HCCFAHANCY THE CLOCKWORK MAGIC

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EN PUBLISHING 1646 Ridge Road Vankleek Hill, ON Canada KoB 1Ro

EN Publishing is an imprint of EN World. Please visit <u>http://www.enworld.org</u>

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SECTION OI: INTRODUCTION

"Indubitably, Magick is one of the subtlest and most difficult of the sciences and arts. There is more opportunity for errors of comprehension, judgment, and practice than in any other branch of physics."

-Aleister Crowley

THE TICK-TOCK HOCUS-POCUS

Things change.

Nothing is truly static, even in world of magic. Some say that the practice and expression of magic changes and transforms over time. Others believe that magic itself transforms – that its nature and quality evolve over time.

Recently – and to the endless horror of the old guard masters of magic – a portion of magic has evolved into a new and startling form. Not all of magic has made such a change. Or perhaps it should be written that not all of magic is being put to such a use. Not all of magic needed to change for a relatively simple discovery to be made: Magic and technology are not mutually exclusive forces, and combing the two allows for the creation of things not possible with simply one or the other.

This revelation is causing a power shift, though not overnight. However, any change is too much for those who work magic in the old ways.

Those who utilize this revelation – the "mechamancers" – are accumulating power in all its forms. They make thinking devices, ships with wings that flap and fly, machines like tremendous insects that obey orders to clean a house or kill everyone in sight, and projectile weapons that may be easily used by anyone.

Unlike necromancers or infernalists, the mechamancers do not hide and practice hated arts in secret. The mechamancers work in the open and take their creations to open market. This is perhaps the mechamancers' greatest crime in the eyes of the old guard – not just working the magical and the mechanical together, but having the temerity to do so openly.

If nothing else, mechamancers are bold in the questions they ask, and indeed, their brand of magic demands answers. Theirs is the magic of progress, whatever its price.

WHAT'S THE DIFFERENCE?

Mechamancy is technology that is powered by magic. How, then, is a creation of mechamancy different from a normal magic item? The difference, at its most basic sense, is the thought process behind creating a mechamancy item. A magic item is designed by one spellcaster to be used by one person. A mechamancy item often will be the work of many specialists, each creating a small part of a larger device.

Traditional magic creates effects independent of the physical world, but mechamancy uses the strength of material items to enhance magic. Instead of simply conjuring a lightning bolt, a mechamancy item would have magic begin the motors of a device, creating a static charge that could be unleashed as an attack. The same charge, though, could just as easily be channeled into another mechamancy item.

What does this mean in a rules mechanic sense? Mechamancy items are more modular and adaptable. If they break, they can be fixed without necessarily requiring magic. A skilled engineer can put two mechamancy items together to create something more powerful. Mechamancy items are a bit bulkier, but they reward intelligent use. It still takes a skilled mage to create a mechamancy item of great power, but the amount of time and work required can be divided among common laborers, and they do not require the expenditure of experience points the way normal magic items do. Mechamancy items require more maintenance and upkeep than magic items, but anyone can use them, as they require no magical knowledge.

Mechamancy: The Clockwork Magic

This book – a game supplement for the 3.5 edition of Fantasy d20 – explores mechamancy, which is the discipline of combining the forces of technology and magic. This pushes into new areas and possibilities. Ultimately this book is designed to be a detailed and flexible source of new gear and magic for game masters and players alike. It is a tool to expand the possibilities and potential of the game.

In the following pages you will find rules for creating mechanical devices with

the aid of magic, adding a brand new flavor of technology to your games. Whether you just want some new nifty toys for your world, or if you want to dabble in social commentary about the affect technology has on society (without having to play a science fiction game), *Mechamancy: The Clockwork Magic* will help you integrate wondrous technology into a fantasy setting.

This book is organized as follows:

Section 01: Introduction explains the basics of what Mechamancy is.

Section 02: For Game Masters helps game masters work the magic of Mechamancy into their campaigns. Players may also want to read this chapter so they can better discuss with their



game master their expectations on how mechamancy will integrate with the rest of the world.

Section 03: The Magic of Mechamancy details the spells, skills, feats, and prestige classes that use the power of mechamancy.

Section 04: Creating Fantastic Devices contains the rules for creating mechamancy items.

Section 05: Tools and Items presents new items for your game. Toss just one of these into your campaign, and you can easily change your players' views of your world.

Appendix 01: Deus ex Machina contains an assortment of mechamancy items that defy classification.

Appendix 02: The Observatory provides a sample location that showcases mechamancy.

LEXICON OF USEFUL TERMS

There are a number of words and terms used in this book that do not normally appear in other role-playing books. As such, it is helpful to have them defined.

Binary: The language most commonly employed by living machines.

Conservation Laws: Basic laws in a fantasy setting that maintain that only through magic may energy and matter may be destroyed or created. Conserved quantities include: matter, energy, momentum, and dimensional location.

Construction: Living machines use Construction rather than Constitution. The two attributes are similar but not identical. It is important to differentiate between the two because of the differences between living machines and living organisms.

Coordinates: Any set of two or more numbers used to determine the position of a something in a space of a given dimension with respect to a system of lines or other fixed reference. In mechamancy terms, the fixed references are latitude, longitude, and turristude (location above, below, or at ground level). Divided into 10 sections, zero latitude is the North Pole and the South Pole is section "11." Zero longitude is the north-south line running through a location chosen by the game master, divided into 10 sections traveling in an eastwards direction and wrapping around the globe. Zero turristude is sea level halfway between the low and high tides and divided into 10 sections up and down, with the tenth down being the center of the planet and the tenth up being half way to a moon. Each section is divided into 10 subsections, which are also divided into 10 subsections and so on until the eighth decimal place. This system considerably aids navigation and teleportation magic.

Engineer: This is the proper term for anyone practicing mechamancy who is not a machinist of the Divine Engine or a technician arcane spell caster.

Factotum: This is a non-sentient and non-living fantastic machine that serves in a wide range of capacities and functions. They have no combat abilities but usually see domestic use.

Fantastic Machine: Any outwardly traditional machine that includes some sort of magic that allows it to function in some extraordinary and unprecedented way – a way that a normal machine cannot emulate.

Gearpunk: A term, best used loosely, used to describe any campaign that features mechamancy as a part of the setting and world, particularly any campaign that focuses on mechamancy. Gearpunk is also sometimes known as clockpunk. Other related styles of gaming are steampunk and dungeonpunk. These terms are occasionally used in a derogatory manner by gamers who dislike non-medieval fantasy.

Karakuri: A living machine. Technically, a device consisting of fixed and moving parts that modifies mechanical energy and transmits it in a more useful form, that is in active operation and possess functions such as self-repair, reproduction, and response to stimuli from the environment or originating from within the karakuri. The term comes from a Japanese word for clockwork puppets.

Machinist: Proper term for anyone who is a cleric of the Divine Engine and can cast divine spells granted by that deity – i.e. a member of the machinist prestige class.

Mechamancy: The use of machines and technology in conjunction with magic and supernatural forces to achieve ends not possible when using just one of these elements. It is the newest school of magic and controversial to the point of being socially incendiary.

Mechamancer: A mechamancer is anyone who practices any form of mechamancy. This collective term includes engineers, mechanists, and technicians.

Mechanism: The doctrine embraced by the church of the Divine Engine that all natural and supernatural phenomena are explicable by material causes and mechanical principles.

Myrmidon: This is a faithful follower – a clockwork device – that usually is alive but possesses only animal level intelligence. They are reserved for combat and carry out orders without question. Sometimes myrmidons are designed to appear to be factotums to lure potential targets into a false sense of security.

Technician: Proper term for anyone practicing the arcane spells of mechamancy – i.e., a member of the technician prestige class.

Weremecha: This is the term for anyone who has any part of themselves replaced – willingly or unwillingly – with a machine, device, or mechamancy item.

SECTION 02: FOR GAME MASTERS

"Persons grouped around a fire or candle for warmth or light are less able to pursue independent thoughts, or even tasks, than people supplied with electric light. In the same way, the social and educational patterns latent in automation are those of self-employment and artistic autonomy." —Marshall McLuhan

This section discusses the need to balance a high fantasy game that counts magic as a vital component, with the perceived mood and theme of clockwork machines and technology. As the title suggests, this section is specifically for game masters.

Mechamancy is no less fantastical than necromancy or dragons. It is magic, just with different special effects, and a slightly different mindset.

Power

Introducing mechamancy items will change the balance of power in a society and in your game. It is easily possible, however, to institute restrictions in the setting or the culture to keep a fantasy world from turning into a science fiction setting. Some game masters may desire a setting where technology is mundane and accepted, but this book's assumption is that magical technology, while useable by non-spellcasters, is still perceived as fantastic, because it is made and powered by energies on a few people understand.

The village market is not a shopping super center, and even in a great city there is no guarantee that characters would be able to purchase any mechamancy item they want. Depending on the setting, some items might be illegal to buy or use, and common people might not trust this new magical technology, which could seem dangerous compared to traditional magic. It is up to the game master to determine how common and accepted mechamancy items are in his world. Virtually all mechamancy items that have any substantive use are vulnerable to spells such as *dispel magic*, *antimagic field*, and *disjunction*. The first two simply turn off a fantastic device and may put a karakuri to sleep. The latter spell may destroy the power supply of a fantastic device or even kill a karakuri.

Simply realize that, like real world science and technology, mechamancy makes tools, weapons and knowledge more accessible to the general population. There are far too many possibilities – every campaign is different from every other campaign and mechamancy is a flexible system – to make many hard and fast rules. A game master must try to prepare for the consequences of putting in the hands of second-level commoners the kind of power normally reserved for 10thlevel mages.

Remember also that all technology comes with drawbacks. Combat myrmidons are dangerous warriors, and all guns can make someone previously harmless lethal. However, guns are rendered essentially useless by the 2nd-level *protection from arrows* spell, and a few rust monsters could devastate an entire army of combat myrmidons.

Aesthetic

The problem of the power of mechamancy in a campaign leads to the problem of the aesthetic of a campaign or "how does mechamancy look?"

Realize that "science fiction" is a relative term. Characters from a 12th-century setting entering a setting where 17th-century technology is used are in a science fiction situation – they are dealing with technology about 500 years in advance of their own. The fact that even 17th-century technology is four centuries behind our own, at the beginning of the 21st century, is incidental.

Mechamancy, as it is presented in this book, has not yet cracked the Watt-style steam engine. Most of the tools and technology made available by mechamancy are based Renaissance level science. Gears and kinetic force – not electricity or internal combustion engines – drive things. In terms of appearance and the like, the technology of the Renaissance and the designs of Leonardo da Vinci adapt most easily to the mechamantic fantasy setting.

Few of the things mechamancy makes possible can be replicated in terms of the hard sciences and real technology. Even in our age of advanced power and second-generation computers it is not possible to make a device as simple and reliable as the illumination factotum. Karakuri and ships that fly by flapping wings are even further out of reach. Never forget that mechamancy is still magic.

GOOD AND EVIL

There are three main views of technology that are possible in fantasy campaign. First, technology is without inherent moral qualities. Second, technology is evil. Third, technology is good.

For the purposes of this discussion it is useful to define terms.

"Ethical" is being in accordance with the accepted principles of right and wrong that govern the conduct of a profession: what is ethical for a bard is not necessarily ethical for a sorcerer. In this sense science, technology and mechamancy might be ethical for some and unethical for others.

"Moral" is concerned with the judgment of the goodness or wickedness of human action and character and is not strictly concerned with professional integrity. So technology and mechamancy is moral or immoral for everyone.

The Machine as a Value-Neutral Force

The battle is to keep the machine as a tool on the side of the forces of light, or at least as much on the side of the light as it is on the side of the forces of darkness. Science and technology, as they are depicted in this book, possess as many positive qualities as negative qualities. Technology frequently can be passionless and cold, but then again nature is full of things that want to eat you. It balances out: gunpowder has no more ethical or moral value than a sharp rock – even though both may be used to kill.

Here science, technology, and mechamancy – blending science or technology with magic – are amoral, lacking any moral distinction.

Peasant villagers may use these forces as easily to defend themselves, just as conquerors may use those same forces to destroy that same village.

This is probably the most useful method by which to use science, technology, and mechamancy because it is the most accurate reflection of the first two in the real world. This is also the most difficult model to follow because it requires the most participation on the part of the players: it is up to the player characters to use this power for good. Even if these things are to be taken as the opposite of magic and nature, it does not mean they are evil.

The Machine as a Force for Evil

In this scenario the battle is to destroy the machine and limit its inventor's ability to do harm to the forces of light. Here technology, science, and mechamancy are inherently morally evil, and thus ethical only to people with "evil" classes, such as assassins. The difference between owning a self-correcting sextant and a hygiene factotum and owning a dozen combat myrmidons is one of the quantity, not the quality, of the evil present. Riding in a mechamancy carriage entails the same moral risk as having young slaves carry the carriage on their backs, and using a mechanical toothbrush would be as wicked as picking your teeth with a baby's thighbone.



Perhaps all mechanical devices are viewed as evil – including wheelbarrows and windmills – or perhaps only those powered by magic are despised. Perhaps, even more than undead, technological things are the opposite of living things. Technology is cold and soulless. All it does is suck the life out of everything. It only provides tools as a means to grind everything into more tools that may be used to grind everything into ever more tools and on and on and on.

Perhaps the mere presence of technology undermines the effectiveness of magic. It changes life, and it strips everything around it to dull shades of gray.

Mechamancy – the joining of science and technology with magic – is only possible through deeply profane rituals and forces. The responsibility of good player characters in this scenario is to battle technology and science as they would any other evil, such as infernalism or necromancy.

The Machine as a Force for Good

In this scenario the conflict is to use the machine as a tool to battle the oppression and hate of those with magical power who abuse those without magical power.

Here magic is a strange, capricious, and cruel force of nature. It is ascribed an alien and malign intelligence. The belief that nature is harsh – red in tooth and claw – is a long established fact.

Science allows people to develop technology; technology places tools and power in the hands of common people so they can better survive nature and deal with those who wield magical power. While not perfect, mechamancy is still one of the best tools available for living in the world.

Mechanical Magic in a Fantasy World

"Technology is not an image of the world but a way of operating on reality. The nihilism of technology lies not only in the fact that it is the most perfect expression of the will to power...but also in the fact that it lacks meaning."

—Octavio Paz

This section discusses how to fit mechamancy into an existing fantasy world and is for both players and game masters. You can use this sample setting as a guide for deciding how mechamancy has affected your own world.

Mechamancy

It is difficult to conceive of a plausible world – no matter how fantastic – without tools. Everything shaped and made to be useful, from a stick with a sharpened end to a plasma rifle in the 40megawatt range, are tools. The presence of magic in a world does not change the fact that tools exist and find use. While a completely tool-free world is theoretically possible, it would be a difficult setting in which to game and would likely hold little interest other than as an intellectual exercise.

In nearly any given fantastical world, magic and technology - at least rudimentary technology - exist side by side. For every wizard using arcane words and small quantities of bat excrement to focus their wills and create incendiary effects, there are a dozen bricklayers, blacksmiths, glassblowers, brewers, and more besides. All of the so-called "mundane" work of these professions requires tools: neither cottage nor castle builds itself, for example, and those who do build structures must know how to accomplish the task in such as way that the finished product does not fall over in the next wind. This knowledge comes from trial, experimentation, study, and learning from personal experiences and from those who came before.

Even if magic touches all aspects of life in a fantastical world, it is unlikely to be so commonplace that it becomes a practical solution to everyday problems. Those humble people working at mundane tasks complete their tasks by following something much like the scientific process and by taking advantage of tools and technology. The absence of computers and the presence of magic does not change this fact.

Fantastic Renaissance

There have always been those who use both tools and magic in pursuit of goals in a fantastical world. In ancient times, great magical works were created, some of them resulting in the powerful artifacts that are still known today. Inevitably, however, war came, and much of the great magical learning was lost. Through the dark ages of magic, sometimes a mage would enchant a mule to plow a field more quickly, or might turn mud to stone to create a pathway to improve travel routes in an area, or even bind fire spirits to a blacksmith's hearth so that it would need less fuel to burn. Such applications of magic were always localized and never part of a concerted effort to produce greater effects. Mages simply used magic they already had to try to improve their lives. Slowly, however, mages rediscovered the ancient knowledge and turned it to uses it had never been intended for, and eventually creating new types of magic never before conceived.

The Fantastic Renaissance, as this new birth of magic has come to be called, led to the rise of the "school" of mechamancy, a collected body of knowledge developed and added upon by many mages with different traditions and methods. The standardization of the science of mechamancy was opposed in many places, but ultimately this new style of magic gained enough power and respect to stand beside the classical schools, such as Illusion and Necromancy.

Mechamancy, like real science and technology, has made power more accessible to the general people than it had been before – much to the consternation of those who practice magic in traditional ways. Mechamancers have spent a great deal of their time pursuing studies, goals, and increasing their defenses.

The Fantastic Renaissance itself is seeing a marked increase in people's exposure to knowledge, philosophies, trade, magic, and the like. It is also witnessing cultural upheavals because as people become wealthier, more educated and better armed, they are less likely to be satisfied with their position as it would be dictated by a set 1,000 year old traditions.

The sample setting material in *Mechamancy* uses Elstrice, a pseudo-Italian nation going through its own renaissance, as a backdrop for introducing mechamancy. The nation of Elstrice should be close enough to the PCs' home stomping grounds for them to hear about the rebirth of a land that had been dying. Preferably, another nation should lie as a buffer between the PCs and Elstrice, so that the PCs can see both a progressive nation using mechamancy and a reactionary nation that turns against it. This buffer nation is home to Cardinal Ludd, the leading opponent of mechamancy.

Of course, feel free to change the names and details of this setting to suit your world.

Elstrice

A realm noted for its canny traders and merchants, Elstrice survived a magical catastrophe that left the population cut in half, and now is quickly recovering with the aid of a new type of magic. The merchants and scholars of Elstrice are seeking ways to improve their lot in life after the recent dark days, and this has helped spur the development of mechamancy. They have started the Fantastic Renaissance.

House Verrocchio

Some of the greatest proponents of mechamancy and the innovations of the renaissance are the Verrocchio family, renowned patrons of the arts and the sciences.

Lorenza Francis Renée Verrocchio is matriarch of the Verrocchio family. For more than a

REAL RENAISSANCE

In the history of the real world, the Renaissance first began in Italy following a population and economic recovery after the bubonic plague. At the time, the population decrease caused by the plague had led to an economic depression because merchants had fewer people to whom they could sell their wares.

