

# NEOEXODUS CHRONICLES: CUTTING EDGE MACHINESMITH

Wielders of technology are only as good as their latest inventions. The desire for innovation drives machinesmiths to new heights of creativity. From the depths of hidden laboratories and workshops inundated with the metallic hammering of progress, machinesmiths release previously unseen technologies upon the world.

New drone prototypes have begun to appear, along with a wide and diverse range of gadgets. Even new greatworks have been spotted, with reports of deeds both heroic and vile by machinesmiths clad in fantastic suits of armor, shaping the very world around them with mobius energy. One thing can be certain: When driven by their colossal imagination, there is no limit to the machinesmith's cutting-edge.

## NEW GREATWORKS

### CONVERTER

Machinesmiths who desire or need to control their environment build a converter. A converter manipulates matter and energy to reshape its surroundings or seemingly generate energy effects from thin air. Using a converter is a standard action. All converters are tiny, have AC 10 (when not being held), Hardness 5, and 10 hp. Converters can be held or worn; it can be worn on either the waist (belt) or wrist (bracer) item slot. The machinesmith can use some converter powers at will, while others expend charges. These charges refresh automatically if not used for 8 consecutive hours. A converter has a number of modifier charges per day equal to  $\frac{1}{2}$  the machinesmith's level (minimum 1) + Intelligence.

Unless otherwise noted, the DC of any saving throw required by converter powers is equal to  $10 + \frac{1}{2}$  the machinesmith's level + the machinesmith's Intelligence modifier.

A machinesmith with a converter follows all standard rules for performing upgrades on their greatwork as outlined on pp. 3–4 of *Classes of NeoExodus: Machinesmith*.

### BASE CONVERTER

The converter grants the following at-will spell-like abilities – *dancing lights*, *ghost sound*, and *spark*; costing 1 charge – *alter winds*, *flare burst*, and *silent image*.

### CONVERTER UPGRADE 1

A machinesmith may add this upgrade to their converter greatwork at 5th level. The converter grants

the following at-will spell-like abilities – *endure elements*, *feather fall*, and *forced quiet*; costing 1 charge – *fog cloud*, *gust of wind*, and *pyrotechnics*.

### CONVERTER UPGRADE 2

A machinesmith may add this upgrade to their converter greatwork at 10th level. The converter grants the following spell-like abilities costing 1 charge – *frost fall*, *hypnotic pattern*, and *levitate*; costing 2 charges – *sleet storm* and *wind wall*.

### CONVERTER UPGRADE 3

A machinesmith may add this upgrade to their converter greatwork at 15th level. The converter grants the following spell-like abilities costing 2 charges – *discordant blast* and *shifting sand*; costing 3 charges – *ball lightning*, *haste*, and *shocking image*.

### CONVERTER UPGRADE 4

A machinesmith may add this upgrade to their converter greatwork at 20th level. The converter grants the following spell-like abilities costing 3 charges – *implosion*, *reverse gravity*, and *telekinesis*.

### MOBIUS SUIT

Some machinesmiths build grand suits powered by mobius energy that provide a variety of defensive abilities and augment their physical prowess. These suits range from vests and harnesses covered in arrays of machinery to sleek powered armor that encases the entire body. More powerful machinesmiths even incorporate some of their gadgets into the mobius suit's architecture.

All mobius suits have a suit of armor as their base. The machinesmith must be proficient with the base armor for their mobius suit, as well as physically possess it through purchase, discovery as treasure, or from a feat, trait, or other ability. It takes one day to properly fit a suit of armor with the mobius generator and any integrated gadgets. If the mobius suit is lost or destroyed, the machinesmith must have a new suit of armor to create a new mobius suit and must follow the same steps as he did to create the original. If the machinesmith wishes to create a new mobius suit and the original still exists, he must either destroy the mobius generator on the old suit or completely disassemble the old suit. Disassembling a mobius suit takes one hour and requires a Craft (armorsmithing) skill check with a DC equal to the machinesmith's level + Intelligence modifier +

any enhancement bonuses the suit possesses. Success indicates that the mobius core and any integrated







gadgets have been removed and can be placed into a new suit. Failure means any integrated gadgets have been retrieved but the greatwork must be rebuilt from scratch; this skill check cannot be retried.

