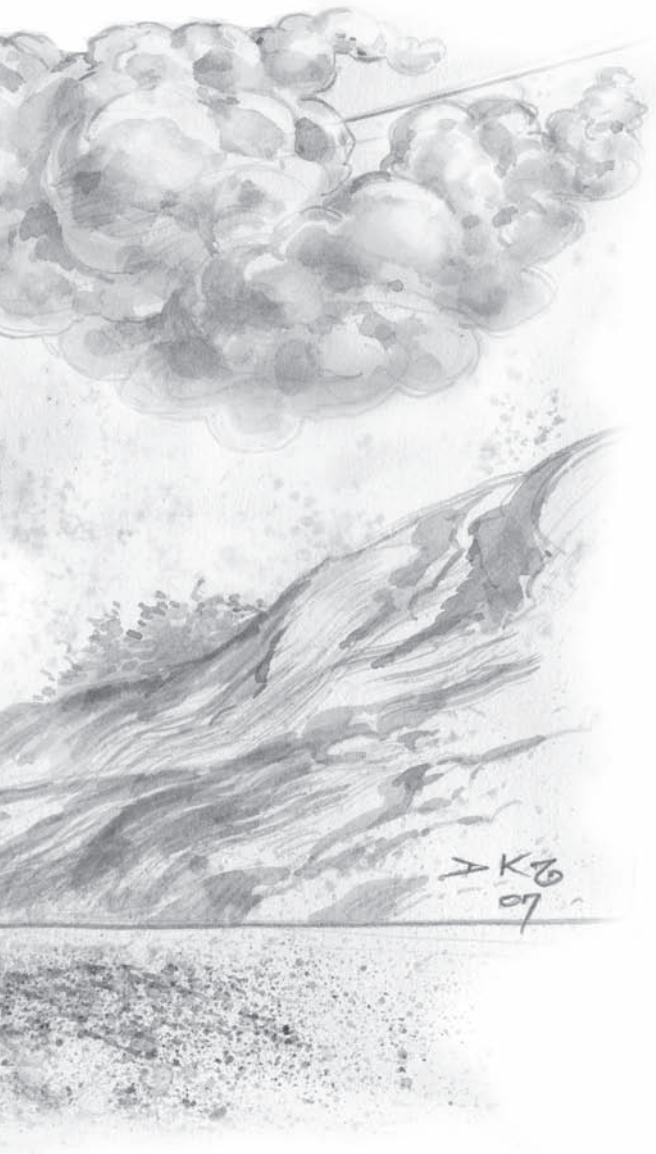
Steamsaw

Made of gleaming metal and armed with a pair of high-speed saw blades for hands, this mechanical creature lumbers about on two legs that are thicker at the base than where they join with the body. The machine doesn't appear to sport any appreciable head though the rest of its body is humanoid in shape. Gears whir and pistons pump visibly all over the machine's body.

Steamsaw   CR 11

Neutral Huge construct
Init −1; **Senses** Darkvision 60 ft., low-light vision; Listen −1, Spot +4
Languages Common (understand only), Dwarven (understand only)

AC 26, touch 7, flat-footed 26
　　(−1 Dex, +19 natural, −2 size)
hp 137 (16 HD); **DR** 10/adamantine
Immune Construct immunities
Resist Cold 10, Fire 10, Sonic 10
Fort +5, **Ref** +4, **Will** +4
Weakness Electricity

Speed 20 ft. (4 squares)
Melee 2 sawblades +20/+15/+10 (1d8+13/17–20) or
　　2 sawblades +15/+10/+5 (1d8+23/17–20)
　　with Power Attack
Ranged +9
Space 15 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +29
Atk Options Power Attack
Special Actions Whirlwind of blades

Abilities Str 28, Dex 8, Con —, Int 3, Wis 8, Cha 6
SA Whirlwind of blades
SQ DR 10/adamantine
Feats Improved Critical (sawblades), Power Attack, Toughness ×3, Weapon Focus (rock crushers)
Skills Balance +3, Intimidate +8, Spot +4
Advancement 17–21 HD (Huge),
　　22–26 HD (Gargantuan)

Electrical Vulnerability (Ex) Due to the complexity and delicate nature of its internal components, electricity damage is particularly harmful to the steamsaw. A steamsaw takes double damage from electricity.
Whirlwind of Blades(Ex) As a full attack action, the steamsaw makes one attack at its full base attack bonus against each opponent within reach. Each time the steamsaw uses its Whirlwind of Blades ability, it must wait 1d4 rounds before it may use the ability again.