After the plague, however, the population swelled, creating new demand for goods and services. A new middle class emerged as bankers, merchants, and crafters again had a market for goods and services.

As fortunes improved, people had money to spare after meeting their basic needs for food, clothing, and shelter. Humans being humans, they desired larger and more luxurious homes, art to beautify their surroundings, good clothing to show off their wealth, and better food to eat.

Education became useful for many professions. Bankers and accountants had to understand arithmetic, and merchants trading with other countries needed to possess knowledge of foreign currencies and languages. Reading was essential to understand a contract.

This helped to create and drive the Renaissance, which in turn spurred gun technology, exploration and exploitation of the new world, and – generally speaking – the history of the world for the last 500 years.

While a fantasy world need not suffer from the bubonic plague, there are certainly enough doomsday plots in a typical fantasy setting to cause a massive population decline. It remains quite possible that a fantasy world could experience its own Renaissance, because the forces that created the Renaissance in the real world – the drive to better oneself, for example – also exist within the characters of fantasy.

century the Verrocchio has made their family fortune through banking, as well as creating and trading in weapons and tools. Lorenza embraced mechamancy when it was not yet popular, and her house's power, prestige, and wealth have grown with the new magical field. Recently ennobled, the Verrocchio family currently holds many positions of power – mercantile, political, economic, and others – in Elstrice.

The de Medici Family

In historical Italy, the powerful and influential Florentine Medici family derived financial power from the textile trade, guided by the guild of the *Arte della Lana*. Rising from the middle class, they became bankers and later politicians, clergy, and nobles. The family attained its greatest prominence in the Renaissance, as members became key personages during the 15th and 16th centuries. The de Medici family included many noted patrons of the arts and sciences during the Renaissance and acted as patrons to Galileo and Leonardo da Vinci.

In the fantasy world of Mechamancy, the Verrocchios are a thematic stand-in for the de Medici and what they did, both in terms of supporting exploration in arts and sciences as well as creating controversy and turmoil. Elstrice, home to the Verrocchio family, is a long-time rival to the bordering realm that is home to Cardinal Ludd.

While the Verrocchios carry a reputation for being ambitious, impious, unscrupulous, and decadent, they are much loved by most of the people of Elstrice because they also support the poor, destitute, and under-privileged. Lorenza in particular has a passion for how mechamancy can empower the common man.

With House Verrocchio close to Elstrice's centers of power, they are enjoying seemingly ever increasing prestige, and Elstrice is also becoming a cultural and artist center because the Verrocchios – and the other local nobles and wealthy wishing to emulate the trendsetters – are spending lavish amounts of money for sculptors, painters, architects, bards and the like in an effort to make their realm to most beautiful on the continent.

The Verrocchios are sponsoring any number of adventurers to go exploring, so long as they the adventurers bring back detailed maps, notes, and any artifacts they discover during their trips. They are also paying for the translation of ancient texts from human, elf, dwarf, gnome, halfling, and other societies – thus increasing cultural exposure considerably. However, the Verrocchios also have a reputation for being ruthless in all of their dealings. They are allied with the Machine Guild, and often (but privately) accused of collusion. Some allege the family facilitates stealing ideas, music, and spells created by others so members of the Machine Guild can claim it as their own creation. They also seem to have no qualms about blackmail, ruining the lives and reputations of those they dislike and even abandoning adventurers if it suits them to do so.

CARDINAL LUDD

Cardinal Burke Ludd is a high priest of one of the deities of traditional magic – the actual deity should be left up to the game master, depending upon the campaign world. Called the "Cardinal of Cynicism" behind his back, he is of the second highest rank in his church and holds considerable sway in the church organization. He is also adamantly opposed to mechamancy specifically, and the Fantastic Renaissance, tools, and technology in general; he widely publicizes his belief that mechamancers sully the world and

CARDINAL RICHELIEU

Cardinal Armand Jean Richelieu rose from a provincial post to become France's Secretary of State for foreign affairs and then head the royal council as prime minister of France in 1624. His powerful, analytical intellect was characterized by a reliance on reason, strong will, and the ability to govern and use political power.

His political views were always well-defined. Everyone played a specific role in the system: the clergy through prayer, the nobility with arms under the control of the king, and the common people through obedience. Richelieu believed in the divine right of the king, whose role it was to enforce proper order in society.

Cardinal Ludd, in the fantasy world of Mechamancy, is a Richelieu-esque figure. He wields both religious and political power and opposes mechamancy both for nationalistic reasons and because mechamancy creates social turmoil by upsetting centuries-old traditions of order and propriety. are deliberate insults to the traditional practice of magic.

Cardinal Ludd has been preaching that the battle between the eldritch and technology is a battle between good and evil equating the eldritch with good and technology with evil. He has even predicted the rise of a terrible adversary who is a machine given life.

Ludd uses his influence in his home country to keep technology and scientific study outlawed. In Cardinal Ludd's country, the possession of any mechamancy items is illegal. The punishment varies depending on the item and the situation: someone carrying a clock is flogged and put in the stocks for a few days, while someone possessing a myrmidon would be summarily and spectacularly executed.

Cardinal Ludd's philosophy attracts a number of followers of different stripes. Some followers

are users of magic who feel that their position of power is weakened – even threatened – by the existence of mechamancy. Other followers are morally and ethically offended devotees and followers of nature deities. Still other followers are experts, craftsmen, artisans, and laborers who fear being deprived of their livelihood by mechamancy in general and the Machine Guild specifically.

The goal of the "Ludd-men" – and that of their leader – is to expunge technological progress and make available only that which was available a thousand or more years ago. No more stirrups, long swords, crossbows, distilleries, rudders, compound bows, steel, or locks. The "Luddmen" are jokingly said to support only three tools – the torch's flame, the plow's toil, and the spell's purity.



Options for Introduction

Introducing mechamancy as a magical school in an existing campaign may be difficult. Listed below are several possible models for the origin of mechamancy in a campaign world.

Emerging: There have always been those who used tools with their magic. However, they were just different techniques until recently, when the different techniques were consolidated into a single and identifiable school of mechamancy, helping to create a Renaissance in the campaign world. Currently, one of the most formidable and widespread mechamancer organizations is the Machine Guild, which is closely linked with the Verrocchio family. Over the years, the Guild and what it provides have slowly spread into the PCs' home realm, until mechamancy has widely known, though not yet familiar. War: Mechamancy developed into a coherent school of magic during a recent war of horrific proportions. The war constantly called for new weapons and innovations to increase the slaughter. A number of colleges and mechamancer proponents appeared during the conflict, but the only ones to survive have been the the Machine Guild and the Verrocchio family, both of which enjoy a dubious reputation because they supplied weapons to multiple parties in the war. Cardinal Ludd never lets anyone forget about the depredations caused by technology during the war.

Mysterious: The tools mechamancy provides are mysterious in origin. The only known source is the Machine Guild, which is circumspect about whence come the tools and understanding to create those tools. In this scenario, mechamancy is only a few years old but has already made a considerable impression among those who use its tools - or who have had the tools used on them. Mechamancy is wrapped in riddles and mysteries. Cardinal Ludd, a vehement critic, demands to know where mechamancy comes from and campaigns for the dissolution of the Machine Guild and investigations into the Verrocchio family. Here, mechamancy is both a tool and a riddle, and the uppermost level of technology can be whatever the game master chooses to add to the mystery.

Ancient: More than 1,000 years ago, many employed mechamancy. However, there was a catastrophe of some sort that brought on the collapse of societies. Much of the world was reduced to living like goblins, when before they had lived more like elves or dwarves. Now, as the world is recovering from that calamity, the Verrocchio family and the Machine Guild is reintroducing mechamancy to society. Cardinal Ludd will have none of it and is calling for the eradication of all technology and warning of another impending cataclysm brought on by technology. Mechamancy tools and weapons of great power may be found in select ruins, and perhaps the PCs are even the ones responsible for the discovery of a key item that sparks the Renaissance.

Foreign: Mechamancy weapons, tools, and techniques are introduced to the campaign suddenly by a foreign power. This other culture may simply be markedly different but still come from the same world – for example, a pseudo-Arabic or pseudo-Oriental culture visiting the traditional psuedo-European setting of most campaign worlds. Or the other culture may be an utterly alien race from another dimension. When the foreign power arrives, it may be exploring, trading, or invading. In any event, Cardinal Ludd is decrying the foreigners, and what they are doing while the Verrocchio family and the Machine Guild serve as intermediaries; or perhaps they are traitors to their own lands and people.

Issues of Controversy

The proverbial "old power mongers" do not adapt well to changes they do not control and view such changes as direct threats. Many people who already possess power see mechamancy – and the entire Fantastic Renaissance that mechamancy seems to portend – as intolerably different because it creates items that nearly anyone may use with a minimum amount of trouble. The relationship between practitioners of traditional magic and the workers of mechamancy is volatile.

Usefulness

One issue mechamancy generates is a question of utility. How useful is mechamancy and the tools and devices it creates? Entirely too useful for the comfort of many traditionalists.

Mechamancers have developed a system of standardized parts. This innovation has allowed them to produce general goods – hammers, saws, barrels, chests, swords, etc. – more efficiently than before, which in turn means they are able to sell certain products for reduced cost while still making a profit. With cheaper prices, more people are able to afford weapons and products that before were luxuries. If you are a paying customer, why pay 12 gold pieces for a war hammer from a traditional craftsperson when you can purchase a war hammer of the same quality from a mechamancer, or a merchant supplied by a mechamancer, for a mere 8 gold pieces? This price difference puts pressure on traditional craftsmen and artisans who do not use the mechamancers' methods and who are now finding themselves overpriced and unable to make a profit. Mechamancers are aware of this but are mostly indifferent.

Theology

Rightly or wrongly, a great many traditional deities of nature and magic are seen as feminine; usually they are strongly feminine and proponents of feminine power. By comparison, the perception of science, technology, and tools is generally masculine. Even mechamancers usually identify it in masculine terms. The mortal perceptions of

THE DEBATE

Practitioners of traditional magic say that mechamancy promotes power-mad individuals who may use an army of myrmidons to conquer a kingdom. Mechamancers counter by pointing out that necromancy and diabolism pose the same threats, and enchantment can be used to even make human warriors fight against their will. Mechamancy, they say in defense, has never been used on such a grand and violent scale because items of mechamancy are wielded by common people, and so they can only be used toward the ends most desired by society. Mechamancers are only helping people, they say.

Practitioners of traditional magic say that mechamancy places too much power in the hands of people not ready to deal with it or appreciate its consequences. They ask who gets to approve who receives mechamancy tools and items? The mechamancers respond by asking who should approve of who does and does not receive power – the same mages who create armies of the undead and recklessly summon fiends? Mechamancers further counter by asking, if people are not ready now, then when will people be ready? Practitioners of traditional magic say mechamancy is costing them their power of determination over communities. Mechamancers say that is part of the point.

Mechamancy produces items that produce spell-like effects. Mages do the same thing and have for ages. However, due to a number of breakthroughs, the mechamancers are generally able to do so in a more cost-effective way than can mages. A *wand of lightning bolts* that needs only a command word to be activated costs more than 32,000 gold. However, the typical lightning weapon produced by mechamancy starts at 11,440 gold pieces. The catch is that the latter weapon requires careful maintenance, is complicated to use, and must be kept wound up, while the former only needs to remain undamaged. Even so, the latter weapon is simply cheaper and therefore more attractive to most buyers. As such, mechamancy places tools and weapons in many more hands. This in turn dilutes the relative power of the traditional users of arcane and divine magic. Their occasional wands and rings are reduced in practical power – if not in actual power – by the fact that many more people are able to access similar items.

No doubt, even in the days before recorded history, spellcasting alarmists reacted poorly to such developments as metal spears and horse domestication. However, the presence of tools, technology, and science were never widely perceived to be threats to the traditional practice of magic before the rise of mechamancy.

As such, mages in regions where mechamancer power is waxing are finding it ever more difficult to practice their art without interruption and almost impossible to simply dwell in their towers studying mysterious lore. Now, someone equipped with a mechamancy item is always looking to hold the spellcaster accountable – possibly for something they did not do, such as create a wandering horde of undead or a fiend set loose on a community. Still other times it is simply someone who wants to force a spell caster to crawl because they now have the power to make them grovel.

When planning your game, either as a player or a game master, you must decide what side of the debate your character is on, or what side the adventures will be sympathetic toward. It is a debate that has no clear answer, though those involved most heatedly would disagree.



RACIAL VIEWS OF MECHAMANCY

The different races respond to mechamancy, and the Fantastic Renaissance it seems to accompany, in different ways.

Dwarf: Dwarves are of two minds when it comes to mechamancy and the Fantastic Renaissance. On the one hand they admire the craft of creating the machines, while on the other hand they ardently disapprove of the way both are defying age old traditions. Few dwarves pursue mechamancy.

Elf: The elves disapprove of both mechamancy and the Fantastic Renaissance. They dislike the rigidly ordered machines that mechamancy produces and disapprove of the social upheavals that the Fantastic Renaissance is creating. No elves pursue mechamancy nor will they admit creations of it into their homes.

Gnome: These people have a fascination with mechamancy, with all of its spinning gears and moving parts. While they rarely like the social changes brought on by the Fantastic Renaissance, their affection for machines allows them overcome this.

Halfling: As suits their somewhat capricious nature, halflings are taken with the entire social, traditional, artistic and cultural changes brought on by the Fantastic Renaissance. They are less enamored of the machines.

Human: For every human with one opinion about mechamancy and the Fantastic Renaissance, there is another with a directly opposed view and a third person with still another view. However, humans are opportunistic creatures and ever more are realizing that both mechamancy and the Fantastic Renaissance present new opportunities to be exploited.

Orcs: As is their nature with most things they do not understand, orcs typically try to destroy mechamancy items and kill mechamancy's practitioners.

gender identities for the forces of magic and technology – on the mortal plane at least – put the two at odds.

Future Technology: Steam and Steel

The natures of technology and magic – and thus mechamancy – both contribute to practicioners' need to experiment and innovate. Generally speaking, the more advanced the technology of an item, the less magic is required to augment the item before it can do something spectacular.

The development of reliable steam power – steam power existed before 1750, but it was James Watt who made it worth the trouble – will ultimately prove to be a greater revolution than even the Renaissance. This is because steam power makes it easier to accomplish more. The power provided by steam engines allows technology to be pushed further than most mechamancers would have believed possible. If events follow the same course as in our world, the Renaissance turns into the Age of Reason, which in turn moves into the Industrial Revolution.

The fundamentals of combining magic and technology will undoubtedly change both in ways that are not contemplated in this book. However, game details appropriate to this more advanced period are the subject of the EN Publishing product *Steam and Steel.*

SECTION 03: THE MAGIC OF MECHAMANCY

"There are three roads to ruin: women, gambling, and technicians. The most pleasant is with women, the quickest is with gambling, but the surest is with technicians."

—Georges Pompidou

A Clockwork School of Thought

As a school of magic, mechamancy is relatively limited. Arcane and divine spellcasters who learn mechamancy tend to develop variants of traditional spells that have a more mechanical bent – a *fly* spell might conjure a helicopter backpack that crackles with energy, and a *true seeing* spell might reveal faint outlines of the inner mechanical workings of the bodies of living creatures – but only a few spells are inherently involved with mechamancy.

This section deals with the skills, feats, spells, and prestige classes that use the power of mechamancy.

MECHAMANCY Skills

The mechamancy skills detailed below are available to anyone with access to Craft or Knowledge skills. However, those who practice mechamancy get the most practical use of these skills. All these skills are merely subsets of existing skills – Craft, Knowledge, and Profession – and their status as class skills is the same as other skills of the same type.

CRAFT (CLOCKWORK) (INT)

This skill is used in the construction of clockwork fantastic machines, and it includes the mechanical principles involved in clockwork operation. Engineers, machinists, and technicians use this skill to create clockwork devices.

Check: The uses of Craft (clockwork) are

fully explored in Section 04: Creating Fantastic Devices.

KNOWLEDGE (PHILOSOPHY) (INT)

This skills represents a character's knowledge in various philosophies, including the predominate cultural philosophies of elves, dwarves, gnomes, and halflings. Interestingly, philosophies seem to affect how easily certain magical technologies work with certain people. Magic takes its form from the beliefs of its wielders, and so knowledge of their beliefs can be useful for those trying to use foreign mechamancy items.

Elvish Naturism: There is little difference between an object of nature, such as the sun, and its personification, as a being possessing life in some form. It is an axiom of elves to ascribe life to most things. This philosophy covers the elvish artistic traditions – including the focus on the graceful asymmetry of plants – and traditional balanced lifestyle.

Dwarven Stoicism: Morality is stern, involving a life in accordance with nature – as dwarves perceive nature – and controlled by virtue. It is an ascetic system, teaching indifference to things external to the ideal way of dwarf life. This philosophy covers the dwarf artistic traditions – including the focus on symmetric and geometric patterns – and work ethic.

Gnome Neutralism: The tradition encouraging a policy of remaining neutral in wars and other disputes is often embraced by gnomish communities. Traditionalists seek to live quiet

lives in accordance with their surroundings, and strive to avoid unnecessary conflict. This philosophy covers the gnome artistic traditions, including the proper way to fashion gems and useful items.

Halfling Tricksy: The philosophy encouraging one to mischievous, playful, or even dangerous tricks that are often intricate, complicated, or over elaborate. A chaotic system encouraging adherents to experience as much out of life as is possibly in as many ways as is possible, including a nomadic lifestyle. It also covers traditional halfling loyalty to family and community.

Magical Epistemology: This is a conservative human philosophy focusing on the use of supernatural power to make impossible things happen that studies the nature of magical knowledge, in particular its foundations, scope, and validity. It values competition and retaining power. The majority of spell casters, of all types, follow this school in one fashion or another.

Humanism: This is a avant-garde human philosophy focusing a system of thought that is based on the values, characteristics, and behavior that are believed to be best in human beings, rather than on any supernatural authority. It concerns itself with the needs, well-being, and interests of people and values cooperation. Mechamancy is the physical embodiment of this tradition.

KNOWLEDGE (TECHNOLOGY) (INT)

This skill covers all manner of "advanced" scientific knowledge involving technology, including acoustics, electromagnetism, mathematics, optics, and thermodynamics. It is a pre-requisite of many mechamancy feats and prestige classes. This skill is also used for operating technological devices.

When creating a mechamancy weapon, a character with 6 or more ranks of Knowledge (technology) can grant the item the Energy Substitution feat as if he possessed the feat.

SPEAK LANGUAGE (BINARY)

This is the language of the machines – especially, but not limited to, living machine outsiders. It is difficult to grasp for organic creatures, as at its base everything has been reduced to "yes" and "no" concepts.