A machinist with a mobius suit follows all standard rules for performing upgrades on their greatwork as outlined on pp. 3–4 of *Classes of NeoExodus: Machinist*.

## BASE MOBIUS SUIT

The mobius suit has statistics equal to the base armor from which it is constructed with a +1 class bonus to AC. It receives a number of charges equal to  $\frac{1}{2}$  the machinist's class level (minimum 1) + Intelligence modifier.

By expending 1 charge as a swift action, the machinist may gain either DR 1/- or energy resistance 5 against acid, cold, electricity, or fire (select one). This ability lasts a number of rounds equal to the machinist's Intelligence modifier.

## MOBIUS SUIT UPGRADE 1

A machinist may add this upgrade to their mobius suit greatwork at 5th level. After being upgraded, the mobius suit provides either DR 2/- or energy resistance 10 when its base ability is activated.

In addition, by expending 1 charge as an immediate action before making a Reflex saving throw to reduce damage from an effect, the machinist gains the evasion ability against that effect and takes no damage if the saving throw is successful.

Due to frequently working with powered armor, the machinist also gains medium armor proficiency as a bonus feat.

Finally, the machinist learns how to build gadgets into the mobius suit. The mobius suit gains one integrated gadget slot. An integrated gadget is considered part of the mobius suit instead of a separate object. Integrated gadgets no longer need to be held or worn to be activated, and they do not take up any magic item slots. Refitting a mobius suit by adding or removing integrated gadgets does not require a Craft skill check, but does take one day of labor. If the mobius suit is lost or destroyed, any integrated gadgets are also lost or destroyed.

## MOBIUS SUIT UPGRADE 2

A machinist may add this upgrade to their mobius suit greatwork at 10th level. The mobius suit improves to providing a +2 class bonus to AC, and DR 3/- or energy resistance 20 when activating its base ability.

In addition, by expending 1 charge as an immediate action before making a Fortitude or Will saving throw against an effect with a partial effect on a successful save, the machinist gains the mettle ability against that



effect and suffers no effects from the attack if the saving throw is successful.

The machinesmith is also now familiar with all armor types, and gains heavy armor proficiency as a bonus feat. The machinesmith's mobius suit now has two integrated gadget slots.

### MOBIUS SUIT UPGRADE 3

A machinesmith may add this upgrade to their mobius suit greatwork at 15th level. After being upgraded, the mobius suit provides either DR 4/- or energy resistance 30 when its base ability is activated.

In addition, by expending 1 charge as a swift action the machinesmith may greatly improve the mobius suit's ability to resist firearms. A machinesmith retains their armor bonus to AC against firearms attacks regardless of range or any other factor (including a gunslinger using grit). This ability lasts a number of rounds equal to the machinesmith's Intelligence modifier.

The machinesmith's mobius suit now has three integrated gadget slots.

### MOBIUS SUIT UPGRADE 4

A machinesmith may add this upgrade to their mobius suit greatwork at 20th level. After being upgraded, the mobius suit provides either DR 5/- or energy resistance immunity when its base ability is activated.

In addition, by expending 1 charge as an immediate action when an opponent threatens a critical hit, a machinesmith may gain a dodge bonus to AC equal to their Intelligence modifier against the critical confirmation roll.

The machinesmith's mobius suit now has four integrated gadget slots.

## NEW MACHINESMITH TRICKS

The augmentations, gadgets, and techniques listed here expand the selectable options for machinesmith tricks. Unless noted otherwise, all of these tricks follow the standard rules as outlined on page 7 of *Classes of NeoExodus: Machinesmith*.

### AUGMENTATIONS (CONVERTER)

**Absorb Energy (Su):** The converter allows the machinesmith to absorb 3 points of energy damage per class level, similar to the protection from energy spell. If at least 30 points of energy from a single magical source are absorbed in a single round by this ability, the converter regains 1 expended charge. Reconfiguring the converter to absorb a different energy type or reactivating the converter after it has absorbed its damage maximum takes 1 minute. This ability is suppressed while the converter has no expended charges, but is otherwise continuous. A machinesmith must be at least 10th level before selecting this trick.