Adapted from the same technologies that gave birth to the quarry master, the steamsaw is a controversial piece of engineering that has put the dwarves at odds with the elves.

Designed to make clear-cutting a forest matter of hours as opposed to a matter of days or weeks, a steamsaw applies engineering and the science of invention to an act that if patently offensive to many beings, particularly the Westryn elves. Though the dwarves rarely venture into the domain of the forest, on recent occasions where mining projects have led them back above ground the dwarves have begun to use these mechanical creations to clear cut entire swathes of forest and make room for dwarven encampments, heedless of what creatures might call that forest home. Though not widespread just yet, steamsaws add more fuel to the fire of conflict that is smoldering between the dwarves and the other races of Blackmoor.

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History

Although dwarven ventures aboveground are usually limited and short-term, recent advances in technology have emboldened the dwarves to the point where they are willing to expand their efforts to new areas. The steamsaw was built out of the necessity to cut down trees in order to make room for dwarven encampments. The same engineers that worked on the first quarry master also worked on the first steamsaw, and the success of prototype models soon saw steamsaws going into wide production. Within months, any dwarven expedition above ground was equipped with steamsaws in case the need to remove foliage arose.

Unfortunately, this did not sit well with the rest of Blackmoor. The elves in particular fought hard to prevent the steamsaw from seeing production, and even the High Thonians, who were believed to champion most advances in clockwork and steam-powered technologies, condemned the advent of the steamsaw as destructive and designed to provoke those who cherished the forests into conflict. Though the dwarves ignored the protests of humans and elves alike, constructing the steamsaws as they saw fit, the dwarves did take care to avoid forests that were known to have Cumasti or Westryn elf presences. During the early days of the steamsaws, several of the mechanical monstrosities were sabotaged by unknown parties, though the dwarves point the finger of blame squarely at Westryn elf rangers. Since then, most steamsaws have been put under heavy guard, and are instructed to attack anyone or anything that wishes them harm.

Strategies and Tactics

When engaged in combat a steamsaw is typically incapable of creating complex tactical plans or engaging in sophisticated maneuvers. The steamsaw does know that its strength lies in the whirring blades attached to its arms and strives to use them effectively. Steamsaws prefer to wade into the thick of battle where they can use their Whirlwind of Blades ability, making sure to get as many enemies as possible adjacent to them so as to inflict maximum damage. Additionally, realizing that their saw blades have the potential to inflict grievous and often fatal wounds, a steamsaw will almost always try and maneuver itself into a position where it can take a full attack action, increasing the likelihood of scoring a critical hit on an enemy.

Steamsaws in Blackmoor

Currently, the Cumasti elves and the Kingdom of Blackmoor are doing their best to prevent the dwarves from using steamsaws any further. Though they have threatened diplomatic sanctions on the dwarf communities, these threats seem to go unheeded. The dwarves are actually correct about the Westryn rangers sabotaging their steamsaws; in fact, these elves are actually members of the Saboteurs organization and are one of the few groups of Westryn elves to work with outsiders at all.

Though they have yet to be seen outside of dwarven lands, steamsaws have actually made their way into the possession of several High Thonian nobles who plan to augment their armies of clockwork defenders with steamsaws. Additionally, a few unscrupulous criminals have stolen the plans for steamsaws and have begun selling them on the black market, seemingly ensuring that they will begin popping up in places other than where the dwarves hold sway.