Mechamancy Feats

All these feats are available to anyone who meets are prerequisites, not just engineers, machinists, and technicians.

BUILD FANTASTIC MACHINE [ITEM CREATION]

You can build sophisticated mechanical devices capable of accomplishing tasks that are beyond the means of normal machines, owing to the combination of magic and technology.

General Feats	Prerequisites	Effect
Effective Crafting	Must know a mechamancy spell	Item creation cost reduced 25%.
Eidetic Memory	—	Have perfect recollection.
Exotic Weapon Proficiency (Renaissance firearms)	Base attack bonus +1	Use firearms without penalty.
Living Machine Familiar	Arcane caster level 5, or technician level 1	Have a mechanical familiar.
Long-Term Effort	Effective Crafting, must know a 3rd-level mechamancy spell	Complete complex machinery by doing a little work at a time.
Project Head	Effecting Crafting, Long-Term Effort, must know a 3rd-level mechamancy spell	Divide large projects among many craftsmen.
Item Creation	Prerequisites	Effect
Build Fantastic Machine	Caster level 3	Create devices that combine magic and technology.

Table 03.01 – Mechamancy Feats

Prerequisite: Caster level 3.

Benefit: This feat allows an individual to build a fantastic machine, a mechanical device that possesses feats, is intelligent, or emulates spell-like effects. Refer to *Section 04: Creating Fantastic Devices* for the specifics.

Special: Even though fantastic devices often create magical effects, they do not follow the normal rules for magic item creation. Instead, creating a fantastic machine device uses the normal Craft skill rules. See "Market Price and Creation" (page 38) for information on creating fantastic machines.

EFFECTIVE CRAFTING [GENERAL]

You can reduce the cost and difficulty of making an object.

Prerequisite: Must know a mechamancy spell.

Benefit: The gold piece cost for any item you create, magical or non-magical, is reduced by 25 percent. The XP cost of crafting magical items is unchanged. For example, a magic item with a market price of 4,000 gp would normally cost 2,000 gp and 160 XP to create. You create it for 1,500 gp and 160 XP.

In addition, when crafting a non-magical item, you complete the item when you have finished work equal to 75% of the item's market price. For example, a non-magical item that costs 300 gp normally costs 100 gp in raw materials to create, and you would need to make Craft checks each week until you have completed 300 gp worth of work. With this feat, you create the item for 75 gp in raw materials, and the item is complete when you have finished 225 gp worth of work.

Special: All the spells in this book, and any similar spells approved by the game master, are mechamancy spells.

EIDETIC MEMORY [GENERAL]

You have a better memory than others, possessing a perfect recollection of everything you have ever experienced or encountered.

Benefit: You gain a +1 to +8 bonus to any

Intelligence and Intelligence-based skill check where memory is involved, such as locating an item in a room you have already searched, remembering the details of a map, or recalling the command word of an item you saw someone use five years ago. The game master will adjudicate the bonus provided by this feat, and any relatively mundane recollection should not require a roll.

Special: This feat can only be taken at character creation, except with the game master's permission; perhaps you have unlocked a special memory technique. In this case, you can only recall with perfect clarity events from the time you took the feat.

EXOTIC WEAPON PROFICIENCY (RENAISSANCE FIREARMS) [GENERAL]

You know how to use Renaissance firearms. **Prerequisite:** Base attack bonus +1.

Benefit: This feat allows you to use, without penalty, the firearms described in this book and similar weapons.

Special: If an individual possesses the feat Exotic Weapon Proficiency (modern firearms), they may use Renaissance firearms with a -2 penalty assessed against all attack rolls rather than the standard -4.

LIVING MACHINE FAMILIAR [GENERAL]

You can take a living machine, such as a clockwork animal, as a familiar.

Prerequisite: Arcane caster level 5 or technician level 1.

Benefit: If you create a living machine of tiny size or smaller with an Intelligence score of at least 1, you may have it become your familiar. It gains all the benefits a normal familiar would gain, though its construction might grant it many more abilities than a normal familiar would have. See *Section 04: Creating Fantastic Devices* for rules on creating living machines.

LONG-TERM EFFORT [ITEM CREATION]

By increasing the amount of time you spend building an item, you can craft a challenging item in smaller units that are easier to handle.

Prerequisite: Effective Crafting; able to cast a 3rd level mechamancy spell.

Benefit: You can reduce the DC to craft an item by spending longer. Divide the Craft check DC by 3, rounding up. Because the Craft rules track your success by multiplying your check result by the DC, you get less work done each week, but you have a much better chance of ultimately succeeding.

For example, a mechamancer with a +14 bonus to Craft (clockwork) checks attempts to build a device with a Craft DC of 72 and a cost of 900 gp. Normally he would have no chance. However, Long-Term Effort reduces the Craft DC to 24, so the mechamancer can take 10 each week to succeed the check and complete 576 sp worth of work. It will take 16 weeks to complete the item.

Special: All the spells in this book, and any similar spells approved by the game master, are mechamancy spells.

PROJECT HEAD [GENERAL]

You can lead a group of engineers, machinists, and technicians in a cooperative effort to create fantastic machines.

ENGINEERING MASTERMINDS

Players and game masters do not need to possess an in depth understanding of engineering or actual mechanical principles to use this book or for characters to create any number of machines. A game master should not require a player to do more than describe what they are building and the intended function of the device. It is assumed that the character knows more about the placement of every single bolt in a device and how to use optics to make illusions look better, than the players. Do not worry over-much about the in-character details of mechamancy.

On the other hand, if a player wants to design in detail every moving part of a device, then a game master should let them go hog wild. If the design is particularly good, eye-catching, or innovative, the game master might give an XP story award to the character. **Prerequisite**: Effective Crafting, Long-Term Effort; able to cast a 3rd-level mechamancy spell.

Benefit: When you are directing a large group to craft an object, you can spread the work to complete difficult tasks. You must be present for at least 8 hours each day at the location of the crafting, or else the work being done cannot contribute to the total product.

You may divide the remaining Craft DC by the number of crafters (to a maximum of 10). Each craftsman makes a Craft check individually, and contributes his result to the total cost of the item.

You may not use your Long-Term Effort feat in conjunction with this feat; however, if an individual craftsman has the Long-Term Effort feat, that individual can use it to make his or her own Craft DC lower. On the other hand, the benefit from your Effective Crafting feat applies to the entire project.

Special: All the spells in this book, and any similar spells approved by the game master, are mechamancy spells.

MECHAMANCY PRESTIGE CLASSES

The Machinist

The prestige class clerics of the Divine Engine, also called the clockword god, and the leaders of the deity's mystery cult, are machinists. The description below uses the Divine Engine, but the game master is free to replace that god with any technology-oriented deity of his choosing.

The followers of the clockwork god are dispassionate compared to most clerics. They remain calm – even emotionally cold – and always strive for personal discipline, self-control and a rational understanding of the omniverse. The ascetic lifestyle and ontological pursuits demanded by the Divine Engine are rigorous. However, there are special abilities and revelations for those who persevere. Machinists only rarely sermonize. However, they are not secretive and do what they can to answer honestly and openly any questions put to them. Machinists favor formal clothing and useful equipment. They are not given to ostentation or grand standing; the discipline of the Divine Engine shuns such "immaturity" in favor of solemn introspection and meditation. Machinists are aware of the poor reception mechamancy has received from other magical traditions, and so they possess a siege mentality: remain ever-present, waiting, until their opponents give in and accept the value of mechamancy. Of course, they are not fools, and so they are capable of making a strategic retreat when necessary to avoid alienating potential believers.

Machinists spend much of their lives wandering. Along the way they carefully observe, study, and catalog as much as possible about life and the world around them. Only later in their lives do they settle down in some community. Then they do what they can to make themselves – and the knowledge they have accumu-



lated – of practical use to their community. This, they believe, is the most effective method to illustrate the utilitarian value of the teachings of the Divine Engine.

REQUIREMENTS

Spellcasting: Ability to cast divine spells.

Feat: Build Fantastic Machine.

Skills: Craft (clockwork) 8 ranks, Knowledge (religion) 8 ranks, Knowledge (technology) 4 ranks.

Hit Die: d8.

CLASS SKILLS

The Machinist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, religion, technology) (Int), Profession (Wis), and Spellcraft (Int). See PHB Chapter 4 for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Machinist.

Weapon and Armor Proficiency: A machinist gains no new armor proficiencies, but he becomes proficient in firearms.

Spellcasting: For the purposes of spells per day and caster level, levels of machinist after 1st level stack with one divine spellcasting class the machinist already possesses. Machinists get no spellcasting advancement at 1st level.

Enchantment Immunity (Su): As the machinist advances in his understanding of the mechanical nature of the omniverse – and in his

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Enchantment immunity, turn or rebuke fantastic machines, heal machines, exotic weapon proficiency (firearms)	_
2nd	+1	+3	+0	+3	Skill focus, logical defense +1	+1 caster level
3rd	+2	+3	+1	+3	Logical retribution +1	+1 caster level
4th	+3	+4	+1	+4	Logical defense +2	+1 caster level
5th	+3	+4	+1	+4	Logical retribution +2	+1 caster level
6th	+4	+5	+2	+5	Logical defense +3, extra turning.	+1 caster level
7th	+5	+5	+2	+5	Logical retribution +3	+1 caster level
8th	+6	+6	+2	+6	Logical defense +4	+1 caster level
9th	+6	+6	+3	+6	Logical retribution +4	+1 caster level
10th	+7	+7	+3	+7	Logical defense +5	+1 caster level

Table 03.02 - The Machinist

dispassionate lifestyle – he becomes difficult to coerce through magic. A machinist is immune to charm and compulsion spells and spell-like abilities that are of a level less than or equal to his machinist class level. A 1st-level machinist is immune to *charm person*, for example, and a 9th level machinist is immune to *power word, kill*.

Turn and Rebuke Fantastic Machines (Su): A machinist gains the ability to turn and rebuke living machines in the same fashion as a normal cleric can turn and rebuke the undead.

Heal Machines (Su): A machinist can heal damage to machines, living or mundane, using spells with the healing descriptor. The machinist still cannot use *raise dead* and similar spells on machines.

Skill Focus (Ex): A machinist gains Skill Focus as a bonus feat at 2nd level. He must choose a Craft or Knowledge skill.

Logical Defense (Su): At 2nd, 4th, 6th, 8th, and 10th level, the machinist gains a +1 bonus to all saves against chaotic magic or attacks. This includes spells with the [chaos] descriptor, and magical attacks by chaotic outsiders.

Logical Retribution (Su): At 3rd, 5th, 7th, and 9th level, the machinist gains a +1 bonus to weapon damage rolls against chaotic creatures.

Extra Turning (Ex): At 6th level, the machinist receives Extra Turning as a bonus feat.

The Technician

Technicians are secular spellcasters who study and execute the planning and construction of devices using mechamancy.

Technicians have a lot of gadgets and tools on their person to help them execute their magic. Mechamancy – while it can offer considerable power – requires a great deal of preparation on part of the character. The trade off is the general utility of mechamancy and its expanded power.

Technicians tend to be more formal in dress than machinists, though their personalities tend to be rather eccentric. Many become quite vocal and emotional when it comes to discussing and defending their theories about machines, metallurgy, physics and so forth. They often have even more of a siege mentality than do the machinists - technicians do not receive the same training in the emotional restraint. Their emotional quality means they are likely to engage in scorched-earth tactics in combat. This does nothing to make them more popular and often plays into the hands of their enemies. Like many mages, technicians feel an attraction to magic and power that turns to ashes everything that irritates them.

Like machinists, technicians are unpopular with the servants and followers of nature deities – most feel threatened or offended by technicians'

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Skill focus, living machine familiar, animate objects, mechamancy spell power +1	_
2nd	+1	+0	+0	+3	Bonus feat	+1 caster level
3rd	+1	+1	+1	+3	Exotic weapon proficiency (firearms)	+1 caster level
4th	+2	+1	+1	+4	Mechamancy spell power +2	+1 caster level
5th	+2	+1	+1	+4	Eidetic Memory	+1 caster level
6th	+3	+2	+2	+5	Bonus feat	+1 caster level
7th	+3	+2	+2	+5	Mechamancy spell power +3	+1 caster level
8th	+4	+2	+2	+6		+1 caster level
9th	+4	+3	+3	+6	Bonus feat	+1 caster level
10th	+5	+3	+3	+7	Mechamancy spell power +4	+1 caster level

Table 03.03 – The Technician

predilection for machines and created tools.

Technicians refuse to be intimidated. Many go on adventures to hone their skills and field-test their inventions and equipment. They also wish to illustrate the usefulness of their techniques as compared to the ones offers by old-school mages.

REQUIREMENTS

Spellcasting: Ability to cast arcane spells.

Feats: Build Fantastic Machine, Effective Crafting.

Skills: Craft (clockwork) 10 ranks, Knowledge (technology) 10 ranks.

Hit Die: d4.

CLASS SKILLS

The Technician's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (each skill, taken individually) (Int), Profes-

sion (Wis), Spellcraft (Int), and Use Magic Device (Cha). See PHB Chapter 4 for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Technician.

Weapon and Armor Proficiency: A technician gains no new weapon or armor proficiencies.

Spellcasting: For the purposes of spells per day and caster level, levels of technician beyond the first stack with one arcane spellcasting class the technician already possesses. Technicians gain no spellcasting advancement at 1st level.

Bonus Feats (Ex): At 1st level, a technician gains Living Machine Familiar and Skill Focus as bonus feats. He must choose a Craft or Knowledge skill for Skill Focus. He gains Weapon Exotic Proficiency (firearms) at 3rd level, and Eidetic Memory at 5th level. He also gains any a bonus feat at 2nd, 6th, and 9th level. These feats must be chosen from: Long-Term Effort, Project Head, metamagic feats, and item creation feats. Animate

Objects (Ex): When a technician gains access to 6th level spells, he

may add the spell animate

object as a bonus spell to his spells known. This version of a*nimate object* is a 6th level arcane spell, but is otherwise identical to the divine version.

Mechamancy Spell Power (Ex): When a technician casts a mechamancy spell, he casts as if his caster level were increased by +1. This bonus increases by +1 for every 3 additional class levels.

Mechamancy Organizations

The Machine Guild

With the permission of the game master, a player character that is an engineer, technician, or machinist may join the Machine Guild.

The Machine Guild is the single largest,

THE DUTCH EAST INDIA COMPANY

The Dutch East India Company was established in March of 1602, when the States General of the Netherlands granted it a monopoly to carry out colonial activities in Asia. It is considered one of the first companies that issued stocks and bonds.

The company established its headquarters in Batavia on Java. Other colonial outposts were also established in the East Indies in what later became Indonesia, such as on the Spice Islands, which include the Banda Islands where the East India Company forcibly maintained a monopoly over nutmeg and mace. Methods used to maintain the monopoly included the violent suppression of the native population, not stopping short of extortion and mass murder.

By 1669, the VOC was the richest private company the world had ever seen, with over 150 merchant ships, 40 warships, 50,000 employees, a private army of 10,000 soldiers, and a dividend payment of 40 percent.

In the fantasy world with mechamancy, the Machine Guild is a thematic stand in for the Dutch East India Company, in terms of supporting trade and commerce as well as creating monopolies and exploiting war.

The Machine Guild deals largely but not exclusively in tools and technology. However, they also provide trading opportunities to other craftspeople that get membership in the organization. This book focuses on the mechamancers because the game play opportunities for shoemakers and cheese traders are limited. most effectively organized, and most prominent organization of mechamancers in existence. They have political and economic influence to match that of some city-states and can influence the policies of some governments. At least a third of all mechamancers belong to the guild. It has become the greatest bulwark between the mechamancers and Cardinal Ludd.

The Machine Guild might be a public organization, made up mostly of mechamancers who engage in research, trade, and intrigue. It could be a new guild, struggling for recognition. The Machine Guild might seek the assistance of the PCs, providing both adventure hooks and a good way to introduce the rules of mechamancy.

Membership: Basic dues vary by the character's prominence in the guild. If a member is a mechamancer, he must check with or return to one of the Guild Houses once every six months to accept special commissions and to remain appraised of guild policy. Further, mechamancer members must share with the guild any new discoveries they make, new spells they develop and a working copy of any new device they build.

Benefits: Those who join the guild start at guild rank apprentice regardless of their character levels. They automatically receive a 10 percent discount on any item they purchase from the guild. Members have access to the considerable research resources – libraries, carefully kept records of previous discoveries and experimentations and so forth – of the guild when doing research and experimenting. Lastly, a guild

Rank	Prerequisite	Dues	Cost	Benefits
Apprentice	_	40 gp annually	200 XP	Discount on items, research resources and patent items.
Journeyman	-	30 gp annually	400 XP	Build using guild facilities.
Master	1st level technician or machinist.	20 gp annually	600 XP	Supplies at cost.
House Master	5th level technician or machinist.	10 gp annually	800 XP	Found guild.

Table 03.04 – The Machine Guild

member who makes a new discovery, develops a new spell, or creates a new device receives credit for their discovery and receives royalties from the sale of any copies of their device or spell. (The game master needs to determine how much this would be. A rough guideline is 5 to 10 times the market value of the item, depending on how widely useful it is and how expensive it is.)

Mechamancers who reach the guild rank of journeyman may attempt to build a device in a guildhall, which reduces the DC for the assembly of the device by -2 due to access to standardized parts. Individuals who are not mechamancers may not progress past the rank of journeyman in the guild.

Mechamancers who reach the guild rank of master may purchases materials at cost, meaning they only need to pay one-fifth the market price of an item to acquire raw materials, instead of one-third. This does not reduce the cost of spelllike abilities for devices.

When a member reaches guild rank house master, he may establish – with permission of those higher than himself – a guild in some city that does not already have a guild, at which point he may take an active part in the leadership and operation of the Guild.

Leadership: Lady Verrocchio was not the first mechamancer, nor is she responsible for any particularly great invention. However, as a noble, she possesses the necessary political and organizational skills to make the guild powerful. She has a flexible management style in which she lets her subordinates adjudicate their duties and delegate responsibility for the completion of tasks. However, the line of authority in the guild leads to her. She is now in her early 70s. The two rivals for heir-apparent to Lady Verrocchio as the future master of the guild are a mechamancer known by the nickname "Girl Genius" and a sly fellow named Rambaldi.

Guild Symbol: A stylized clock face. Particularly elegant guild symbols include faint images of interlocking cogs inside the rim of the clock face.