**Amplify Energy (Su):** The machinesmith adds hardware dedicated to increasing the power output of his converter. Whenever the machinesmith uses any prototype, gadget, or magic item effect that deals energy damage, they may add +1 to any DCs for saving throws against that effect. A machinesmith must be at least 8th level before selecting this trick.

**Shape Energy (Su):** The machinesmith's converter learns how to manipulate existing concentrations of energy. By expending 1 charge as a standard action, the machinesmith may reshape a non-instantaneous energy effect (or nonmagical energy source such as a fire). The machinesmith may reshape one ten-foot cube of the effect's area per two class levels, up to a maximum of the effect's original area. The area affected by this ability is subject to all standard rules of shapeable areas of effect. An area that is completely reshaped must remain adjacent to the original point of origin. If the effect being reshaped is magical and its original caster is within line of sight of the effect, that caster can make a Will saving throw to negate this ability.

**Shape Energy, Emergency (Su):** The machinesmith recalibrates his converter's ability to shape energy to function at a much faster rate by drawing on more mobius energy. By expending 2 charges as an immediate action, the machinesmith may reshape an instantaneous energy effect that includes the machinesmith in its area of effect. This ability otherwise follows the rules for Shape Energy. A machinesmith must be at least 12th level and have the Shape Energy trick before selecting this trick.

### AUGMENTATIONS (MOBIUS SUIT)

**Expert Systems (Su):** The machinesmith selects one Dexterity- or Strength-based skill. As long as the mobius suit has at least 1 charge remaining, the machinesmith gains a +3 competence bonus to that skill. A machinesmith can select this trick multiple times, but must choose a different skill each time.

**Lifting Servos (Su):** As long as the mobius suit has at least 1 charge remaining, the machinesmith can lift and carry great amounts of weight as described by the ant haul spell.

**Redline (Su):** The machinesmith can supercharge a mobius suit with its generator's energy as a swift action, gaining a +6 enhancement bonus to Strength and Dexterity for 10 minutes. After using this ability, all of the mobius suit's abilities other than the base armor stats (including those from augmentations) are suppressed for 1 hour while the mobius core recharges.

**Reroute Power (Su):** The machinesmith has installed redundant power conduits that allow the mobius suit to route power directly from its core to any integrated gadget. By expending 1 charge as a swift action, the machinesmith can increase the duration of an active integrated gadget by an amount equal to its original duration. Gadgets that



normally require some form of fuel do not need additional fuel for the extra duration, which is provided by energy directly from the mobius core. A machinesmith must be at least 8th level before selecting this trick.

## GADGETS

**Cluster Rocket Tube (Ex):** The machinesmith creates a device containing a sequence of guided explosive charges that create colorful bursts of fire and light. Activating a cluster rocket tube is a standard action; once activated, it launches one rocket per round for a number of rounds equal to the machinesmith's level, similar to the snapdragon fireworks spell. The machinesmith must take a move action each round to aim the projectile; otherwise, a rocket will still discharge during that round and explode in the machinesmith's square. Cluster rocket tubes are relatively bulky Medium-sized items that weigh 10 lbs. with AC 8 (when not in use), Hardness 5, and 20 hp. They must either be held with two hands or worn on the machinesmith's shoulder item slot; to be used, they must be held in/aimed with one hand. Reloading a cluster rocket tube takes 10 minutes and requires one dose of black powder per rocket as fuel.

**Doomsday Shelter (Su):** The machinesmith builds a device that generates a powerful yet limited bubble of force to protect against virtually any hazard. The doomsday shelter must be held to be activated, but its emergency-use design allows it to be activated as an immediate action. When activated, the doomsday shelter creates a resilient sphere centered on the machinesmith that lasts for 5 minutes. The machinesmith can use this gadget only after it has been charged. Charging the gadget requires a full hour of operating its hand crank. A machinesmith must be at least 5th level before selecting this trick.