Creating a Steamsaw

Creating a steamsaw requires 8,800 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 13th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 9 days crafting the steamsaw. At the end of that time, the creator must spend 704 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

Steamsaw Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about steamsaws when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

Knowledge (clock and steam)

DC	Result
21	A steamsaw is a dwarven construct that is used to clear large swathes of forest in a matter of hours.
26	Steamsaws are resistant to cold, fire, and sonic damage, much like other dwarven inventions. Additionally, their armor cannot be penetrated effectively except by adamantine weapons.
31	Steamsaws have incredibly sharp blades that match keen weapons for their precision. As a result, a steamsaw's melee attacks have a higher threat range than most normal melee weapons.
36	A steamsaw is incredibly deadly at close range; every few seconds a steamsaw can whirl around and strike all adjacent opponents with equally lethal attacks, dealing huge amounts of damage to all threatened enemies.

Titanium Charger

This mechanical creature resembles a beautiful, well-groomed steed made entirely out of reflective silver metal. Slightly larger and more powerfully built than a heavy warhorse, this creature exudes both power and majesty, its motions smooth and graceful and its hooves beating powerfully against the ground.

Titanium Charger   CR 4

Neutral Large construct
Init +3; **Senses** Darkvision 60 ft., low-light vision;
    Listen +0, Spot +0
Languages Common (understand only)

AC 19, touch 12, flat-footed 16
    (+3 Dex, +7 natural, −1 size)
hp 52 (4 HD); **DR** 5/adamantine
Immune Construct immunities
Resist Cold 5, Fire 5
Fort +1, **Ref** +4, **Will** +1

Speed 50 ft. (10 squares)
Melee 2 hooves +8 (1d6+9) or
    2 hooves +5 (1d6+15) with Power Attack
Ranged +5
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +13
Atk Options Improved Bull Rush, Power Attack

Abilities Str 22, Dex 17, Con —, Int 3, Wis 10, Cha 4
SQ DR 5/adamantine, dense construction
Feats Improved Bull Rush, Power Attack
Skills Balance +10
Advancement 5–7 HD (Large), 8–12 HD (Huge)

Dense Construction (Ex) A titanium charge is always considered one size category larger than it actually is for the purposes of resolving bull rush and overrun attempts.

The titanium charger is seen by many as the pinnacle of mechanimal technology. Made of sturdy, reflective metal and filled with some of the most advanced and most complex mechanisms known to all of science, the titanium charger is a metallic horse that is fit to be the mount of kings. More intelligent than most horses and more powerful as well, titanium chargers are highly valued by nobles throughout Blackmoor and make some of the sturdiest mounts in combat. Without the animal instinct of fear to spur it to buck or react badly in combat, a titanium charger is a stable and even-tempered machine that can barrel over opponents and obey its owner's verbal commands.

History

The first titanium charger was actually crafted to serve as the special mount for a Cumasti elf paladin dedicated to the god Ferros. Glorious and beautiful, the titanium charger represented the peak of technological development in that it nearly perfectly replicated a horse, all the way down to its behavior and mannerisms, but improved upon the technology that powered mechanimals by making it a valuable companion in combat. The first titanium charger was crafted by a team of inventors, one each from the gnome, dwarf, High Thonian, and Cumasti elf communities and was intended to be a joint venture to help encourage cooperation by members of all races. The resulting creature was so glorious in its perfection that it was deemed fit to be ridden only by a paladin of Ferros. The steed inspired all inventors to strive for such perfection, and for a time the titanium charger was a symbol for all that is good and pure about the sciences of clockwork and steam power.

Although it served as a paladin's mount for a great while, eventually more titanium chargers were crafted and sold to nobles and military commanders throughout Blackmoor. They were awarded to great Generals to honor decades of service or were ridden across the country by nobles seeking to make an impression on anyone that they passed. In a matter of years, the image of the titanium charger went from being a pure symbol of goodness to little more than a luxury item owned by decadent nobles and high-ranking officers. Still, despite their proliferation, titanium chargers managed to maintain their reputation as the pinnacle of invention and remain one of the most sophisticated creations in the entire realm of clock and steam.