GUILD HOUSES

There are 10 Machine Guildhalls: the master hall and nine standard houses. Each of the latter is located in a city sympathetic to, or in collusion with, the Machine Guild. Half of these are located in Elstrice, the home nation of the Verrocchio family. Some of these cities have deals with the guild to openly receive simple tools while other cities are secretly and illegally receiving weapons forbidden by laws and treaties. Guild policy is often stronger than local law – which frequently looks the other way when it comes to mechamancers on the grounds of these facilities.

Master Guildhall: A former Verrocchio family chateau is the largest guildhall. It was once a full feudal manor with orchards, fields of crops, a whiskey distillery, and attendant serfs. These days a small army of factotums maintains the grounds. A dozen mechamancers live in the house, constantly working and experimenting on new discoveries, new inventions to test those discoveries, and new fantastic machines to market the inventions that work. The master hall is now essentially one vast machine after a half-century of continual work, complete with rooms that move and maintenance and hygiene factotums that keep everything relatively clean. The master hall covers extensive underground facilities. The hall itself is positively bristling with weapons of all types: myrmidons, guns, armor, etc. This is also where the masters of the guild and the leaders of the seven lesser guildhalls meet four times a year to discuss guild policy. In an underground storage vault are a dead mechanical dragon and a dead mechanical balor.

Standard Hall: These are converted warehouses, mills, metal refineries, or similar structures. They are usually in the industrial section of their city and are not far from the market. A standard hall – home to about a half-dozen mechamancers of various levels at any given time – is extremely well defended with myrmidons, guns, armor, etc. Like at the master hall, mechamancers at a standard hall are constantly working and experimenting on new theories, new inventions, and new fantastic machines. A single guild member, who is usually the highestranking technician, always heads each standard hall. They have final word on the selling of merchandise, what projects to accept and to decline, and the various political wranglings necessary to keep the local government appeased. The internal arrangement of a standard hall is always extremely complicated. The underground facilities are always as complicated as the guild can make them without angering the local government. All these halls hold a stockpile of valuable metals - platinum, mithral, pitchblende, etc. and contain a shrine to the Divine Engine. All standard halls are equipped with a clock tower indeed, the clock tower is a recognizable landmark of cities with resident mechamancers.

MECHAMANCY SPELLS

"Where there is the necessary technical skill to move mountains, there is no need for the faith that moves mountains." —Eric Hoffer

This section is for both players and game masters. It details new spells relating to mechamancy and further covers the spell domains of the Divine Engine. The spells and domains here presented all follow the rules in PHB.

ALTER METAL

Transmutation Level: Sor/Wiz 3 Components: V, S, M Casting Time: 1 round Range: Touch Target: One 5-ft. cube of metal per 3 levels Duration: 10 minutes/level (D) Saving Throw: Will negates (object) Spell Resistance: Yes

This spell makes metal objects stronger or weaker. If used to strengthen metal, it removes flaws, weak points, imperfections, blemishes, and impurities. The object gains a +2 enhancement bonus to hardness, and the Break DC to break the item is increased by +2. When used on metal constructs, this grants DR 2/-. When used on metal armor, it grants a +1 enhancement bonus to Armor Class.

If used to weaken metal, the metal gains a -5 penalty to hardness, and the break DC is reduced by 5. When used on metal constructs, this reduces any DR is has by 5. When used on metal armor, it reduces the armor's bonus to AC by 2.

Material Component: A small amount of oil to be rubbed across the metal.

ALTER RANGE

Transmutation Level: Machine 4, Sor/Wiz 4 Components: V, S, M Casting Time: 1 action Range: Long (400 ft. + 40 ft./level) Target: One ranged weapon/level or 50 missiles/level; all must be within a 20-ft. radius Duration: 10 minutes/level Saving Throw: Will negates (object) Spell Resistance: Yes (object)

You can either enhance the range of ranged weapons by doubling their range increment, or you can reduce their range increment by one-half. Living machines are allowed a Will save to resist the effects of this spell on their built-in weapons, and other creatures are allowed a save to resist for weapons they carry.

Material Component: A feather from an arrow that has been fired.

AWAKEN MACHINE Transmutation Level: Clr 6, Sor/Wiz 6 Components: V, S, M/DF, XP Casting Time: 24 hours Range: Touch Target: Machine touched Duration: Instantaneous Saving Throw: Will negates (object) Spell Resistance: Yes (object) This spell is similar to the druidic spell

Mechamancy: The Clockwork Magic

Table 03.05 – New Cleric Spells

		•
Level	Spell	Function
0	Magnetize	Temporarily magnetizes any solid or liquid material.
1	Summon Machine 01	Call machines to fight for you, or to use as tools.
2	Summon Machine 02	As summon machine 01, only more powerful.
3	Summon Machine 03	As summon machine 01, only more powerful.
4	Summon Machine 04	As summon machine 01, only more powerful.
5	Sabotage	This spell causes internal damage to a mechanical device.
5	Summon Machine 05	As summon machine 01, only more powerful.
6	Awaken Machine	Grant a machine life and intelligence.
6	Summon Machine 06	As summon machine 01, only more powerful.
7	Summon Machine 07	As summon machine 01, only more powerful.
8	Summon Machine 08	As summon machine 01, only more powerful.
8	Undo Device	Targeted machine is disabled or destroyed.
9	Summon Machine 09	As summon machine 01, only more powerful.
9	Summon Machine 09	

Table 03.06 - New Druid Spells

Level	Spell	Function
6	Transmute Shaped Stone to Mud	As <i>transmute rock to mud</i> , but works on shaped stone, cut stone, and worked stone.

Table 03.07 – New Sorcerer/Wizard Spells

Level	Spell	Function
0	Magnetize	Temporarily magnetizes any solid or liquid material.
1	Clear Metal	Metal becomes transparent.
1	Summon Machine 01	Call machines to fight for you, or to use as tools.
2	Grand Calculation	+20 bonus to Knowledge (technology) rolls used to calculate.
2	Summon Machine 02	As summon machine 01, only more powerful.
3	Alter Metal	Strengthen or weaken metal.
3	Summon Machine 03	As summon machine 01, only more powerful.
4	Know Design	This spell allows you to instantly know design specifics of a machine.
4	Alter Range	Increase or decrease weapon range increments.
4	Summon Machine 04	As summon machine 01, only more powerful.
5	Sabotage	This spell causes internal damage to a mechanical device.
5	Summon Machine 05	As summon machine 01, only more powerful.
6	Awaken Machine	Grant a machine life and intelligence.
6	Summon Machine 06	As summon machine 01, only more powerful.
6	Transmute Shaped Stone to Mud	As <i>transmute rock to mud</i> , but works on shaped stone, cut stone, and worked stone
7	Magnetic Spell Bottle	Store a spell in a grenade-like bottle.
7	Summon Machine 07	As summon machine 01, only more powerful.
8	Summon Machine 08	As summon machine 01, only more powerful.
8	Undo Device	Targeted machine is disabled or destroyed.
9	Summon Machine 09	As summon machine 01, only more powerful.

awaken, except that it bestows life and sentience to machines. You must succeed a Will save (DC 10 + the HD the machine will have once awakened). An awakened machine has characteristics as if it were an animated object (see the MM), except that it gains the (living) subtype, and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened machine gains the ability to move its components under its own power, and it has senses similar to a human's.

The awakened machine is friendly toward the caster. You have no special empathy or connection with a machine you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. The machine can speak one language you know, plus one additional language you know per point of Intelligence bonus (if any) it receives.

Arcane Material Component: A narrow metal cylinder inscribed with words of wisdom.

XP Cost: 250 XP.

CLEAR METAL

Transmutation Level: Machine 1, Sor/Wiz 1 Components: V, S, M Casting Time: 1 action Range: Touch Target: One 5-ft. cube of metal per 3 levels (minimum 1) Duration: One day (D) Saving Throw: Fortitude negates (object) Spell Resistance: Yes (object)

Metal transformed by this spell becomes clear and almost transparent. The spell only works on metal – it has no effect of ceramic, stone, leather, fabric, or wood. In addition, it does not clean metal, remove flaws from metal, or extract impurities from metal. Dirty metal is as transparent as dirty glass; flawed, bent, or cracked metal is as transparent as glass with flaws, distortions, bends, and cracks. Use of this spell offers a +10 circumstance bonus to Appraise, Craft, and Disable Device checks with metal objects, and characters inflict sneak attack damage against affected metal constructs.

Metal subject to this spell retains a hue based upon the type of metal. Copper is reddish-brown, silver is white, iron is off-white, steel is blue-gray in color, gold is golden, lead and pewter have a silver-blue color, and so forth.

Material Component: A small amount of oil to be rubbed across the metal.

GRAND CALCULATION

Divination Level: Machine 2, Sor/Wiz 2 Components: V, S, DF Casting Time: 1 action Duration: 1 round Saving Throw: None Spell Resistance: No

This spell grants you a +20 bonus to a Knowledge (technology) check to solve a mathematical problem; enough to solve all typical such problems. You gain the knowledge immediately, and can apply it directly for one round. Thereafter you retain knowledge of the answer, but not an understanding of how you reached that answer.

Additionally, for one round after you cast this spell, your insight into calculation allows you to use small bits of knowledge to calculate physical movements. You can ignore concealment of creatures you attack, and you suffer no range penalty for the first three range increments for ranged attacks you make.

Arcane Focus: An abacus or slide rule upon which to perform the mathematical formula for the spell.

KNOW DESIGN

Divination Level: Machine 3, Sor/Wiz 4 Components: V, S, F Casting Time: 1 action Range: Close (25 ft. +5 ft./2 levels) Target: One machine Duration: 1 minute/level Saving Throw: Will negates (object) Spell Resistance: Yes (object) You instantly become aware of the design specifics of a machine, retaining perfect recollection of the mechanical systems for only one minute per level. After that, the details of the memories begin to fade, though you can easily make detailed notes in that time.

The knowledge you gain is equivalent to knowing the full game rule mechanics of the machine. You gain a +10 bonus to Disable Device checks to disable the machine.

As a full-round action, you can concentrate on a different machine within range, gaining knowledge of its design. This knowledge replaces that of the original machine, leaving you with no clear recollection of the first machine's design.

Living machines are allowed a Will save to resist the effects of this spell.

Arcane Focus: An abacus or slide-rule upon which to perform the mathematical formula for the spell.

MAGNETIC SPELL BOTTLE

Evocation Level: Machine 7, Sor/Wiz 7 Components: V, S, M, F Casting Time: 10 minutes Range: Special (see text) Target: Special (see text) Duration: Until triggered Saving Throw: None Spell Resistance: No

You can store a spell of up to fourth level in a specially prepared Leyden bottle for use at a later date. You cast the spell into the bottle, then seal it. When the bottle shatters or is opened again, the spell triggers, affecting the nearest valid target that is within 5 ft. If the spell normally affects only the caster, and you are not within 5 ft. when the bottle is opened, the stored spell has no effect.

Targeted spells take effect upon whatever the bottle hit when it broken or otherwise triggered, or a valid target within 5 ft. Area of effect spells are centered upon the location where the bottle broke. Spells with a direction – such as *lightning* *bolt* – move out from the location where the bottle was broken in a random. Spells where an effect is controlled by the caster – such as *animate object* – are controlled by whomever last held the bottle.

The nature of the spell contained in such a bottle may be determined by examining the surface of the bottle. The text version of the spell – in arcane symbols – scrawls and writhes across the surface of the layden bottle. The speed of the writing on the text increases in proportion to the power of the spell.

Material Component: Mithral and platinum wiring which must be pressed onto the outside of the bottle and sealed in place with a chemical fixative. This requires a Craft (clockwork) check (DC 10 + $(3 \times \text{the spell level placed in the jar)})$). The cost of this material is your caster level times the spell level placed in the jar times 20 gp. If you fail your Craft check, the spell fails, but the material is not wasted. When the bottle is triggered, the spell energy is released along the mithral and platinum circuits, ruining them.

Focus: A 150 gp Leyden bottle (see page 42).

MAGNETIZE Transmutation Level: Clr 0, Sor/Wiz 0 Components: V, S, M Casting Time: 1 action Range: Touch Target: 1 lb./level of solid matter Duration: 1 round/level Saving Throw: Fortitude negates (object) Spell Resistance: Yes (object)

You may temporarily magnetize a small quantity of any solid material, including substances that normally could not be made magnetic, such as sand, flesh, lead, glass, or wood.

Once magnetized, such substances will generate a magnetic force, attracting other magnetized substances or material capable of being magnetized. This charge is relatively faint, and has no attractive force beyond 5 feet. It might be used to grant a bonus of up to +2 for disarm attempts against metal weapons. Iron, steel, nickel, and cobalt subject to this spell will continue to possess magnetized properties after the duration of the spell has expired. However, material not naturally capable of possessing such characteristics reverts to normal after the duration of the spell has expired.

Material Component: Magnetized iron filings.

SABOTAGE

Evocation Level: Clr 5, Sor/Wiz 5 Components: V, S, M Casting Time: 1 action Range: Close (25 ft. +5 ft./2 level) Target: One machine Duration: Instantaneous Saving Throw: Will negates (object) Spell Resistance: Yes (object)

This spell deals 1d6 points of damage per level (maximum 15d6) to a mechanical device. Living machines are permitted a Will save for half damage, as are creatures carrying a targeted object. *Material Component:* A tiny wooden shoe.

SUMMON MACHINE 01

Conjuration (Summoning) [Lawful] Level: Clr 1, Sor/Wiz 1 Components: V, S, F/DF Casting Time: 1 round Range: Close (25 ft. +5 ft./2 levels) Effect: One summoned machine Duration: 1 round/level Saving Throw: None Spell Resistance: No

This spell summons a machine from another plane that you may use to perform work or attack your enemies. These machines are usually sentient, but they are usually limited in terms of intelligence to that of an animal. The machine will appear where you designate with in the range of the spell. You cannot summon chaotic machines with this spell. See Table 03.08 below for a list of machines you can summon.

Divine Focus: A holy symbol of the Divine Engine.

Arcane Focus: An abacus or slide rule upon which to perform the mathematical formula for the spell.

Summon Machine 02 – 09

Conjuration (Summoning) [Lawful] Level: Clr 2, Sor/Wiz 2 – Clr 9, Sor/Wiz 9; Machine 9 (Summon Machine 09 only) Effect: One or more summoned machines, no two of which may be more than 30 feet apart As *summon machine 01*, except you can sum-

mon more powerful karakuri. Select one of the options from Table 03.08 from the appropriate spell level, or 1d3 from a level one lower, or 1d4+1 from a level two lower.

TRANSMUTE SHAPED STONE TO MUD Transmutation Level: Drd 6, Sor/Wiz 6 Components: V, S, F Casting Time: 1 full turn Range: Medium (100 ft. +10 ft./level) Area: Up to two 10 ft. cubes/level Duration: Permanent Saving Throw: See text Spell Resistance: No

This spell is functionally identical to the normal *transmute rock to mud*. However, this more powerful version will work on shaped stone, cut stone and worked stone – such as is found in a tower wall or in the cobblestones of a city street.

As with *transmute rock to mud*, magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

For all practical purposes, any structure affected by this spell will have 0 hardness and 0 hit points, and the DC for damaging it falls to 0. As this spell can have effect on cut and

SUMMONING MACHINES

The character who casts summon machine has a list of options. To begin, the caster must choose whether to summon a living machine outsider, a technically advanced vehicle, or an advanced weapon. Refer to Table 03.08 for what is available per level of the spell, summon machine.

All the vehicles and weapons summoned by these spells can be used by the caster without penalty, even if the caster does not otherwise possess the feats and skills necessary to operate the vehicle or weapon. The nature of the summoning spell is to give the caster control over that which he summons - that includes vehicles and weapons.

Upon arrival, weapons are fully loaded and vehicles fully fueled.

Option 01: This is the standard option. The caster summons living machine outsiders and employs it in the same fashion that a traditional monster summoned by the spell summon monster may be used. This column details the most powerful such creature that the caster may summon per level of the spell. More information on living machines will be presented in future supplements.

Option 02: With the second option the caster may begin to summon modern firearms. These weapons are exactly as described in the Modern d20 system reference document. If anyone besides the caster who summoned the weapons attempts to use them without the benefit of the feat Exotic Weapon Proficiency (modern firearms), he suffers a -4 penalty. There are three figures to be considered for each level, the first is the damage capacity of the weapon summoned by the spell, the second designates if the weapons is single shot or automatic and the last indicates the range increment of the weapon summoned.

Option 03: The third option offers no benefits until summon machine 06. Then the caster may begin to summon futuristic weapons. These weapons are exactly as described in DMG. Consult that book for the damage and range of these weapons. If anyone besides the caster who

summoned the weapons attempts to use them without the benefit of the feat Exotic Weapon Proficiency (futuristic), he suffers a -4 penalty.

Option 04: The fourth option offers immediate - and potentially explosive - benefits. This allows the caster to summon a set number of sticks of dynamite, smoke grenades or fragmentation grenades. The caster chooses the specific type of grenade or grenade-like weapons. Refer to the DMG for the descriptions of dynamite, smoke grenades, and fragmentation grenades.

Option 05: The fifth option offers no benefits until summon machine 05. Then the caster may begin to summon modern vehicles. Each spell will summon a different vehicle.

Summon machine 05 allows the caster to summon a single vehicle with a maximum of three wheels, one operator, one passenger and five cubic feet of cargo space, Large size, a speed per round 330, 150 miles per hour, 500-pound weight that provides no cover for operator and passengers.

Summon machine 06 allows the caster to summon a single vehicle with a maximum of four wheels, one operator, four passengers and 15 cubic feet of cargo space, Huge size, a speed per round of 220, 100 miles per hour, 2500-pound weight, and damage reduction 7/- that provides cover for operator and passengers.

Summon machine 07 allows the caster to summon a single vehicle with a maximum of four wheels, one operator, five passengers and 20 cubic feet of cargo space, Huge size, a speed per round of 235, 110 miles per hour, 3500pound weight, and damage reduction 7/- that provides cover for operator and passengers.