**Electrical Fluctuator (Ex):** The machinesmith creates a device that stores a powerful electromagnetic charge capable of wreaking havoc on technology. The electrical fluctuator must be held to be used. Activating this gadget is a standard action. When activated, the electrical fluctuator releases its charge in a 30-foot radius burst that suppresses any active machinesmith gadgets and dazes any constructs (including any objects created by drone spells) for 1d4 rounds. The machinesmith can use this gadget only after it has been charged. Charging the gadget requires just 1 minute of operating its hand crank, but a series of five flasks of acid must be used as fuel to store the charge. A machinesmith must be at least 12th level before selecting this trick.

**Electrical Resonance Generator (Ex):** The machinesmith creates a device that can discharge electricity into opponents. The electrical resonance generator must be held or worn on the body or chest item slot to be used. Activating this gadget is a standard action. When activated, the machinesmith is protected as by a defensive shock spell. The machinesmith can use this gadget only after it has been charged. Charging the gadget requires just

1 minute of operating its hand crank, but a flask of acid must be used as fuel to store the charge.

**Gun Turret (Ex):** The machinesmith has learned to expand his turret technology to include firearms. This device can be fitted to any one- or two-handed firearm and has a magazine attachment capable of holding 20 alchemical cartridges. A gun turret is otherwise identical to a crossbow turret, including the improvements provided by the entire crossbow turret chain of machinesmith tricks. A machinesmith must have the Crossbow Turret trick and the Gunsmithing feat before selecting this trick.

**Impact Knuckles (Su):** The machinesmith creates a device capable of discharging a potent blast of force into a contacted opponent. Impact knuckles must be held or worn on a ring item slot to be used. Activating the gadget is a standard action that generates a charge of force as by the force punch spell. This charge of force is highly unstable, however; if it is not discharged into an opponent within 5 rounds, it damages and knocks the machinesmith prone. The machinesmith can use this gadget only after it has been charged. Impact knuckles can be recharged by exposing them to sunlight for 8 hours. A machinesmith must be at least 5th level before selecting this trick.

**Performance-enhancing Injector (Ex):** The machinesmith creates a device capable of synthesizing a number of substances that enhance his metabolic processes. A performance-enhancing injector must be held or worn on the neck item slot to be used. Activating the gadget is a standard action that injects a variety of compounds into the machinesmith as by the polypurpose panacea spell. The machinesmith may benefit from only one effect of this gadget at a time. The performance-enhancing injector holds 5 charges and regains 1 charge per hour. It synthesizes its compounds from air, water, and the basic organic material found in virtually any environment; thus, in most situations the machinesmith will be able to refuel the gadget as part of daily activity (consider refueling as easy as obtaining unpriced material components). In certain rare situations, the machinesmith's ability to fuel the gadget may be limited (GMs discretion).

**Proximity Mine (Ex):** The machinesmith can create explosive charges that detonate when approached by creatures. These traps are made even more effective by light-refracting casings that blend into any surface. A proximity mine operates similar to a greater glyph of warding except as noted here. Proximity mines can only be used to imitate blast glyphs, not spell glyphs. The type of energy damage dealt by a proximity mine is chosen when the gadget is first created. A machinesmith may have a number of proximity mines equal to their Intelligence modifier prepared at any one time. The mine is destroyed upon detonation, so the machinesmith must build a new one. Building a proximity mine costs 100 gp and requires 8 hours of work.



Placing a proximity mine is a full-round action; the gadget arms and activates 1 round later. Due to its light-refracting casing, proximity mines have a DC 25 + ½ machinesmith's class level to detect and disarm despite not being magical traps. A proximity mine wards a 10-foot radius area and by default is set to detonate if any creature of Tiny or larger size enters its ward radius. A proximity mine can also be set to detonate according to minimum height or maximum weight, or by creature type, subtype, or kind by making an appropriate Knowledge skill check against a DC 10 + monster's CR. Proximity mines cannot be set according to alignment or religion. Once set, a proximity mine can only be detonated or disarmed (which destroys it); until destroyed, the mine counts against the machinesmith's limit of prepared mines.

A machinesmith must be at least 5th level before selecting this trick.