CLOCK and STEAM

Strategies and Tactics

Though typically ridden into combat by another warrior, titanium chargers are capable of self-defense. A titanium charger always follows its owner's orders and will protect itself and its master should its rider be de-horsed. Titanium chargers are specially insulated to eliminate the vulnerability to electricity attacks shared by most other clockwork creatures, and as such they have no fear of riding toward a wizard hurling lightning bolts. When acting independently, a titanium charger prefers to use the bull rush and overrun actions to knock an opponent prone to push it away from its downed master, using its size and sturdiness to its greatest advantage.

Titanium Chargers in Blackmoor

Like clockwork defenders and mechanimals, titanium chargers are typically found in the possession of wealthy nobles who prefer to show their power and prestige through lavish expenditures. Though they are almost unquestionably the most reliable and intelligent mounts widely available, owning a titanium charger is little more than a luxury and far from a necessity. Nobles whose wealth exceeds their ability to spend it often purchase entire teams of titanium chargers to pull their carriages, though this is typically seen as an excessive display that borders on foolishness.
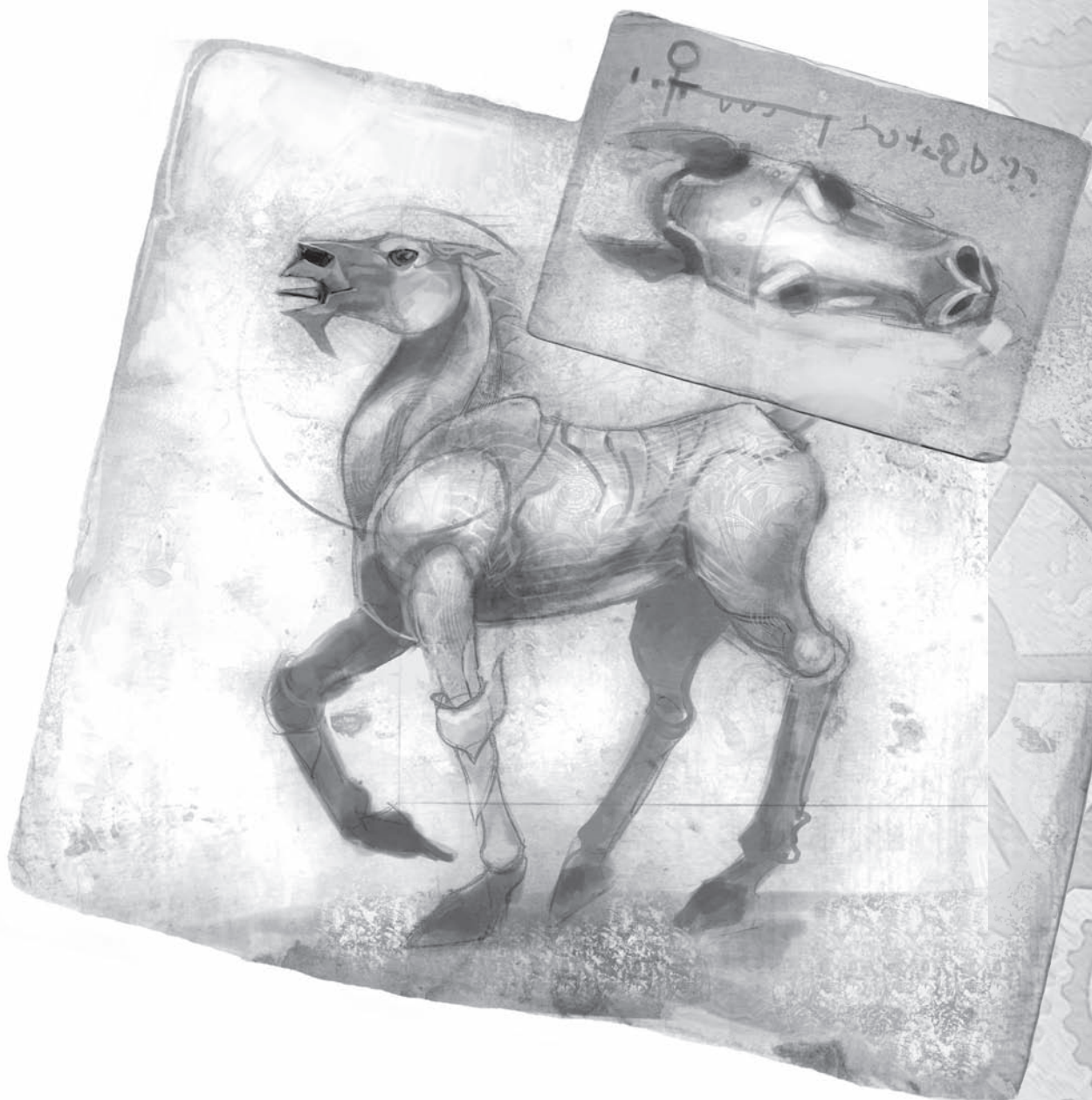
Titanium chargers are otherwise most often seen on the battlefield, particularly as the preferred mounts of high-ranking military officers. Additionally, many mercenaries save their gold and use it to buy titanium chargers to ride into battle. Not only does a titanium charger grant the mercenary an appearance of prestige (thus earning him more respect, and higher rewards, from the nobles that hire him) but it also helps ensure that the mercenary will live to spend his newfound wealth.