Summon machine 08 allows the caster to summon a single vehicle with a maximum of four wheels, one operator, 1550 cubic feet of cargo space, Huge size, a speed per round of 210, 95 miles per hour, 4500-pound weight, (continued on next page)

	Table 03.08 – Summon Machine								
Lvl	Option 01	Option 02	Option 03	Option 04	Option 05				
1	1 Alphaculus	2d4, S, 30 ft.	-	1 dynamite	-				
2	1 Betaculus	2d4, S or A, 40 ft.	-	2 dynamite or 1 grenades	-				
3	1 Gammaculus	2d6, S, 40 ft.	_	3 dynamite or 2 grenades	-				
4	1 Deltaculus	2d6, S or A, 40 ft.	-	4 dynamite or 3 grenades	-				
5	1 Epsilonculus	2d8, S or A, 70 ft.	_	5 dynamite or 4 grenades	Light Vehicle				
6	1 Primusculus	2d8, S or A, 80 ft.	Laser Pistol	6 dynamite or 5 grenades	Medium Vehicle				
7	1 Deciculus	2d10, S, 90 ft.	Laser Rifle	7 dynamite or 6 grenades	Medium Vehicle				
8	1 Hectoculus	2d10, S or A, 90 ft.	Flamer	8 dynamite or 7 grenades	Heavy Vehicle				
9	1 Centiculus	2d12, A, 110 ft.	Antimatter Rifle	9 dynamite or 8 grenades	Armored Vehicle				

worked stone, it is dangerous to structures such as city walls, castles, towers, etc. There are too many permutations of structures here to list all consequences of *transmute shaped stone to mud*. Stone altered by this spell will retain its altered shape should be again become stone.

The mud remains until a successful *transmute mud to rock* or a *dispel magic* is cast upon the material. In most locations, natural evaporation turns the mud to hard-packed dirt over the course of about week. It is possible for the moisture in the mud to freeze in environments sufficiently cold.

Divine Focus: A holy symbol of the Divine Engine.

Arcane Focus: An abacus or slide-rule upon which to perform the mathematical formula for the spell.

UNDO DEVICE

Transmutation Level: Clr 8, Machine 8, Sor/Wiz 8 Components: V, S, F Casting Time: 1 round Range: Medium (100 ft. +10 ft./level) Target: One machine, mechanical device, trap, lock or combination thereof, no larger than two 10-ft. cubes per level Duration: Instantaneous Saving Throw: Fortitude partial (object)

Spell Resistance: Yes The subject of this spell – anything from complicated trapped hallways with pits, slamming walls, and *lightning bolts*, to a simple padlock on a trunk – is automatically and safely disarmed in such a way as no harm comes to the caster or anyone or anything in their vicinity. Further, if possible, the device is opened, and a targeted *dispel magic* takes effect upon the target. Typically, this spell does not deal any damage to the mechanism, trap, or device targeted. However, you can choose to reduce the target mechanism to its component parts, disassembling it and leaving scrap in its wake.

Living machines affected by this spell take 2d6 points of damage per level, (maximum 40d6).

SUMMONING MACHINES, CONT.

and damage reduction 7/– that provides cover for operator and passengers.

Summon machine 09 allows the caster to summon a single vehicle with a maximum of six wheels, one operator, 11 passengers or 300 cubic feet of cargo space, Huge size, a speed per round of 215, 98 miles per hour, 5000-pound weight, and damage reduction 14/– that provides improved cover for operator and passengers.

People in a moving vehicle when the duration of the spell expires – and the vehicle is returned to whence it came – do not lose their momentum when the vehicle disappears: they are essentially falling sideways. The damage they take for this depends upon the speed of the vehicle at the time: passengers take damage as if they had fallen 10 feet for every 10 miles per hour the vehicle was moving. For example, if a summoned vehicle were traveling 100 miles an hour when the spell duration expired, any and all operators and passengers of the vehicle would take 10d6 falling damage.

You can summon a water vehicle with appropriate statistics from the level one lower than the spell's actual level, and you can summon an air vehicle with appropriate statistics from two levels lower.

If this would reduce the machine to 0 or fewer hit points, you may choose not to destroy the creature, instead leaving it "asleep" at -1 hit points. Living machines that succeed a Fortitude save reduce the damage to 5d6.

Divine Focus: A holy symbol of the Divine Engine.

Arcane Focus: An abacus or slide-rule upon which to perform the mathematical formula for the spell.

Mechamancy Deities

The Divine Engine

The Divine Engine is a machine deity that game masters may add to their campaigns.

Followers of this deity contemplate the mechanical nature of the omniverse, life, and their deity through the study of mathematics and mechanical innovation. One of the central precepts is the integration of the magical and the mechanical by resolving conflicts between the two. This is an ongoing process.

The worship of the Divine Engine is largely limited to humans. Gnomes and dwarves have a secondary and a tertiary, following humans, interest in the deity while halflings and half-elves have no interest in the deity. Elves are often antagonistic. Many worshipers of traditional nature and magic deities find this machine mystery cult offensive and seek its destruction. This is not the same thing as saying that the nature and magic deities themselves or their celestial servants are equally offended.

The Divine Engine should only exist – and have an organized church and worshipers – in worlds where mechamancy is a century or more in age.

DIVINE FUNCTION

The Divine Engine seems to operate as a masculine counterpart to the feminine deities of magic. Other interpretations have the Divine Engine as the opposite to feminine deities of the moon or nature. In a cosmos where there is an inescapable symmetry between forces, it is not an issue that he is the masculine counterpart to something: it is the identity of that something that is a matter of debate.

The Divine Engine is the patron deity of science, technology, mathematics, tools, and mechamancy.

DIVINE **H**ISTORY

The Divine Engine was born when the first person used a pointed rock or stick to get at food. At that point someone had used a tool – a device used to perform or facilitate manual or mechanical work – rather than his or her own physical abilities. For good *and* evil, the course of much of history was given direction in that instance. The use of tools increased in pace with time and the growth of societies, and so the Divine Engine did also grow. Currently all races use tools, technology, and science. Now the Divine Engine is a fully sentient deity with worshipers. In fact, recent innovations have allowed technology and tool use to progress rapidly. This is particularly true of mechamancy that relies heavily upon tools.

DIVINE THEOLOGY

Conduct your life in as logical, coherent, dispassionate, and responsible a way as is possible, because excessive emotion leads to more suffering than joy. Always seek to act with the utmost personal responsibility. Study, observe, experiment, and learn. Use what you have learned in as productive a way as is possible. Do this all of this in a methodical way – a way that might be repeated by others to achieve similar ends. Share what you have learned with those who ask. Do not make life more difficult than is necessary. Always seek to understand the mechanical nature of the omniverse and the true essence of tools, science, and technology. While you will never be all knowing or all powerful, the pursuit of rational knowledge and logical understanding are the most noble and high-minded goals that an individual may ever pursue. In so pursuing these goals, the individuals elevate themselves above base nature. Do not seek to crush nature or eradicate magic - both these goals are impossible and a waste of resources. However, realize that nature is simply a pool of resources for use as is necessary and in the most efficient method possible. Second, magic is as much a tool as technology - only one wrapped in unnecessary layers of obfuscation to grant those who practice traditional magic a disproportionate amount of power.

Domains: Knowledge, Machine, and Magic. *Favored Weapons:* Hammer. Prestige machinists are also allowed to wield firearms.

Divine Symbol: A flat, notched disc – like a cog or a gear – with a spiral of mathematical formulae advancing out of the center of the disc.

Divine Status: Lesser deity.

Divine Portfolio: Science, technology, mathematics, tools, and mechamancy.

Divine Alignment: Lawful neutral.

DIVINE VIEWS OF MECHAMANCY

A deity's perspective on mechamancy and the Fantastic Renaissance is largely dictated by the deity's portfolio.

- *Animal:* Deities over animals are increasingly opposed to mechamancy because it makes killing animals easy. They are indifferent to the Fantastic Renaissance.
- *Chaos:* Deities that encourage chaos are increasingly favorably disposed to mechamancy and the Fantastic Renaissance because of the amount of trouble both are creating.
- *Death:* Deities over death are increasingly favorably disposed to mechamancy and the Fantastic Renaissance because of the amount of death and conflict both are creating.
- *Destruction:* Deities over death are increasingly favorably disposed to mechamancy and the Fantastic Renaissance because of the amount of destruction both are causing.
- *Earth:* Deities over the earth are increasingly opposed to mechamancy because it makes despoiling the earth easy, and mechamancers often turn to irreverent strip mining to support their craftsmanship. They are indifferent to the Fantastic Renaissance.
- *Evil:* Forces of evil wish to exploit both mechamancy and the Fantastic Renaissance and to keep these two out of the hands of the forces of good.
- *Good:* Forces of good wish to exploit both mechamancy and the Fantastic Renaissance and to keep these two out of the hands of the forces of evil.
- *Healing:* At this time gods of healing are largely apathetic towards mechamancy and the Fantastic Renaissance. However, they may become opposed as the tools of mechamancy replace the need for personal healing.

- *Knowledge:* Deities of knowledge are favorably disposed to mechamancy and the Fantastic Renaissance because of the epistemological pursuits of both.
- *Law:* Deities that encourage law are increasingly favorably disposed to mechamancy and the Fantastic Renaissance because machines (usually) follow the laws of physics and more laws are being discovered.
- *Magic:* Deities over magic are increasingly opposed to mechamancy and Fantastic Renaissance because both are moving away from traditional magical use and the reliance on the same.
- *Plant:* Deities over plants are increasingly opposed to mechamancy because it makes destroying plants easy. They are indifferent to the Fantastic Renaissance.
- *Travel:* Deities over travel are increasingly favorably disposed to mechamancy and the Fantastic Renaissance because of the amount of movement and travel both are encouraging.
- *Trickery:* At this time gods of trickery are largely apathetic towards mechamancy and the Fantastic Renaissance.
- *War*: Deities over war are increasingly favorably disposed to mechamancy and the Fantastic Renaissance because of the amount of combat both is encouraging.
- Other: At this time, gods of air, fire, luck, protection, strength, the sun, and water are largely indifferent toward mechamancy and the Fantastic Renaissance. They typically only want proper respect paid them by the mechamancers when new inventions interact with the god's portfolio.

MACHINE DOMAIN

The Divine Engine permits clerics to choose from three domains – Knowledge, Machine, and Magic. The Machine domain is presented here.

Deities: The Divine Engine.

Granted Power: Turn or destroy living machines as a good cleric turns undead. Rebuke, command, or bolster living machines as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

MACHINE DOMAIN SPELLS

- 1 Clear Metal
- 2 Grand Calculation
- 3 Know Design
- 4 Alter Range
- 5 Sabotage
- 6 Animate Objects
- 7 Magnetic Spell Bottle
- 8 Undo Device
- 9 Summon Machine 09

SECTION 04: CREATING FANTASTIC DEVICES

"When you see something that is technically sweet, you go ahead and do it and you argue about what to do about it only after you have had your technical success."

—J. Robert Oppenheimer

CONSTRUCTING DEVICES

This section covers the rules for the design, creation, infliction of damage, and repair of fantastic machines. It is for both players and game masters. Players who wish to create fantastic devices will use the rules presented here more than game masters (who can usually just create machines without worrying about cost).

A character with ranks in the Craft (clockwork) skill may attempt to create clockwork devices using the same procedure as creating any other mundane item with the appropriate Craft skill. Crafting a clockwork device requires access to a forge, as well as appropriate tools for forming and shaping the item's metal parts, unless the process involves materials other than metal or the mechanic has access to standardized parts. Crafting a clockwork device that emulates one or more spells requires the Build Fantastic Machine feat.

For the purpose of calculating the creation DC for Craft checks for building a fantastic device, clockwork devices start as standard or typical items (but rapidly become more complex), meaning the initial DC is 10.

Туре

The type of device modifies the starting difficulty, as determined by the table below. For example, some one wanting to build a weapon would have a starting DC modifier of +2. Note that vehicles must include a Dexterity score. In the event the device performs multiple functions, select only the highest applicable type.

PROSTHETICS

Living corporeal creatures that are not amorphous in nature can take artificial appendages, which are also known as prosthetics. These are the most complicated fantastic devices currently known because of the way they must integrate into the functions of a body.

Though magical healing is not forbidden to followers of the Divine Engine, the devout are encouraged to accept prosthetics in place of *regeneration* spells. A prosthetic clockwork limb can be emulated by creating an armor, using the rules in this section, and granting it a Strength and Dexterity score. A prosthetic's Strength and Dexterity must at least be equal to those of the creature it is attached to, or else it cannot function. If the prosthetic's score is higher, the benefit only applies to actions taken by the prosthetic limbs.

Other prosthetics can be emulated by devices that grant skill bonuses, so a prosthetic eye might grant a +2 bonus to Spot checks.

Increase the Craft DC by +3 to represent the challenge in integrating the device into a living creature. Once the device is created and a creature accepts it, it can be added or removed in a minute.

Table 04.01 – Type Modifier

Device Type	DC Modifier
Tool	+0
Weapon	+1
Armor	+2
Vehicle	+3
Living Machine	+4

BATTLE ARMOR

Trevor wants to make a powered suit of armor that can shoot lightning. This qualifies as both armor and weapon. Armor has a higher DC modifier, so the DC is 12. We will revisit this suit of battle armor throughout this chapter, watching as Trevor works to complete it.

LIGHTNING CANNON

Swiftly becoming the standard battlefield icon of the Fantastic Renaissance, the lightning cannon is cheap and easy to make. This device is clearly a weapon, so the base DC is 11.

Size

The larger the device to be created, the larger the DC modifier. The size of a device both determines the starting Construction score (see below) and limits the maximum amount of systems it may possess. Systems include individual abilities, skills, feats, and spells, attacks, and improvements to armor and hit points.

Table 04.02 –	Size M	odi	fier
	-		

Size	DC Modifier	Const. Score	Maximum Systems
Fine	+0	5	1
Diminutive	+1	5	4
Tiny	+2	5	7
Small	+3	10	10
Medium	+4	15	15
Large	+8	20	30
Huge	+16	25	60
Gargantuan	+32	30	120
Colossal	+64	35	Unlimited

BATTLE **A**RMOR

Trevor's armor is Medium in size, and thus has a DC + 4, or a total DC of 16 at this point.

LIGHTNING CANNON

The standard lightning cannon is a Small device with 6 systems. It could be a Tiny device, but a Small one is more durable, so the DC modifier is +3, for a total DC of 14.

Construction Score

A fantastic device's Construction score is how long the device will run in hours before it needs to be rewound. This time span is called a "cycle." Once a device runs through its cycle it must be rewound, which takes a number of minutes equal to its Construction score. If a device has only run a portion of its cycle it can be rewound to full, requiring 1 minute for every hour the device has been in operation. However, a device cannot be partially rewound – it must be rewound to full before it has enough potential energy to activate.

A device cannot be rewound more than once in a 24-hour period. Doing so puts serious strain on the device, permanently reducing its Construction score by 1. Even then, the rewound device cannot be activated unless at least 8 hours has passed since it was last activated. Attempting to do so causes the device to malfunction. See below for information on malfunctions.

An item's Construction score can be improved like an ability score. See below for more details.

Item Size

The rules for mechamancy item sizes are the same as those for living creatures, rather than the ones for weapons. On the table below are sizes and typical items of that size.

Table 04.03 – Size and Size Comparisons

Size	Item
Fine	Pocket watch, fake eye
Diminutive	Music box, magic rod
Tiny	Staff, ottoman
Small	Chair, trunk
Medium	Desk, table
Large	Outhouse, cart
Huge	Hut, wagon
Gargantuan	House, catapult
Colossal	Keep, ship

Abilities and Speed

Any fantastic device may possess any or all of the ability scores except for a Constitution score. All fantastic devices possess a Construction score automatically. Granting a device a score of 4 in an ability counts as one system, and increases the DC by +1. An ability can be increased by +2 by increasing the DC by +1, and every +10 worth of bonus counts as an additional system.

Fantastic devices without a Dexterity score cannot move themselves. If the device can move itself, then it automatically possesses a speed of 10 feet. Increasing the speed increases the DC by +1 for every 5 additional feet, rounded down. Note, fantastic devices without a Strength score may not move other objects.

Intelligence, Wisdom, and Charisma scores can only be granted to living machines. Indeed, all living machines must have at least a Wisdom and Charisma score. A craftsman cannot create a living machine unless he has the Build Fantastic Machine feat.

BATTLE **A**RMOR

Continuing our example, the power armor will have a Strength of 20, Dexterity of 14, Construction of +6 (from its base of 15, making it 21) and a speed of 30. Thus it will have a DC +9 for Strength of 20, DC +6 for Dexterity 14, and DC +3 for Construction 21. Because it has a Dexterity score, it automatically has a base speed of 10 ft. Increasing this to 30 has increases the DC +4. The two new ability scores count as two systems, the total +32 increase to ability scores counts as four systems, and the speed increase counts as one system. The DC increase is +22, raising the running total to DC 38.

Skills and Efficiency

You can purchase skill ranks for an item that possesses the necessary ability scores to use that skill, at a cost of 1 rank for a +1 increase to the Craft DC. Alternately, you can have an item grant a +1 enhancement bonus to checks with a chosen skill to the bearer of the item, and this increases the Craft DC by +1. Every 5 skill ranks or +5 enhancement bonus counts as one system.

All devices may take the Disguise skill, and sentient living machine may take it twice. The first time it is taken represents how well the machine is disguised to appear as something other than a fantastic device – such as a piece of furniture or a living creature. The second time it is taken represents a fantastic devices capacity to disguise itself at will, creating a machine that is more than meets the eye.

The efficiency of one task performed by any device may be improved by 10 percent for every increase in DC by +1. This cannot be used to enhance speed, ability scores, skills, spells, armor class, or ability to do damage. It is often used to enhance duration (such as a mechanical torch that burns longer), but many obscure possibilities are available. Every 50 percent of increase in efficiency counts as one system, so a device that increased a telecope's magnification from ×4 to ×8 (a +100% increase) would be two system. Increasing magnification to ×12 (a +200% increase) would be four systems, ×16 (+300%) would be six systems, and so on.

BATTLE **A**RMOR

The armor Trevor is building has no skills, to keep it simple. Its DC remains at 38.

Example 01: Granting a device 10 ranks in Climb increases the DC of creating that device by +10 and counts as two systems. For the device itself to use this skill, it would also need a Strength score and a Dexterity score, so it can move under its own power. You could also create an item that grants a +10 enhancement bonus to a character's Climb checks. Either version would increase the item's Craft DC by +10.

Example 02: Improving a spyglass so it increases the size of items viewed by eight, rather than by four, is a +100% improvement, increasing the DC of making the item by +10. Improving a lantern so it burned for twice as long and created twice the lit area would increase the DC of making the item by +20 (+10 each for 100% improvement in duration and area).

Weapons and Damage

Machines with a Strength score can make melee attacks. They automatically receive a slam
attack for free, doing damage appropriate to a construct of their size (the attack could also be a claw, a bite, or some other manner of attack: changing its type does not increase the DC). Adding an additional attack to a machine with a Strength score increases the DC +2 and counts as one system.

Machines without a Strength score can be wielded as weapons, dealing a base damage of 1d6, modified by size.