**Restraining Cable (Ex):** The machinesmith creates a device capable of launching a weighted steel cable that can wrap around and restrain an opponent. A restraining cable must be held or worn on the wrist item slot to be used. Activating a restraining cable is a standard action. Upon activation, the machinesmith makes a ranged attack roll against an opponent within 30 feet. A successful attack deals 1d6 nonlethal damage. Small-, Medium-, or Large-sized opponents must also make a Reflex save or be entangled by the cable. An entangled creature can burst the cable or escape from it with a DC 25 Strength or Escape Artist check. The cable has Hardness 10 and 3 hp. A burst or destroyed cable requires that the gadget be completely rebuilt. Reloading the cable back into the gadget takes 1 minute. A machinesmith must be at least 3rd level before selecting this trick.

**Shimmer Cloak (Su):** The machinesmith upgrades his invisibility cloak to produce a diminished effect after its original effect ends. The gadget follows the standard rules for the invisibility cloak trick, but when the invisibility effect ends the machinesmith gains the effects of a displacement spell. A machinesmith must be at least 9th level before selecting this trick.

**Sonic Digger (Su):** This device can emit a concentrated blast of high-frequency sonic energy capable of undermining the structure of dirt and soil. A sonic digger must be held to be used. Activating a sonic digger is a standard action. While irritating to the hearing of those nearby, the gadget causes no actual damage to creatures. Aimed at a square adjacent to the machinesmith, the gadget opens a 5-foot-deep pit as by the expeditious excavation spell with the sonic descriptor. Using a sonic digger always throws up a burst of grit and debris. A sonic digger is fueled by a thunderstone and has three charges. Refueling the gadget with a new thunderstone is a full-round action.

**Tactical Communicator (Su):** These two matching devices are designed to allow rapid communication between the machinesmith and an ally in combat, augmenting their

ability to coordinate. A tactical communicator must be worn on the head item slot by both the machinesmith and his ally to be used. Activating a tactical communicator is a standard action for the machinesmith. Once activated, the machinesmith and his ally can communicate as by the battlemind link spell with the sonic descriptor. The gadget can be activated once a day and remains active for 10 minutes. The tactical communicator can be recharged by exposing it to sunlight for 8 hours. A machinesmith must be at least 12th level before selecting this trick.

**Target Illuminator (Su):** The machinesmith creates a device capable of emitting a focused beam of light to help target ranged weapons. A target illuminator must be held or attached to a crossbow or firearm to be used. Attaching or removing the illuminator to a crossbow or firearm takes 1 hour. Activating the illuminator takes a move action. Once activated, the gadget allows the machinesmith to command all of his deployed turrets to attack a particular target as a swift action. If the target illuminator is attached to a ranged weapon, when using that weapon the machinesmith gains a +2 competence bonus on attack rolls and can reroll miss chances from concealment. The target illuminator's beam of light is disrupted easily, and its line of effect is blocked by fog or smoke. The gadget can be activated once a day and remains active for 5 minutes. The target illuminator can be recharged by exposing it to sunlight for 8 hours. A machinesmith must be at least 8th level before selecting this trick.

**Temporal Isolator (Su):** The machinesmith has managed to create a protective device that manipulates time itself on a localized scale. A temporal isolator must be held or worn on the wrist item slot to be used. Activating the isolator is an immediate action. Once activated, the machinesmith is immediately placed into a state of suspended animation, similar to the temporal stasis spell. The duration of this effect can be any length of time from 1 round to 30 minutes, determined by the gadget's settings. Adjusting the duration of a temporal isolator is a full-round action. After use, the gadget is rendered inert for 12 hours. A gemstone worth at least 500 gp is used as a focus for the temporal isolator's energies and acts as the fuel for the gadget, burning to worthless dust upon activation. A machinesmith must be at least 15th level before selecting this trick.

## TECHNIQUES

**Caustic Refuter (Su):** The machinesmith can refute magic with such condescension and patronizing words that spellcasters are bewildered. When the machinesmith successfully uses the axiom ability to dispel a magical effect and the caster of that effect can see and hear the machinesmith, that caster must make a Will save or be stunned for 1 round. This ability also affects spellcasters whose spells are resisted by the counter science ability of the technologist archetype. A machinesmith must be at least 10th level before selecting this trick.