Titanium chargers can usually be commissioned by inventors that know how to craft them for roughly 25,600 gp. Most such inventors are found in major cities with large High Thonian or Cumasti elf populations, such as Blackmoor and Maus.

Creating a Titanium Charger

Creating a titanium charger requires 12,800 gp worth of parts and components, which must be assembled with a DC 20 Craft (clock and steam) check. The creator must be at least 6th level, must have the Craft Clock and Steam feat and be able to activate 1st-level inventions, and must spend 13 days crafting the titanium charger. At the end of that time, the creator must spend 1,024 XP to complete the construction process. If the creator fails the Craft (clock and steam) check or fails to pay the XP necessary to complete the construction process, all raw materials are lost and the process must begin anew.

Titanium Charger Knowledge

Characters with ranks in Knowledge (clock and steam) can learn more about titanium chargers when they are encountered. When a character makes a successful Knowledge (clock and steam) check, the character learns the following information, including all of the information from lower DCs.

[BEGIN TABLE]
Knowledge (clock and steam)

DC	Result
14	A titanium charger is a mechanical horse made of gleaming, silvery metal that is one of the most intelligent and stable mounts in existence.
19	Titanium chargers are extremely expensive to purchase with regards to mounts and are usually only owned by nobles and high-ranking military officers.
24	Titanium chargers, unlike other clockwork creations, do not suffer any extra damage from electricity effects or attacks.
29	Titanium chargers are designed to keep their footing in combat, and are usually at a much greater advantage during bull rush and overrun attempts than creatures of their size.