You can improve the damage of a machine's melee attack or of an existing weapon, increasing the damage by the equivalent of increasing the weapon's size category one step by increasing the Craft DC by +1. You can increase the damage multiple times, and increase the damage of multiple weapons, and each increase counts as one system.

lable 04.04 – Damage Increase				
Original Damage	New Damage			
1	1d2			
1d2	1d3			
1d3	1d4			
1d4	1d6			
1d6	1d8			
1d8	2d6			
1d10	2d8			
1d12	3d6			
2d4	2d6			
2d6	3d6			
2d8	3d8			
2d10	4d8			

Table 04 04 Dama

BATTLE ARMOR

The battle armor is medium and has a 20 Strength, so it has a slam attack that does 1d4+5 damage. Trevor does not care about improving its damage. The DC remains 38.

LIGHTNING CANNON

The lightning cannon cannot easily be used as a melee weapon.

Example 03: A mechamancer builds what amounts to a mechamancy chainsaw, a Tiny item that deals 2d6 points of damage. He must increase the damage by 5 size categories, increasing the item's DC by +5 and using one system.

Armor Class

The base AC of a machine is 10, modified by size and Dexterity. It has hardness appropriate to the material it is made from. A living machine device has damage reduction equal to the hardness of the material it is made from. When constructing a device, its AC may be increased by +2 AC for +1 DC. This cannot be used to increase the AC bonus granted by armor; it merely improves the defenses of mechamancy devices.

BATTLE ARMOR

Trevor's battle armor itself is made of steel, so it has hardness 10. He wants it to have AC 26, increasing the DC by +8 to 46.

LIGHTNING CANNON

The lightning cannon is made of copper, so it has hardness 8. Its AC is simply 10.

Hit Points

Mechamancy devices have hit points based on the size category of the device, and possess a hardness rating based upon the type of material used in their creation. Only if damage is in excess of that metal's hardness ratings does it actually suffer hit point loss. In the construction of the device, its HP may be increased, +5 HP for +1 DC.

Table 04.05 - Hit Points

Size	Base Hit Points
Fine	1
Diminutive	3
Tiny	6
Small	11
Medium	16
Large	22
Huge	33
Gargantuan	66
Colossal	132

Mechamancy: The Clockwork Magic

BATTLE ARMOR

On its own, the armor Trevor is building will have 16 hp. Trevor increases the hp by 10, or DC +2, making it DC 48.

LIGHTNING CANNON

The lightning cannon is a Small object, so it has 11 hp.

Weight

All fantastic machines have weight. This is determined by the amount of metal and other materials used to build the device. Use Table 04.06 as a guideline.

BATTLE **A**RMOR

The armor Trevor is building is made of steel, and thus weighs 125 lbs. on its own.

LIGHTNING CANNON

The lightning cannon is made primarily of copper, so it weighs 25 lbs.

Other Effects

Some devices provide benefits that do not fit the



Table 04.06 – Weight

					0			
	Fantastic Machine Size							
Metal	Fine/Dim	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Adamantine	1	5	25	125	625	3,125	15,625	78,125
Aluminum	1	4	20	100	500	2,500	12,500	62,500
Cobalt	1	4	20	100	500	2,500	12,500	62,500
Copper	1	5	25	125	625	3,125	15,625	78,125
Iron	1	5	25	125	625	3,125	15,625	78,125
Mithral	1	3.5	18	88	438	2188	10,938	54,688
Nickel	1	5	25	125	625	3,125	15,625	78,125
Silver	1	3.5	18	88	438	2188	10938	54,688
Steel	1	5	25	125	625	3,125	15,625	78,125
Tin	1	4	20	100	500	2,500	12,500	62,500
All woights lists	d in the							

All weights listed in lbs.

categories above. So many sorts of tools and devices are possible that it will often come down to the game master's discretion to establish a Craft DC. Each thing a device can do should count as one system, and increase the DC by at least +1.

Creating Fantastic Clockwork Devices

Some of the clockwork devices presented in this book are functionally identical to magical items – they are animated constructs, or they have spell-like abilities, or they possess feats. Such items are called fantastic machines. Creating a fantastic machine is very different from creating a normal magic item.

A crafter must have the Build Fantastic Machine feat to even attempt to build a fantastic machine. He acquires the raw materials (with a cost equal to one-third the item's market value), and then uses the normal Craft skill rules to complete the item. Unlike a magic item he need not expend any XP, unless the device has a spelllike ability with an XP cost.

Feats

For each feat the item possesses, increase the DC by +1, or by +2 if the mechamancer does not possess that feat. Tools grant feats to their wielders. Weapons typically use feats to enhance their attacks. Armor, vehicles, and living machines can use feats either way.

Spell-Like Abilities

A fantastic device may create spell-like effects. The energy required to power spell-like abilities is separate from the winding power that keeps the device moving and performing more mundane functions. Three factors determine the DC modifier for spell-like abilities.

First is the spell level limit of the device, which determines the highest level spell-like ability the item can perform. See Table 04.07. This limit includes spell level increases from metamagic feats. A mechamancer cannot create a device with

BATTLE **A**RMOR

Trevor designs the armor with two feats: Dodge and Point-Blank Shot. It grants the benefits of these feats to its wearer. This increases the DC +2 to DC 50.

LIGHTNING CANNON

The lightning cannon has three feats: Empower Spell, Enlarge Spell, and Maximize Spell. This increases the DC by 3, to DC 17.

a spell-like ability of higher level than the highest-level spell he can cast.

Second is the number of spell-like abilities. Each spell-like ability the item possesses counts as one system and increases the DC by +1.

Third is the spell energy the device has. A device can create spell-like effects using any spells and metamagic feats it knows,

Spell Level Limit			
Spell Level	DC Modifier		
0	+1		
1	+1		
2	+2		
3	+3		
4	+4		
5	+6		
6	+9		
7	+16		
8	+24		
9	+33		

Table 04.07 -

expending a number of spell energy levels equal to the level of the spell-like ability (minimum of 1 level for cantrips). The caster level of the spelllike ability is equal to the minimum caster level needed to cast that spell. When a device is rewound, it regains its spell energy. Every 10 levels of spell energy count as one system.

Each spell energy level the item has increases the Craft DC by +1.

Certain 0-level spells may be employed to create spell-like effects an unlimited number of times per day. These spells are: *dancing lights*, *detect magic, flare, light, ghost sound, know direction, mending* and *prestidigitation*. Employing a 0-level spell in this fashion requires a spell level limit of 0 (+1 DC) and at least 10 spell energy levels (+10 DC). A device with multiple spell-like abilities must have at least 10 spell energy levels remaining for the cantrip effects to work. Only two such 0-level spells may be included in any single device. However, this does not otherwise increase the financial cost of creating the device.

Example 04: A compass can produce *know direction* (0-level spell) as a spell like effect an unlimited number of times per day. Building this item is DC 22, Base 10 +0 (tool) +0 (fine) +1 (spell level limit 0) +1 (one spell known) +10 (spell energy levels).

Example 05: A fantastic device capable of creating an *arcane eye*-like effect (4th-level spell) twice before it would need to be rewound would have a DC of +13 (+4 for spell level limit, +1 for one spell known, and +8 for spell level energy).

BATTLE **A**RMOR

The armor can fire three *lightning bolts* per cycle before it needs to be rewound. It knows only one spell (+1 DC), can cast spells of up to 3rd level (+3 DC), and has 9 spell energy levels (+9 DC). This increases the DC a total of +13, to DC 63.

LIGHTNING CANNON

The lightning cannon can fire *lightning bolt*, which increases the DC by +1. Because the creator wants the device to be able to take advantage of its metamagic feats, the spell level limit of the cannon is level 6, which increases the DC by +9. The cannon has 12 spell energy levels, which increases the DC by +12. This increases the DC by +22, to a total of DC 39.

With its spell energy, the cannon could fire four normal 3rd-level *lightning bolts* (caster level 5), two 6th level *empowered enlarged lightning bolts* (caster level 11), two 6th level *maximized lightning bolts* (caster level 11), or some other combination. After using up its spell energy, the device would have to be rewound before it could create these spell-like abilities again.

Market Price and Creation

After determining all these factors, you can establish the price of the item, both its market price and the price to create.

Base Cost: The base cost of a standard fantastic device is 10 gp times the Craft DC. The base cost of clockwork vehicles and karakuri (or living machines) is 20 gp times the Craft DC. This base cost does not include the cost of any spell-like abilities it possesses.

The crafter must provide the base materials,

costing one-third the item's base cost. If he fails a Craft check by 5 or more while creating the fantastic device, the base materials are wasted and he must start over. Most crafters Take 10 on their Craft checks.

Spell-Like Ability Cost: Devices with spell-like abilities have an additional cost.

Each spell the item can use as a spell-like ability costs 250 gp. Additionally, multiply the spell level limit (½ for cantrips) by the number of spell energy levels, times 150 gp. This results in a cost slightly less than the cost of a once-per-day command word-activated magic item.

If the item has a spell level limit of 0, and the only spells it knows are from the following list of cantrips, the spell like ability cost is only 250 gp per spell known, and there is no cost for spell energy levels. The cantrips that can be used this way are: *dancing lights, detect magic, flare, light, ghost sound, know direction, mending* and *prestidigitation*.

The crafter must pay half this cost in raw materials, and 1 XP for every 25 gp. If he fails a Craft check when crafting the item, the raw materials for magical components are not wasted, nor is his XP.

Creation: Creating a mechamancy item requires raw materials equal to one-third of the base cost and half the spell-like ability cost. Using the normal Craft skill rules, the mechamancer makes Craft checks, multiplies his result by the item's Craft DC, and adds that to the running total of how many silver pieces worth of work he has completed. Some feats can reduce the difficulty of these Craft checks.

Malfunction

Whenever a mechamantic device is activated too often, it malfunctions, and other stresses (such as a rogue using the Disable Device skill) can cause a malfunction. Roll a d20 and consult the following table for typical malfunctions of a malfunction.

Slow Warm-Up: The device takes a while to start working properly, activating a round late.

BATTLE **A**RMOR

The total Craft check to create the armor is DC 63, so the item's base cost is 630 gp, requiring 210 gp in raw materials.

It possesses one spell-like ability – *lightning bolt* – which costs 250 gp, and the device has a spell level limit of 3 and 9 spell energy levels, which costs 4050 gp. The spell-like ability cost is 4,300 gp, which requires 2,150 gp in raw materials and 172 XP.

The total market price is 4,930 gp. The cost to create is 2,360 gp and 172 XP. Because the battle armor has a Construction score of 21, it will run for 21 hours without needing to be rewound.

LIGHTNING CANNON

A lightning cannon has a Craft DC of 39, so its base cost is 390 gp, requiring 130 gp worth of raw materials.

It possesses one spell-like ability – *lightning bolt* – which costs 250 gp, and the device has a spell level limit of 6 and 12 spell energy levels, which costs 10,800 gp. The spell-like ability cost is 11,050 gp, which requires 5,525 gp in raw materials and 442 XP.

The total market price is 11,440 gp. The cost to create is 5,655 gp and 442 XP. Because the lightning cannon has a Construction score of 10, once activated it can run for 10 hours. If its spell energy is not used in that time, or if it is turned off, it will need to be rewound before it can fire off its lightning bolts.

Any spell-like abilities of the device also activate one round late.

Gears Stripped: Several gears inside the device are stripped and ruined. The device itself still functions, but it takes 1d6 damage, ignoring hardness.

Clunk: Something in the machinery makes an ominous clunk. The device runs very loudly (Listen DC –10, modified by range) until repaired.

Warped Coil: The winding coil used to control the device's energy usage has warped. Whenever the device is activated it only functions for 1d3 rounds before deactivating.

Breakdown: The device simply stops working as something inside breaks or slides loose or the boiler starts venting continually.

Exploding Coil: The device's winding coil releases its stored energy catastrophically. The

device and any creatures or objects within 5 feet of it take 1 point of damage for each remaining hour of operation the device had left (for devices just activated, this will typically be equal to the device's Construction score). Creatures are allowed a Reflex save (DC 10) for half damage. If the device is not destroyed by this, it suffers the effect of a breakdown, and simply will not work until the malfunction is fixed.

d20 roll	Malfunction Event
1 – 4	Slow Warm-Up
5 - 8	Gears Stripped
9 – 10	Clunk
11 – 14	Warped Coil
15 – 19	Breakdown
20	Exploding Coil

Clockwork Malfunctions and Repairs

Breaking and tampering with clockworks is easier than keeping them working. A character with 5 or more ranks of Craft (clockwork) gains a +2 synergy bonus to Disable Device checks against mechamancy items. A successful Disable Device check causes a random malfunction (see above).

Fixing a malfunction requires a Craft (clockwork) check. The DC of this check is 15, +1 for every 10 points the item's own Craft DC is higher than 20. For example, an item that requires a DC 132 Craft (clockwork) check to create requires a DC 26 check to repair. The complexity of the repairs determines how long they take.

Table 04.09 – Repair			
Repair DC	Time		
15	1 min.		
16 – 20	10 min.		
21 – 30	1 hr.		
31+	10 hr.		

Repairing a device fixes all damage dealt to the device. A device that has been reduced to 0 hit points, however, cannot be repaired.

SECTION OS: TOOLS AND ITEMS

"Space-ships and time machines are no escape from the human condition. Let Othello subject Desdemona to a lie-detector test: his jealousy will still blind him to the evidence. Let Oedipus triumph over gravity: he won't triumph over his fate."

—Arthur Koestler

There are innumerable devices that may be created from mechamancy. Below is a small sam-

pling. These items may not be available on the

general market. However, the player characters

should have access to these things, even if it takes

Mechamancy Items

Here is a collection of new magical items, tools, vehicles, and weapons and different materials for use in a game that includes mechamancy. Many more machines than those listed here are possible.

The factotums and myrmidons have a strong

insect theme to their design. Many resemble beetles, grasshoppers, aphids, moths, etc. For the most part – due to customer aversion – designs emulating ticks, fleas, scorpions, and spiders have been avoided.

This is by no means a comprehensive list; in many ways it is just a sampling to show what possible. is The nature of mechamancy lends itself to odd inventions and creations - players and game masters are encouraged to go wild.

Table 05.01 – Me	еспатансу п	ems	
Name	Size	Cost	Craft DC
Amplitude Goggles	Dim	2,390 gp	24
Armillary Sphere	Dim	410 gp	41
Auriscope Helmet	Dim	Varies	Varies
Compass	Fine	710 gp	16
Fluid Oscillation Pack	Small	14,380 gp	38
Lantern, Enhanced Bullseye	Dim	310 gp	31
Leyden Spell Jar	Dim	150 gp	15
Lightning Cannon	Small	11,440 gp	39
Magic Lantern	Fine	530 gp	13
Mechanical Clock	Fine	110 gp	11
Missile Weapon	Large	75,280 gp	152
Multi-Shot Flintlock	Small	5,340 gp	34
Pascal-Leibniz Device	Dim	7,990 gp	29
Telescope, Astronomical	Huge	2,760 gp	176
Telescope Enhancer	Fine	150 gp	15
Thief's Goggles	Dim	5,270 gp	27
White-Barker Enhanced Light Cannon	Med	2,330 gp	33
White-Barker Enhanced Flintlock Pistol	Tiny	560 gp	31
Advanced Battle Armor (Skinner Armor)	Large	2,750 gp	74
Daedal Wings	Medium	3,770 gp	41
Flying Ship	Huge	9,850 gp	105
Tripod (Winslett Vehicle)	Huge	2,360 gp	118
Illuminator (karakuri)	Small	10,870 gp	81
Myrmidon (karakuri)	Medium	2,440 gp	129
Mechamancer's Toolkit		150 gp	_
Coal Oil, Flask		25 gp	

Table 05.01 – Mechamancy Items

some work to procure them.

TOOLS AND WEAPONS

Most fantastic devices come equipped with an instruction manual.

01. Amplitude Goggles

These bulky and heavy goggles allow the wearer to take a number of observation-related actions. The lenses are set inside a copper array that is fastened to a wide leather belt that wraps around the head and buckles in the back. The small levers for controlling the goggles – situated on the side of the lens arrays – allow the wearer to activate the spell-like abilities *identify*, *detect secret doors*, and *see invisibility*. The device has 8 spell energy levels, enough to use each ability twice per cycle.

Size: Diminutive Construction: 5 Cost: 2,390 gp (240 gp base + 3,150 gp spell-like ability). Weight: 2 lbs. Prerequisites: Build Fantastic Machine; *identify, detect secret doors, see invisibility.*

DC: 24. Base 10 + 0 (tool) + 1 (Diminutive) + 2 (spell level limit 2) + 3 (three spells – *detect secret doors, see invisibility,* and *identify*) + 8 (spell energy levels).

02. ARMILLARY SPHERE

An astronomical model with solid rings used to display relationships among the principal celestial circles. Whenever the bearer of the device casts any spell that involves plane shifting (*ethereal jaunt, plane shift, teleport*, etc.), the armillary sphere doubles the duration and doubles the number of individuals the spell can affect. Also, if the destination is not precise, such as with *plane shift*, the armillary sphere doubles the accuracy of the spell, effectively halving how far off target you arrive.

Size: Diminutive Construction: 5 Cost: 410 gp Weight: 2 lbs. Prerequisites: None. DC: 41. Base 10 + 0 (tool) + 1 (Diminutive) + 10 (100% increase in duration) + 10 (100% increase in number of targets) + 10 (100% increased accuracy).

03. Auriscope Helmet

These helmets are linked in sets of two to five, and they allow a creature wearing a helmet to have up to 50 words they say be transmitted to those wearing linked helmets. After a helmet transmits 50 words, it can still receive transmissions, but it must be rewound before it can transmit again. The words travel at a speed of one mile every 10 minutes.

Size: Diminutive **Construction:** 5 **Cost:** Two helmets – 1,670 gp (220 gp base + 1,450 gp spell-like ability). Three helmets – 2,110 gp (260 gp + 1,850 gp). Four helmets – 2,950 gp (300 gp + 2,650 gp). Five helmets – 3,590 gp (340 gp + 3,250 gp). Weight: 5 lbs. each Prerequisites: Build Fantastic Machine; whispering wind. DC: Two helmets – 22. Three helmets – 26. Four helmets – 30. Five helmets – 34. Base 10 + 0 (tool) + 1 (Diminutive) + 2 (spell level limit 2) + 1 (one spell known) + 4 per helmet (spell energy levels).

04. Compass

Used to determine geographic direction, this device uses magnetic metal in its winding coils, allowing extremely precise measurement of direction. This allows the user to effectively *know direction* an unlimited number of times per day.