**Drone Expert (Ex):** The machinesmith has developed higher-quality drone prototypes that exceed normal performance specifications. All objects and constructs created by drone prototypes (including pocket army) gain a +2 deflection bonus to AC, a +1 enhancement bonus on attack rolls, and +5 hp. The bonuses provided by the guardian drone and servant drone prototypes increase to +3. A machinesmith must be at least 6th level before selecting this trick.

**Hand-Eye Coordination (Ex):** The machinesmith is adept at aiming technology-based weapons in the heat of combat. The machinesmith gains a +1 competence bonus on attack rolls required by prototypes, gadgets, or greatwork effects. This bonus increases by +1 for every four levels above 8th, to a maximum of +4 at 20th level. A machinesmith must be at least 8th level before selecting this trick.

**Recycled Parts (Su):** The machinesmith values and hoards every component of his technology, reusing and incorporating parts from one prototype into another. Within 1 round of releasing a prototype, the machinesmith can use a move action to instantly re-prepare that prototype by sacrificing a prepared prototype or open prototype slot of equal or higher level.

## ARCHETYPES

### GADGETEER

Some machinesmiths eschew the labor and effort of creating a greatwork, instead preferring to focus their technological and creative abilities on a wider array of smaller devices. What they lack in focused power they more than make up for in versatility.

**Enhanced Prototypes** – The gadgeteer can prepare one additional prototype of each level that he can normally prepare. This ability replaces greatwork.

**Reverse Engineering (Ex)** – At 5th level, a gadgeteer understands the nuanced workings of both magical and technological devices, and may use her Intelligence modifier instead of her Charisma modifier when making Use Magic Device skill checks. This ability replaces upgrade.

**Mass Production (Ex)** – At 7th level, a gadgeteer can create a high volume of minor magical items in a short amount of time. Whenever a gadgeteer creates a single-use wondrous item, he may create a quantity of the item up to his Intelligence modifier in the same amount of time as he would need to make one. The gadgeteer must still pay the standard cost for crafting each of the items. This ability replaces axiom.

**Drone Logic Systems (Ex)** – At 10th level, a gadgeteer can issue a command to any object or construct created by drone spells as a free action instead of a move action. This ability replaces upgrade.

**Fuel Efficiency (Ex)** – At 15th level, a gadgeteer gains the ability to recharge a single gadget as a standard action 1/day. Any fuel required by the gadget still must be provided. This ability replaces upgrade.

**Overclock (Su)** – At 20th level, a gadgeteer gains the ability to increase any variable numeric effects (including bonuses to those dice rolls) of a gadget, prototype, or wondrous item by half. Saving throws and opposed rolls are not affected, nor are effects without random variables. A gadgeteer can use this ability a number of times per day equal to their Intelligence modifier. This ability replaces upgrade.

### WONDERBUILDER

Some machinesmiths are filled with such inspiration that they turn their talents to creating not one, but multiple greatworks. While they may lack the breadth of ability of their peers, the sight of a machinesmith wielding multiple mobius core-fuelled technological marvels is enough to awe any opponent.

**Diminished Prototypes** – A wonderbuilder prepares one fewer prototype of each level than normal. If this reduces the number of prototypes at a specific level to 0, a wonderbuilder may use prototypes of that level only if their Intelligence allows bonus prototypes for that level.

**Secondary Greatwork (Su)** – At 5th level, a wonderbuilder creates a second mobius core-powered greatwork. This ability replaces upgrade.

**Dual Upgrade (Su)** – At 10th level, a wonderbuilder upgrades both of his greatworks, gaining the upgrade 1 abilities for both of them. This ability replaces upgrade.

**Tertiary Greatwork (Su)** – At 15th level, a wonderbuilder creates a third mobius core-powered greatwork. In addition, the wonderbuilder gains upgrade 2 abilities on their first greatwork. This ability replaces upgrade.

**Wonders of the Ages (Su)** – At 20th level, a wonderbuilder upgrades all three of their greatworks, gaining upgrade 3 abilities for the first greatwork, upgrade 2 abilities for the second greatwork, and upgrade 1 abilities for the third greatwork. In addition, a wonderbuilder can expend 2 charges from one of their greatworks to recharge 1 charge in either of the other two. This ability replaces upgrade.