To Town

Supply
Point

Waterfall

Watch
Tower

Shop
Workers'
Quarters

Draw
Bridge

Bridge
Control

Parts
Yard

Steam
Cart

Aqueduct

Water
Wheel

Clockworks

Loft

Hoist

Residence

Loft

Scaffolding

Workshop

Ground Floor

Second Floor

Warehouse

Stable

Private Clock
& Steamworks
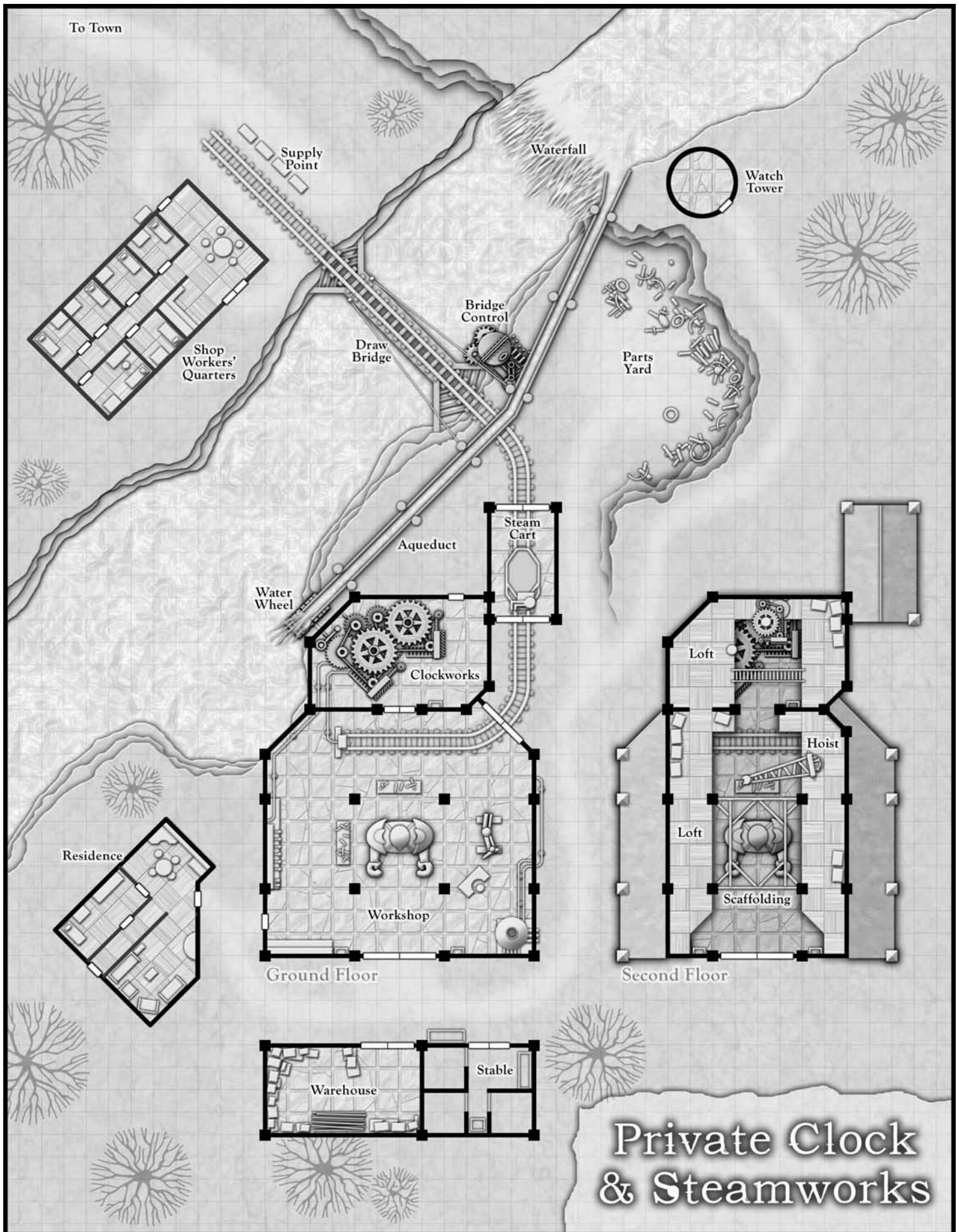
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CLOCK
STEAM

Once viewed as the idle pursuit of low races, the development of clockwork
and steam power has since swept across the lands of the North like a wildfire.
High Thonians now boast the bravest and most innovative advances in these arts,
and the call for the fruits of their labors grows louder with each passing day.
But every new order threatens the old, and resistance to the march of progress grows, as well.
What stand will you take in the name of science?

Harness the Power of Invention

Welcome to Clock and Steam, the comprehensive guide to "gadgetech" for

Dave Arneson's Blackmoor

This long-awaited sourcebook reveals the ways in which clockwork and steam-powered devices
have shaped the lands of Blackmoor, and adds new dimensions of play to any fantasy campaign.
Now players can step into the role of creator, with a new base class—the inventor—and prestige classes
such as the clock mage, the infuser, and the warmaker!

Requires use of the Dungeons & Dragons® Player's Handbook,
published by Wizards of the Coast, Inc.
This product uses material from the v.3.5 revision.

Zeitgeist Games