Size: Fine Construction: 5 Cost: 470 gp (220 gp base + 250 gp spelllike ability). Weight: 1 lb. Prerequisites: Build Fantastic Machine. DC: 22. Base 10 + 0 (tool) + 0 (Fine) + 1 (spell level limit 0) + 1 (one spell known) + 10 (spell energy levels).

05. FLUID OSCILLATION PACK

This device consists of a backpack and a gunlike device, connected with a stiff hose. The apparatus allows the wearer to fire a stream or a cone of fluid, which the pack's magic transmutes into an energy attack (acid, cold, electricity, or fire). This can be a 150-ft. line dealing 5d6 damage (counts as a 3rd-level spell), a 150-ft. line dealing $1\frac{1}{2} \times 5d6$ damage (counts as a 5th-level spell), or a 45-ft. cone dealing 9d6 damage (counts as a 5th-level spell). Any sort of fluid can be used as fuel, though the backpack can only hold enough fuel for 15 spell levels worth of shots, after which it must be reloaded and rewound.

Size: Small

Construction: 10

Cost: 14,380 gp (380 gp base + 14,000 gp spell-like ability).

Weight: 25 lbs.

Prerequisites: Build Fantastic Machine, Empower Spell, Energy Substitution or 6 ranks of Knowledge (technology); *cone of cold*, *lightning bolt*.

DC: 38. Base 10 + 1 (weapon) + 3 (Small) + 6 (spell level limit 5) + 2 (two spells known – *lightning bolt* and *cone of cold*) + 5 (five feats – Energy Substitution (acid, cold, electricity, and fire) and Empower Spell) + 15 (15 spell energy levels).

06. LANTERN, ENHANCED BULLSEYE

This is an improved version of the traditional lantern bullseye. The insides are mirrored to reflect as much light as is possible. The single opening – with a lens – emits a cone of light 120 feet long, 30 feet wide at the end. It burns for 12 hours on a single pint of coal oil.

Size: Diminutive Construction: 5 Cost: 310 gp. Weight: 1 lb. Prerequisites: None. DC: 31. Base 10 + 0 (tool) + 1 (Diminutive) + 10 (100% increase to light duration) + 10 (100% increase to lit area).

07. Leyden Spell Bottle

This is a form of a capacitor consisting of a glass jar lined inside and out with metal foil and having a conducting rod connected to the inner foil lining and passing out of the jar through an insulated stopper. Mechamancers of the guild have learned how to store spells in a Leyden spell bottle. Refer to the *magnetic spell bottle* spell in *Section 03: The Magic of Mechamancy* for more on how this is accomplished.

The spell effect is released and triggered when the bottle is broken or the metal rod in the stopper is completely depressed. The price listed below is for a Diminutive Leyden spell bottle, which is typically thrown like a grenade, or used as a trap by getting an enemy to depress the trigger. These are too fragile to fire from a cannon and too large to fire from a rifle or pistol. However, they may he fired from a catapult or affixed to the end of a ballista bolt.

Size: Diminutive Construction: — Cost: 150 gp. Weight: 1 lb. Prerequisites: Build Fantastic Machine. DC: 15. Base 10 + 0 (tool) + 1 (Diminutive) + 4 (spell level limit 4).

08. Lightning Cannon

This cannon, about three feet across, sports numerous unshielded gears that whir and spark once the weapon is activated. The lightning cannon fires *lightning bolts*, which can be modified with the Enlarge, Empower, and Maximize Spell feats, though the spell level cannot be increased higher than 6th level. The lightning cannon has 12 spell energy levels.

Size: Small Construction: 10 Cost: 11,440 gp (390 gp base + 11,050 gp spell-like ability). Weight: 25 lbs. Prerequisites: Build Fantastic Machine, Empower Spell, Enlarge Spell, Maximize Spell; *lightning bolt*. **DC:** 39. Base 10 +1 (weapon) +3 (Small) +3 (three feats) +9 (spell level limit 6) +1 (one spell known) +12 (12 spell energy levels).

09. MAGIC LANTERN

This is an optical device used to project an enlarged image of a picture, illustration, or design. It usually consists of lantern-like device equipped with an internal light source and space to place the original semitransparent image that is projected. These are usually glass cylinders that rotate and so help convey the illusion that the image it moving. The item can recreate a *silent image* spell once per day.

Size: Fine

Construction: 5

Cost: 530 gp (130 gp base + 400 gp spell-like ability). Weight: 1 lb. Prerequisites: Build Fantastic Machine; *silent image*. DC: 13. Base 10 +0 (tool) +0 (Diminutive) +1 (spell level limit 1) +1 (one spell known) +1 (1 spell energy level).

10. MECHANICAL CLOCK

This is a clock driven by gears and wheels rather than water. It breaks the day into units called deciepochs, centiepochs, milliepochs, microepochs, and sometimes rounds. These clocks find much use in cooking, brewing, smelting, and similar activates where better monitoring of time allows for a better product.

Size: Fine
Construction: 5
Cost: 110 gp.
Weight: 1 lb.
Prerequisites: None.
DC: 11. Base 10 + 0 (tool) + 0
(Diminutive) + 1 (time-keeping).

TIME KEEPING

Dividing a year into 365 units – i.e. days – is not arbitrary because that is how many light and dark periods are in a year. However, dividing a day into two sets of 12 units or one set of 24 units – i.e. hours – is arbitrary because there is nothing in the light-dark cycle requiring it to be so divided. There is no reason why clocks in a fantastic world must operate with the same mensural as clocks of the real world. A game master may use a different method to keep track of time to remind players this is a different world.

A mechamancer by the name of Maurice Perigord expounded on the old tradition of dividing a day into 10 parts to develop his "Perigord" system of tracking time.

A day is divided into 10 units called deciepochs. A deciepoch equals 2 hours and 24 minutes. The deciepoch is divided into 10 units called centiepochs. A single centiepoch equals 14 minutes and 24 seconds. This is where the old system stopped. However, Perigord's particular innovation is to divide time into still smaller units by two orders of magnitude. The centiepoch is divided into 10 units called milliepochs. A single milliepoch equals 1 minute and 26 seconds. A milliepochs is divided into 10 units called microepoch, each slightly over 10 seconds. Microepochs are equivalent to rounds.

Table 05.02 – Time Conversions

Morn	ing	Afternoon		
Standard Time	Perigord Time	Standard Time	Perigord Time	
Midnight	0.00	Noon	5.00	
1:00 a.m.	0.41	1:00 p.m.	5.41	
2:00 a.m.	0.83	2:00 p.m.	5.83	
2:24 a.m.	1.00	2:24 p.m.	6.00	
3:00 a.m.	1.25	3:00 p.m.	6.25	
4:00 a.m.	1.66	4:00 p.m.	6.66	
4:48 a.m.	2.00	4:48 p.m.	7.00	
5:00 a.m.	2.08	5:00 p.m.	7.08	
6:00 a.m.	2.50	6:00 p.m.	7.50	
7:00 a.m.	2.91	7:00 p.m.	7.91	
7:12 a.m.	3.00	7:12 p.m.	8.00	
8:00 a.m.	3.33	8:00 p.m.	8.33	
9:00 a.m.	3.75	9:00 p.m.	8.75	
9:36 a.m.	4.00	9:36 p.m.	8.00	
10:00 a.m.	4.16	10:00 p.m.	9.16	
11:00 a.m.	4.58	11:00 p.m.	9.58	

11. MISSILE WEAPON

This massive weapon allows the wielder to fire powerful bursts of *magic missiles* at targets. The weapon has the Empower and Maximize Spell feats, has a spell level limit of 6th level, and has a stunning 120 spell energy levels. The device has a Dexterity score of 5, and it can walk at a speed of 10 ft., but it must be directed.

Size: Large Construction: 20 Hit Points: 22 Cost: 75,280 gp. Weight: 625 lbs. Prerequisites: Build Fantastic Machine, Empower Spell, Maximize Spell; *magic missile*. DC: 152. Base 10 +1 (weapon) + 8 (Large) + 1 (Dexterity score) + 2 (two feats) + 9 (spell level limit 6) + 1 (one spell known) + 120 (120 spell energy levels).

12. Multi-Shot Flintlock

This is a complicated arrangement of ten heavy flintlock rifles mounted on a rotating cylinder, which can fire 10 times before it needs to be reloaded. However, the weapon automatically reloads itself with a complex jumble of mechanical arms, and reloading all 10 barrels takes only one standard action. The whole assembly is mounted on a tripod.

A WORD ON DIFFICULTY CLASS

Some of the DC for the items presented in this section are quite high, with some over 100. Other DCs – such as those for artificial appendages – may go as high or even higher. Before giving up on or reworking an item with such a high Craft DC, consider these three points:

- Compare the DCs of these items to the DC for casting epic spells.
- Proper use of feats such as Project Head and Long-Term Effort will reduce the DCs dramatically.
- The characters are building clockwork robots and wind-up wands of infinite *magic missile*. This should be difficult.

The weapon uses a Medium musket from the DMG rules as a baseline, and requires an Exotic Weapon Proficiency (Renaissance firearms) feat to use. It allows the user to benefit from the feats Point-Blank Shot, Far Shot, Precise Shot, Improved Precise Shot, Manyshot, and Rapid Shot.

Several models have been secretly sold to governments sympathetic to the Machine Guild.

Size: Small

Construction: 10

Damage: 8d6 Critical: ×3

Range Increment: 150 ft.

Cost: 340 gp plus 5,000 gp for ten muskets **Weight:** 25 lb. plus 50 lb. for ten muskets **Prerequisites:** Build Fantastic Machine, Point-Blank Shot, Far Shot, Precise Shot, Improved Precise Shot, Manyshot, Rapid Shot.

DC: 34. Base 10 + 1 (weapon) + 3 (Small) + 4 (increased damage ×4) + 6 (six feats) + 1 (Strength score) + 9 (accelerated reloading 9 times).

13. PASCAL-LEIBNIZ DEVICE

This device, named for its inventors, performs nearly any mathematical problem. It is a box of rods and discs, each of which is covered in a series of numbers. Turning one turns others and allows for precise calculations, allowing it to reproduce the spell *grand calculation*. It can also calculate probability, allowing it to reproduce the spell *divination*. The item has 12 spell energy levels.

Size: Diminutive

Construction: 5

Cost: 7,990 gp (290 gp base price + 7,700 gp spell-like ability price).

Weight: 1 lb.

Prerequisites: Build Fantastic Machine; grand calculation*, divination.

DC: 29. 10 base + 0 (tool) + 1 (Diminutive) + 4 (spell level limit 4) + 2 (two spells known) + 12 (12 spell energy levels).

14. Telescope, Astronomical

This massive telescope has numerous lenses on clockwork arms, and can be manipulated to see any location in the stars. Objects viewed through this telescope are magnified by 64 times (a 1500% increase over a standard telescope).

Size: Huge Construction: 25 Cost: 2,760 gp (1,000 gp for normal spyglass + 1,760 gp base cost). Weight: 3,000 lbs. Prerequisites: None. DC: 176. Base 10 + 0 (tool) + 16 (Large) + 150 (1500% increase in size of image)

15. Telescope Enhancer

This tiny device attaches to the end of normal telescope increasing the magnification from four times to six times.

Size: Fine Construction: 5. Cost: 150 gp. Weight: 1 lb. Prerequisites: None. DC: 15. Base 10 + 0 (tool) + 5 (50% increase in magnification).

16. Thief's Goggles

These bulky and heavy goggles allow the wearer to make observations about traps and locks. The lenses are set inside a copper array that is set into a wide leather belt that wraps around the head and buckles in the back. The small levers for controlling the goggles – situated on the side of the lens arrays – allow the wearer to use *clairaudience* (to hear the sounds the lock or trap they are working on makes) and *clear metal* (when the metallic object is viewed through the lenses of the goggles). The device has 10 spell energy levels.

Size: Diminutive

Construction: 5

Cost: 5,270 gp (270 gp base price + 5000 gp spell-like ability price). Weight: 5 lbs. Prerequisites: Build Fantastic Machine;

WAR

Mechamancy has not yet been used in a full-scale war yet but it is only a matter of time.

It has seen use in a number of skirmishes, minor battles, and similar conflicts. In each case the use of mechamancy items and weapons has escalated the conflict – the bloodshed – far beyond what either side had anticipated.

A steady trade is going on as a number of realms and city-states are purchasing mechamancy weapon – in some cases this is illegal due to treaties and agreements. A handful of these smaller realms and nation-states are stocking piling these weapons beyond what they arguable need based upon the communities population and economic size. In some cases this is happening because the smaller community is tired of being repeatedly savaged by a larger community. In other cases it is two or more communities locked in an ever escalating series of each community trying to have enough "defensive" weapons to ensure it will never be attacked by a rival.

When a true war breaks and it fought with all the fury that mechamancy allows, it will likely wipe out entire realms.

*clear metal**, *clairvoyance/clairaudience*. **DC:** 27. Base 10 + 0 (tool) + 2 (Tiny) + 3 (spell level limit 3) + 2 (two spells known) + 10 (10 spell energy levels).

17. WHITE-BARKER ENHANCED LIGHT CANNON

This is a large, weapon mounted on a wagonlike axle that fires heavy projectiles. This light version of the weapon is fairly easy to move and position. It is mostly used against fortifications or as a siege weapons. It requires only a single person to load, position, aim, and fire, though a creature smaller than Large must take two full round actions to reload it. The inside of the barrel of the enhanced cannon has been rifled – cut with spiral grooves – to give it greater range and accuracy. This assembly includes the wagon-like structure for moving and positioning the cannon, but because of its size, Medium creatures take a -4 penalty to attack rolls with the cannon, and Small creatures take a –6 penalty.

Once activated, the cannon can function for 15 hours. Thereafter, it functions as a normal Huge musket until the weapon is rewound.

The wielder gains the benefits of the Point-Blank Shot, Far Shot, Precise Shot, and Improved Precise Shot feats. The White-Barker Enhanced Light Cannon requires Exotic Weapon Proficiency (Renaissance firearms). The cannon uses the stats for a Huge musket as a baseline.

Size: Medium. Construction: 15 Damage: 6d12 Critical: ×3 Range Increment: 300 ft. Cost: 2,330 gp (330 gp base price, +2,000 gp for a Huge musket). Weight: 125 lbs. Prerequisites: Build Fantastic Machine, Point-Blank Shot, Far Shot, Precise Shot, Improved Precise Shot. DC: 33. Base 10 + 1 (weapon) + 4 (Large) + 4 (damage) + 4 (four feats) + 10 (+100% efficiency for range).

18. WHITE-BARKER ENHANCED FLINTLOCK PISTOL

Gears enhance the stability of this device, providing a gyroscopic aiming assistance. Additionally, the bullets themselves are tiny clockwork devices, and as long as the pistol is active, bullets loaded into it are quickly wound up so that upon impact they burst and deal additional damage. Once activated, the pistol can function for 5 hours. Thereafter, it functions as a normal pistol until the weapon is rewound.

The wielder gains the benefits of the Point-Blank Shot, Far Shot, Precise Shot, and Improved Precise Shot feats. The White-Barker Enhanced Flintlock Pistol requires the Exotic Weapon Proficiency (Renaissance firearms) feat. The cannon uses the stats for a pistol as a baseline.

Size: Tiny Construction: 5 Damage: 6d6 Critical: ×3 Range Increment: 100 ft. Cost: 560 gp (310 gp base price, +250 gp for a pistol). Weight: 5 lbs. Prerequisites: Build Fantastic Machine, Point Blank Shot, Far Shot, Precise Shot, Improved Precise Shot DC: 31. Base 10 +1 (weapon) +2 (Tiny) +4 (damage) +4 (four feats) +10 (+100% efficiency for range).

Armor

01. Advanced Battle Armor (Skinner Armor)

Skinner armor – named for the device's inventor – is similar to the sample armor described in Section 04: Creating Fantastic Devices. A character inside this armor can move and attack with its ability scores and weapons. The armor can be attacked separately in order to disable it (its AC is 27, and it has hardness 10), but it is generally much easier to simply attack the wearer.

This armor is effectively an enhanced suit of full plate that grants its wearer Str 20 and Dex 20, and includes a handful of integrated weapons – a Large longsword, a Large light crossbow, and a Large shortsword. The armor's wearer is considered Large for the purposes of wielding these weapons. The wearer also gains the benefits of Power Attack, Cleave, Dodge, Mobility, and Two-Weapon Fighting.

Size: Large Crew: 1 Passengers: 0 Construction: 20 Armor Class: 27 (+5 Dexterity, +12 natural armor), touch 15, flatfooted 22 Hit Points: 48 Hardness: 10 Speed: 50 Space/Reach: 10 ft./10 ft.

Special Attacks: Shocking grasp (1d6) once per cycle Abilities: Str 20, Dex 20 Feats: Power Attack, Cleave, Dodge, Mobility, Two-Weapon Fighting **Cost:** 2,750 gp (730 gp base price, +400 gp for spell-like ability price, +120 gp for integrated weapons, +1,500 gp for full plate) Weight: 625 lbs. Prerequisites: Build Fantastic Machine, Power Attack, Cleave, Dodge, Mobility, Two-Weapon Fighting; shocking grasp. **DC:** 74. Base 10 + 2 (armor) + 8 (Large) + 12 (hit point bonus) + 8 (speed + 40) + 6 (AC bonus) + 1 (spell level limit 1) + 1 (onespell known) + 1 (spell energy level) + 20 (ability score) + 5 (five feats).

VEHICLES

01. DAEDAL WINGS

These mechanical wings are some of the most common and oldest fantastic devises available on the market. The first pair was designed centuries ago by Daedal, and as time has progress the designs of the wings have been revised. These wings allow the pilot to fly as if under the *fly* spell but with a speed of 100, and to gain the benefits of the Dodge and Mobility feats (though he must have the prerequisite Dexterity). It can fly twice per day, up to 5 minutes each time.

Size: Medium Crew: 1 Passengers: 0 Construction: 15 Armor Class: 10 Hit Points: 36 Hardness: 10 Speed: Fly 100 (good) Feats: Mobility, Dodge. Weight: 125 lbs. Cost: 3,770 gp (820 gp base + 2,950 gp spell-like ability price). Prerequisites: Build Fantastic Machine, Mobility, Dodge; *fly*.
DC: 41. Base 10 +3 (vehicle) +4 (Medium)
+3 (spell level limit) +1 (1 spell known) +6 (6 spell energy levels) +2 (two feats) +4 (hit point bonus) +8 (speed +40).