## NEW MACHINESMITH PROTOTYPES

### DRONE TURRETS

**School** transmutation; **Level** machinesmith 3

**Casting Time** 1 standard action

**Components** V,S,M (small clockwork devices with six mechanized legs)

**Range** medium (100 ft. + 10 ft./level)

**Targets** crossbow or gun turrets



**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell animates any or all of a machinesmith's deployed crossbow or gun turrets, granting them a measure of mobility. Each turret can be ordered to move to a new location with a base speed of 20 feet whenever the machinesmith gives it commands. If a turret's target moves out of line of sight, it will automatically attempt to move to where its target was last seen.

## EXTERMINATOR DRONE

**School** transmutation; **Level** machinesmith 5

**Casting Time** 1 round

**Components** V,S,M (small clockwork device shaped like a serpent with multiple rotors)

**Range** 10 miles

**Effect** one drone

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell animates a tiny drone that takes flight from the caster's hand and transmutes into a Medium-sized rotary drone with a serpentine body. The exterminator drone proceeds to pursue and attack a single target visualized by the caster at a particular location within range. If the target is not at the location when the exterminator drone arrives, the drone will attempt to track the target down. Once an exterminator drone is given a target, it attacks that target until the target is dead, the spell's duration expires, or the drone is destroyed or dismissed.

An exterminator drone may be targeted by spells and mundane attacks. It has AC 15, Hardness 10, and 30 hp + 2 per caster level. It has a fly speed of 100 feet (good) and an effective overland flight speed of 50 mph when racing to its target location. It can make a ranged firearm attack with a 50' range increment or two melee attacks with hooked blades, all dealing 1d10 +1 damage per two caster levels (bludgeoning and piercing for the ranged attack; slashing for the melee attacks). The damage is considered magical for purposes of DR; its critical range is 20/x4 (ranged) or 18-20/x2 (melee). It uses the caster's base attack bonus + caster's Intelligence bonus for all attacks. It is considered an object and is immune to nonlethal damage and critical hits. The drone can make Fly, Perception, and Survival skill checks with a bonus equal to the caster level + caster's Intelligence bonus. It is considered a magic item for purposes of saving throws with all saves equal to 2 + caster level.

## IRRITANT DRONES

**School** transmutation; **Level** machinesmith 3

**Casting Time** 1 standard action

**Components** V,S,M (a handful of miniature clockwork devices shaped like insects)

**Range** medium (100 ft. + 10 ft./level)

**Effect** drone swarms

**Duration** 1 round/level (D)

**Saving Throw** Fortitude partial; **Spell Resistance** no

This spell animates a host of diminutive drones that harass the caster's enemies. The drones are too small to cause much damage, but can distract opponents in a manner similar to a swarm of insects. One swarm of drones is animated for every five caster levels, to a maximum of four swarms at 20th level. As part of casting the spell, the caster directs each swarm against one opponent within range. On the caster's turn, any opponent targeted by a swarm of irritant drones takes 1d6 points of piercing damage and is nauseated for 1 round. A successful Fortitude save negates the nauseated condition. If a target moves beyond the range of the spell, the drone swarm returns to the caster. As long as the spell is active, the caster may direct a drone swarm to a different target within range as a move action.

An irritant drone swarm may be targeted by spells or mundane attacks. It has AC 16 and 10 hp + 1 per caster level. It is considered an object and is immune to nonlethal damage and critical hits. It is treated as a swarm of diminutive flying creatures for the purposes of spells, effects, and weapon attacks. It is considered a magic item for purposes of saving throws with all saves equal to 2 + caster level.

## SERVANT DRONE

**School** transmutation; **Level** machinesmith 1

**Casting Time** 1 standard action

**Components** V,S,M (small clockwork device shaped like a humanoid with numerous tool-shaped appendages)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one servant drone

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell animates a Small-sized humanoid construct to assist the machinesmith with tasks. The machinesmith can direct the drone to perform a task as a move action. The drone is capable of accomplishing any simple task or using any Dex- or Str-based skill known by the machinesmith, gaining a +1 competence bonus to all skill checks.