02. Flying Ship

This appears to be a standard keelboat from the DMG, equipped with a pair of massive and vaguely moth-like wings. It can fly as the spell overland flight two times per cycle, up to 9 hours at a time. It can carry up to 15 people and a maximum cargo of a half-ton. It is not designed to be a combat vehicle. However, weapons can be fired over the edge or dropped over the side. If not damaged, not overloaded, and not fighting a head-wind, the flying ship can make about 15 miles per hour at cruising speed. The ship has a mast, crow's nest, and identification flags, but it uses no sail. The clockwork engine is amidships, while the controlling mechanisms are toward the front. The ship provides cover to anyone aboard it with respect to anyone not aboard it.

Size: Huge Crew: 2 Passengers: 13 **Construction**: 30 Armor Class: 26 (+16 natural) Hit Points: 133 **Speed:** Fly 100 (average) Space/Reach: 5 Squares by 15 squares Materials: Wood, tin, canvas Weight: 2,500 lbs. Abilities: Strength 30, Dexterity 10 **Cost:** 9,850 gp. (2,100 gp base + 7,750 gp spell-like ability price) **Prerequisites:** Build Fantastic Machine; overland flight. **DC:** 105. Base 10 +3 (vehicle) +16 (Huge) +20 (hit point bonus) +12 (flying speed) +8 (armor class bonus) +20 (ability score) +5 (spell level limit) +1 (spells known) +10 (10 spell energy level).

03. TRIPOD (WINSLETT VEHICLE)

This vehicle roughly resembles – when viewed from the ground – an enormous upside down turtle shell supported and moved by three massive insect-like legs. The "turtle shell" is made of steel and contains a compartment where an operator controlled the vehicle. By operating various levers and wheels the Winslett – named for the device's inventor – may be made to travel, change direction, and function on a battlefield. Narrow windows allow individuals inside the vehicle to fire out spells, or missile weapons. Blades are mounted to the legs, which may be used to deliver attacks (two attacks per round) using the driver's base attack bonus and the tripod's size and Strength modifiers.

Size: Huge **Crew:** 1 **Passengers:** 2 **Construction:** 20 Armor Class: 27 (+5 Dexterity, +12 natural), touch 15, flatfooted 22 Hit Points: 83 Hardness: 10 **Speed:** 60 Space/Reach: 4 squares by 4 squares/25 ft. Weapons: Leg blades ×2 (3d6+7) Abilities: Str 25, Dex 25 Feats: Power Attack, Cleave, Dodge, Great Cleave, Two-Weapon Fighting Cost: 2,360 gp Weight: 3,125 lbs. Prerequisites: Build Fantastic Machine, Power Attack, Cleave, Dodge, Great Cleave, Two-Weapon Fighting. DC: 118. Base 10 +3 (vehicle) +16 (Huge) +10 (hit point bonus) +10 (speed 40/5) +9 (AC bonus) +25 (ability score) +30 (damage for blades and bludgeon for each leg) +5 (five feats).

LIVING MACHINES

01. Illuminator

The illuminating factotum produced by the Machine Guild resembles a pyralis firefly the size of a small dog made of polished copper and glass. At the proper command, it creates illumination (as per the spell *light*) 20 times before it needs to be rewound. It can also use the spell *fly* three times a day. Different colors of glass may be selected to create different shades of illumination. This device does not function inside an *antimagic field*.

Small Construct **Hit Dice:** 1d10+5 (11 hp) Initiative: +0 Speed: 40 ft. (8 squares), Fly 40 ft. (average) Armor Class: 11 (+1 size), touch 11, flatfooted 11 Attack: None Full Attack: None Space/Reach: 5 ft./5 ft. Special Attacks: None Special Qualities: Construct traits Saves: Fort +0 Reflex +0, Will -3 Abilities: Str 6, Dex 10, Construction 10, Int 4, Wis 4, Cha 4 Skills: None Feats: None Environment: Any Organization: Varies Challenge Rating: N/A Treasure: None Alignment: Usually lawful neutral Advancement: N/A **Cost:** 10,870 gp (1,620 gp base + 9,250 gp) **Prerequisites:** Build Fantastic Machine; light, fly. **DC:** 81. Base 10 + 4 (living machine) + 3 (Small) + 10 (spell level limit 0: *light*) + 10 (one spell known: *light*) + 10 (spell energy levels: light) + 3 (spell level limit 3: f(y) + 1 (one spell known: fly) + 9 (spell energy levels: f(y) + 6 (speed +30) + 15 (ability scores).

02. Myrmidon

The combat myrmidon produced by the Machine Guild resembles a ground mantid as long as a human is tall and made of nickel. Its forelimbs are blades with serrated and barbed edges. It may deliver a *shocking grasp* twice before it will need to be rewound. It is purely designed for combat and is the most dangerous myrmidon that the Verrochio Guild has placed on the market. This device does not function inside an *anti-magic field*.

Medium Construct **Hit Dice:** 2d10+55 (66 hp) **Initiative:** +0 **Speed:** 50 ft. (10 squares) Armor Class: 33 (+5 Dex, +18 natural), touch 15, flatfooted 28 **Base Attack/Grapple:** +1/+8 Attack: Blade +8 melee (1d8+7) **Full Attack:** Blade +4 melee (1d8+7) and blade +4 melee (1d6+3)Space/Reach: 5 ft./5 ft. Special Attacks: None Special Qualities: DR 10/-, construct traits Saves: Fort +0, Ref +5, Will -3 Abilities: Str 25, Dex 20, Construction 30, Int 4, Wis 4, Cha 4 Skills: Balance +10, Climb +10, Jump +10, Move Silently +10, Tumble +10 Feats: Power Attack, Cleave, Dodge, Mobility, Two-Weapon Fighting Environment: Any **Organization:** Varies **Challenge Rating:** 9 Treasure: None Alignment: Usually lawful neutral Advancement: N/A Cost: 2,440 gp

Prerequisites: Build Fantastic Machine, Power Attack, Cleave, Dodge, Mobility, Two-Weapon Fighting; *shocking grasp.* DC: 129. Base 10 + 4 (living machine) + 4 (Medium) + 10 (hit point bonus) + 8 (speed +40) + 9 (AC bonus) + 35 (ability scores) + 25 (skill points) + 5 (feats).

General Gear

01. MECHAMANCER'S TOOLKIT

This kit includes wheels, cogs, rods, levers, springs, tension bars, measurement tools, and gauges, oil for lubricating, metal polish, wire, solder, metal files, and other such supplies that a busy mechamancer would need. Effectively this is an artisan's toolkit specifically designed for mechamancy.

Weight: 25 lbs. **Cost:** 150 gp.

02. COAL OIL (DIVINE ENGINE "HOLY WATER")

This colorless oil is less dense than water and is commonly obtained in the distillation of coal. It is a creation of the machinists of the

Church of the Divine Engine. It may be used as a lubricant in devices includes metallic that moving parts. It is also flammable and may be used in lamps. Splashed or thrown coal oil inflicts 1d4 points of burning damage and will burn for 1d4 rounds. Aside from that, Divine Engine "holy water" operates as normal holy water.

Weight: 1 lb. per flask. Cost: 25 gp per flask.

APPENDIX OI: DEUS EX MACHINA

There are "things" produced by mechamancy that defy classification – "things" that do not belong alongside the mere items and tools in *Section 05: Tools and Items*.

CLOCKWORK EGG

This is an artifact of mass destruction for war and it has led the Machine Guild into a waking nightmare.

When properly activated, the *Clockwork Egg* opens a special spherical *gate* to a plane of an elemental force. If able, that force roars through the *gate* at a terrific rate for a length of time chosen by the individual who operates the egg. The *gate* opened by the egg is limited in duration and is one-way – it only allows material from the elemental plane into the world were the egg was located when activated. The *Clockwork Egg* itself is unharmed by the energy and matter it releases, and when the duration runs out the egg takes one week (seven 8-hour shifts) to rewind before it can be used again.

A *Clockwork Egg* looks like a large and hollow crystal egg, three feet across. Inside, polished gears are pushed by coils and controlled by three small wheels. The top half of the crystal eggshell may be removed if the proper command word – known only to select members of the Machine Guild – is spoken. This allows access to the springs, gears, and wheels.

Upon the first adamantine wheel are stamped nine words: fire, lava, earth, steam, mud, dust, water, fog, and air. This allows the selection of elemental forces or the combination thereof. Each of the second two wheels is marked with 30 numerical symbols counting up from one. The second wheel controls how long the gate is opens – no less than one minute and no longer than one hour. The third wheel starts the count down to activate the egg - no shorter than one minute and no longer than one hour.

Removing a crystal pin that holds the third wheel in place starts the countdown. It is impossible to stop or slow the timer once the countdown has started. However, the plane to be accessed and the duration the *gate* is open may be reset, and the egg can be moved. Destroying the fragile egg opens the gate immediately.

Once the egg activates, a forceful burst of the appropriate element emerges from the gate each round. Solid matter emerges at a rate of approximately a 10-ft. cube per round. Fog, dust, and air flow out with the force of a hurricane out to a 400-ft. diameter, dispersing naturally if nothing contains them.

Earth, mud, and water can create landslides and floods, surging outward from the egg with a force equivalent to a strong wind, spreading a foot deep with a radius of 400 feet in an hour if flowing across a flat surface.

Fire, lava, and steam can create wastelands, because an hour of lava surging from the egg is enough to cover a field 400 feet in diameter in a foot of lava. Additionally, with these three settings, the air around the egg is so intensely hot that it deals 4d6 points of fire damage each round to anything within 10 feet of the egg.

The technicians and machinists of the Machine Guild created four *Clockwork Eggs*. They were terribly expensive in terms of research, materials, financial cost, and life force of the mages doing the research. A mysterious individual, about whom little is known, aided in the research. This individual has since disappeared.

One *Clockwork Egg* has been used since construction: it obliterated the dark naga city of Chos'Izim. Two eggs have since been stolen; only one remains in the hands of the Machine Guild. The masters of the guild are desperate to get back the missing eggs. Knowledge that the Machine Guild created *Clockwork Eggs* – let alone lost two – would be the confirmation of everything Cardinal Ludd says about those who practice mechamancy.

Cost: Priceless Weight: 200 lbs. Function: Cogito, ergo boom.

Vecthêafod, the Death's Head

In one of their frequent experiments with other dimensions, the mechamancers discovered this item floating through the ethereal plane. They retrieved the *Death's Head*. The mechamancers believe it originally came from a world quite similar to their own – perhaps even the same world, only from the future. However, it – like the Eggs – recently disappeared.

Appearance: The *Death's Head*, also known as the *Vechthêafod*, looks like a human-sized skull made of cast-iron with innumerable tiny, brass works inside. It is missing the left eye. The right eye is a lens array of reddish glass. The teeth are all canines and made of polished silver. The neck extends down to the first four vertebrae, which are made of cast-iron like the skull. It also includes a number of small cables, levers, axles and the like – all of which have been severed.

Function: The *Vecthêafod* is a metallic skull mask full of wires and coils, which must be grafted onto a creature's head, which requires the complete removal of the creature's skull and insertion of metal probes into the brain and spine, ultimately fatal to most creatures. The *Vecthêafod* must be attached within 1d4 minutes of death, or else it does not function.

Once in place, the artificial head casts raise dead as a spell-like effect. The raised character retains most of their original personality, skills, knowledge, and character levels, except that being raised by the *Death's Head* causes the permanent loss of 1d4 points of Wisdom and Charisma in addition to the level lost to *raise dead*. The character raised by the device is thereafter treated as its user; removal of the *Vecthêafod* results in the user's immediate death.

The user of the *Death's Head* permanently enjoys the effects of the spells *detect poison*, *comprehend languages*, *detect secret doors*, and *detect undead*. The bearer may use *detect thoughts*, *identify*, *locate object*, *see invisibility*, *clairaudience/clairvoyance*, *true strike*, and *tongues* – all as spell-like abilities – twice each per day. All the *Head*'s powers and spell-like effects are at caster level 20.

Using the Death's Head comes with additional risks, however. A non-evil bearer must make a Will save (DC 20) once a week or change to an evil alignment due to the influence of the Vecthêafod. Any individual who uses the Death's Head is also subject to flashbacks and visions of the head's past, including strange insight into a possible future of high technology far beyond what is possible with mechamancy. Any time the wearer of the Vecthéafod fails a Will save against a charm or compulsion effect, he experiences one of these visions, which lasts for 1d6 minutes. During this time he can still act as normal, but suffers a -2 penalty to his Wisdom because of the distraction of the visions. This penalty ends when the vision ends, but if the character fails another Will save, he suffers another cumulative –2 penalty to Wisdom.

If the wearer of the *Vecthêafod* fails a Will save while his Wisdom is 2 or less, his mind is lost, and the *Death's Head* takes control, using the body's skills to forward the cause of technology. The head itself is lawful evil, has Int 24, Wis 18, and Cha 10.

Cost: Priceless. **Weight:** 20 lbs. **Moral:** Allowing someone to cut off your head will not improve your career.

APPENDIX 02: THE OBSERVATORY

Any city the player characters frequent may feature in this mechamancer facility. It is described in general terms to allow a game master to tailor it to suit their campaign. The mechamancers of the tower have the permission of the city leaders to do what they are doing.

This is not a guildhall – it is simply a tower used by three mechamancers. However, it is the furthest from the heart of mechamancer territory that any such tower is located. It is also a location where mechamancy items and spells may be acquired.

Two females, named PeeJee and Aubrey, who are attractive, capable, and prone to heavy drinking and violence, operate the facility. Both are wizard 8/technician 5. In addition, in attendance is a cleric of the Divine Engine, Davan, who is capable but is also prone to heavy drinking and biting sarcasm. He is a cleric 7/machinist 5.

When not draining kegs and being inexplicably cruel to strangers, the three use the observatory to compile accurate star charts and an annual ephemeris. The three use an armillary sphere, a quadrant and an astronomical telescope. They make a substantial profit from these star charts and ephemeris by selling them to sailors, ship captains and traders.

The Observatory is also a clock tower – which uses perigord time – and is located on the highest point in the city not occupied by a government structure, temple or similarly unmovable landmark. It stands approximately 160 feet tall.

The tower is equipped with a technology that makes the entire city jealous of the resident mechamancers: indoor plumbing.

The Tower: The Observatory/clock tower is a massive building of brick with heavy iron bands. About halfway up – above the roof level of the

surrounding buildings – the tower actually expands slightly. There are clock faces on two sides of the tower, each close to the top. The copper dome that surmounts the top of the tower is retractable by the use of mechanical devices. This allows the use of the telescope.

The tower was assembled from individual prefabricated sections; each level, the clock, the telescope, the elevator and stairs and the dome. The sections were then put into place and assembled through magic. The guild did this to display this style of construction.

The entire tower sits over an old well that drops into a quick moving underground river. There is a waterwheel in that river that turns a looped chain. The other end of the chain is at the clock and powers that device, the elevator, dome and astronomical telescope. The chain also carries wooden cups that bring up water to a metal tank beneath the clock mechanism. The design of the tower features a great deal of exposed brickwork, wrought iron and brass.

The open sections on either side of the spiral stairwell drop into the underground river, 40 feet below the ground floor. A series of copper pipes carrying wastewater down, out of the tower and into the sewers run up and down the left shaft. Unless otherwise noted, all floors feature a wide and shallow water basin kept full of water by the cups on the chain. This chain runs up and down the right shaft.

Level One: The entrance to the tower and the lobby. The wide double doors are open and one of three engineers who lives in the tower are doing business with someone during the day when the weather is good. They sell clocks, guns, texts, etc. They also repair goods and items they sell. The lobby area features a wide counter directly across from the entrance and before another door. There are also two display stands, the first featuring some general mechamancy items selected by the game master and on the other stand is a myrmidon (nicknamed Choo-Choo Bear) that will activate and attack anyone assaulting the tower's residents or attempting to burgle the place. Past the inner door lies and the spiral stairs and the tower elevator. A switch calls the elevator itself. The elevator interior is square and small, only five feet to a side.

Level Two: This is PeeJee's room. The door to the elevator and spiral stairs locks and PeeJee has the only key. A wooden screen blocks the view of most of the room for anyone in the elevator. There is furniture and personal items in the room. If PeeJee stole it from Davan's room, there is a pirate flag in the wastebasket.

Level Three: This is Aubrey's room. The door to the elevator and spiral stairs locks and Aubrey has the only key. A wooden screen blocks the view of most of the room for anyone in the elevator. There is furniture and personal items in the room.

Level Four: This level serves as a library for the mechamancers in the tower. It features a selection of texts that are for sale and other lore. Numerous bottles of alcoholic beverages are stored in corners and cubbyholes.

Level Five: This is Davan's room. The door to the elevator locks and Davan has the only key. A wooden screen blocks the view of most of the room for anyone in the elevator. There is furniture and personal items in the room. Unless PeeJee stole it, a pirate flag is hanging on the wall.

Level Six: This is shrine established by Davan. It features an idol – in the form of an enormous iron, toothed gear – and a few shelves holding tools for worship, hidden bottles of liquor and the like.

Level Seven: There are three rooms on this floor. The larger room directly across from the

elevator exit is a kitchen. The door to the right of the elevator exit is a latrine and washroom.

Level Eight: This room is a general storage chamber, cluttered with boxes, items, tools, metal bars, hidden bottles of liquor and the like.

Level Nine: This enormous chamber – three stories tall – holds the vast clock mechanism of the tower. There is also a small door leading from the inside to the outside of each face. Small and narrow ladders allow access to different and hard to reach sections of the clock mechanisms. Beneath and to the left of the clock mechanism is a large metal tank that acts as a water reservoir. The three mechamancers in residence use this water for drinking and hygiene.

Level Ten: This is the laboratory and observation deck of the tower. In the center of the room is a massive astronomical telescope, specially modified to enhance the range of spells. PeeJee – who used it to fire a series of fireballs with which she melted the snow off a mountaintop – has been calling the telescope a "far-b-que." There are tables, tools and devices elsewhere. The floor is metal grating allowing one to see into the works of the clock. One myrmidon (nicknamed Pepito) is always present and will activate and attack anyone assaulting the tower's residents or attempting to burgle the place. The four devices that work the retraction of the dome occupy the corners.

Attendant Devices: Six illuminators and eight myrmidons.

Items on Hand: The three have whatever mechamancy items the game master deems appropriate. This equipment should be considered "for sale" so Davan, PeeJee and Aubrey will have easy access to all of this equipment.

> N.B.: The characters Davan, PeeJee, Aubry, Choo-Choo Bear, and Pepito are all the copyrighted property of R. K. Milholland and are used with permission.

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