The servant drone may be targeted by spells and mundane attacks. It has AC 12 and 5 hp + 1 per caster level. It has a base movement speed of 30 feet. It is considered an object and is immune to nonlethal damage and critical hits. It is considered a magic item for purposes of saving throws with all saves equal to 2 + caster level.

## SPIDER DRONE TURRETS

**School** transmutation; **Level** machinesmith 4

**Casting Time** 1 standard action

**Components** V,S,M (small clockwork devices with six mechanized legs)

**Range** medium (100 ft. + 10 ft./level)

**Targets** crossbow or gun turrets

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no



This spell functions like drone turrets, except that affected turrets also gain a climb speed of 15.

## TRACKER DRONES

**School** transmutation; **Level** machinesmith 4

**Casting Time** 1 standard action

**Components** V,S,M (four small clockwork devices, each shaped like a cylinder with four wings)

**Range** 10 miles

**Effect** four drones

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell animates four tiny ornithopter-like drones that take flight and attempt to track down the machinesmith's desired target. The target may be any individual creature the caster has seen or a particular creature type. The drones will immediately begin searching the surrounding area for traces of the target, working methodically outward in a spiral pattern until they find the target's tracks or reach the spell's range limit. The four drones make combined Survival skill checks to track a target with a bonus equal to caster level + caster's Intelligence modifier + 5; they may ignore any movement penalties to this check for moving at double speed.

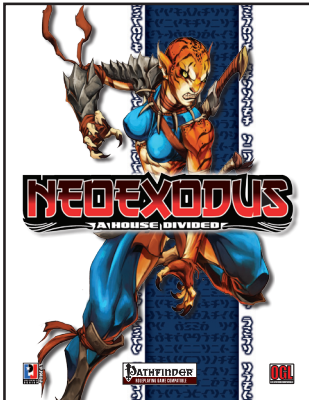
Once the drones have located the tracks of a target, all four drones immediately follow them until locating the target. The four drones immediately begin relaying visual information about the target and surrounding area to the caster, as by the clairvoyance spell. Each drone also can make a single ranged attack against the target, using the caster's base attack bonus + caster's Intelligence bonus. This attack has a range of 50 feet and inflicts no damage. A target hit by one or more of the drones is covered in a luminescent dye that acts as a faerie fire spell and lasts for 1 hour per successful attack. It can only be removed by dispel magic or similar effects. The dye also rubs off on the target's surroundings as it moves, providing a +20 enhancement bonus to Survival checks made to track its movement from that point.

Tracker drones may be targeted by spells and mundane attacks. They have AC 16 and 10 hp + 1 per caster level. They have a fly speed of 100 feet (perfect) and can make Fly and Perception skill checks with a bonus equal to the caster level + caster's Intelligence modifier. They are considered objects and are immune to nonlethal damage and critical hits. They are considered magic items for purposes of saving throws with all saves equal to 2 + caster level.


# NEOEXODUS

## A HOUSE DIVIDED

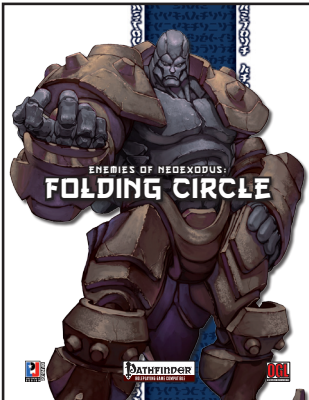
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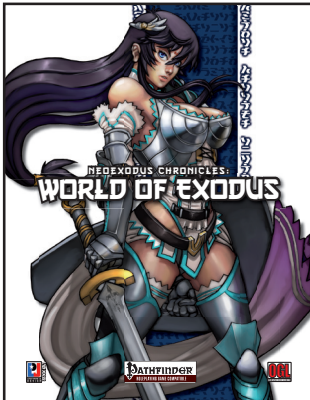
NEOEXODUS  
A HOUSE DIVIDED



ENEMIES OF NEOEXODUS:  
FIRST ONES



ENEMIES OF NEOEXODUS:  
FOLDING CIRCLE



NEOEXODUS CHRONICLES:  
WORLD OF EXODUS

### THE WORLD OF EXODUS NEEDS HEROES...



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