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## STEAM POWERED: DEVICES OF THE MECHANICAL AGE

by Ashley Shackleford

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A mustachioed gentleman tips his bowler to a pair of ladies on the platform, then pulls a fine gold watch from his waistcoat pocket. It's 2:23 and the 2:15 from Dwarrowholm is just rolling into view. The screech that splits the air is no steam whistle, however; it rises to a cacophony of murderous voices screaming obscenities. A dozen menacing green faces peek through the locomotive's windows, all sharp teeth and red eyes, some still chewing on pieces of the halfling conductor. Three of the little monsters hang from the brake lever, and the train shudders to a stop. "Dear me, Celia," says one of the ladies as she draws a pair of daggers from the folds of her hoop

skirt. "I fear we may be late for tea." As the mustachioed gentleman flees, her companion merely nods and begins casting a spell.

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## INTRODUCTION

Complex machines changed our world, and they can change fantasy worlds as well. Centuries of tinkering with wound-spring clockworks and crude, hand-crafted firearms finally give way to the emergence of labor-saving machines and mass-produced weapons of war with the advent of a single invention: the steam engine.

Steam power allows for much larger, stronger, and much more efficient machinery than that powered by spring, muscle, wind, or water. Within a century of the first prototype, steam engines power nearly every aspect of society: vehicles and factories, certainly, but also the enormous flow of goods produced and transported by steam.

It is a time of unprecedented change. Forward-thinking aristocrats grow ever richer on the gains from their steam-powered holdings while staunch traditionalists lose their fortunes to a rising middle class of educated merchants, explorers, and inventors. Everyday life even changes for the poorest members of society as the demand for labor moves from country farms to city factories. Even the home's hearth--the sacred center of family life--is replaced with a common basement boiler. Such a complete break with the past within only a generation or two often creates feelings of alienation from one's own people and culture, leading many to seek companionship with other displaced souls. Such drifters seeking a new life together can become anything from roving bands of outlaws and fiercely territorial street gangs to benevolent but secret brotherhoods and cultic communes led by charismatic charlatans. And, of course, adventuring parties.

As you build your steam-powered adventure, remember that there is more to steam than just the devices your characters use. Nearly all of the machines in this book are produced by a long process of labor, from raw materials mined and refined to interchangeable components manufactured and assembled in a smoky factory, with a good deal of transport in between. Mines, refineries, warehouses, factories, transport ships, docks, trains, and train stations could all make interesting encounter locations, often full of innocent bystanders and special dangers (see Hazards). Cheap housing for workers, such as the high-rise tenements near factories and the clapboard houses of a mine's company town, provide further adventuring locales (often with unique dangers of their own). Barons of industry are often quite happy to bankroll a few mercenary adventurers to solve problems for them, while more altruistic adventurers can spend lifetimes aiding the downtrodden who live and work in these places. After all, despite all the modern conveniences of a steam-powered society, monsters still lurk just outside the gaslight.

## GENERATION AND Storage of Steam Power

Most of the devices in this book are powered--directly or indirectly--by steam. The generation of steam power requires three elements: heat, water, and containment. The process begins with a heat source, which is usually a coal- or oil-burning furnace but can be as simple as a campfire or as fantastic as a bound fire elemental. Directly over the heat source sits the boiler, a tank in which water is boiled and the resulting steam is contained and compressed. The movement of this steam from areas of high pressure to lower pressure is the motive force that drives steam-powered machines, from a locomotive's steam engine to the bladed chain on a hedge trimmer.

However, furnaces and boilers are bulky and extremely heavy, so it is impractical for smaller devices to produce their own steam power. Instead, such devices feature reinforced steel cylinders called steam cells, which store energy in the form of hyper-compressed steam. Steam cells are a surprisingly efficient means of energy storage, and universal charging nozzles built into

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all boilers make recharging steam cells simple and quick. Thus, running out of steam is almost never an issue.

## RELIABILITY

Unless resource scarcity or unreliable machines are an important element of your campaign setting or plot, assume that the weapons and devices presented in this book simply work as intended whenever they are used. Characters living in a steam-powered society would be used to charging their devices' steam cells as part of their daily routine. Even expeditions into the wilderness can be reliably steam-powered if the adventurers have a vehicle with a steam engine, or simply a campfire boiler. If your group hand-waves inexpensive spell components, you should do the same with steam cell recharges.

There are exceptions, of course: after all, any item can be damaged and broken. Furthermore, in situations where players have no means of acquiring fuel or water for their boilers, assume each device runs out of fuel the next time a natural 1 is rolled on an attack roll or skill check to use it. A device that runs out of fuel or water gains the broken condition until it is refueled or replenished.

## STEAM-POWERED WEAPONS

**Note**: Steam-powered weapons must be "on" to be used effectively in combat. Unless noted otherwise, it requires a full-round action to activate (turn on) a steam-powered weapon. Additionally, steam-powered weapons impose a -10 circumstance penalty to Stealth checks for the wielder when activated.

## STEAMSAW

The ultimate woodcutter's tool, a steamsaw is essentially a steam-powered chainsaw. A steamsaw emits a viciously loud hissing sound when it is running (activated).

They are exceptionally effective weapons, most especially against zombies, wooden objects, and creatures of the plant type. Against these targets, a chainsaw deals damage as if it were one size category larger (2d6 small, 3d6 medium).

## **GRAPPLING GUN, COMMON**

This adventurer's staple is basically a specialized steamgun built around a small steampowered winch. Pulling the trigger releases a burst of compressed steam that launches a grappling hook connected to a thin steel cable (Hardness 10, 5 hp, Break DC 24). A successful ranged attack against an object (or AC 5 for areas with ample places to catch the hook) establishes a firm hold on the object; a successful ranged attack against a creature deals the listed damage but has no other effect. To fire again, the cable must be fully retracted and the hook must locked into place (a move action). A switch on the side activates the winch (a move action), retracting or extending the cable at a rate of 10 feet per round. A steam-powered winch can pull up to three times the maximum load for its effective Strength score. The price listed is for a winch with an effective Strength score of 10; masterwork grappling guns possess an effective Strength score of 15.

Note that grappling guns only impose a penalty to Stealth checks the round they are fired or when the winch is being used.

## GRAPPLING GUN, COMBAT GRAPNEL

A smaller, more aggressive version of the grappling gun, this weapon is designed to grapple opponents from a distance. The spring-loaded points on the combat grapnel are shaped like a mechanical talon; on a successful ranged touch attack, the grapnel attempts a combat maneuver check to grapple with a CMB of +4 (or +8 for

masterwork versions). The target does not get an attack of opportunity against the grapnel. If the combat maneuver check fails, the grapnel bounces off harmlessly; if the check succeeds, both the target and the grapnel gain the grappled condition. The target can remove the grapnel with a successful combat maneuver check against CMD 14 (18 masterwork) or Escape Artist check (DC 14, 18 masterwork).

Activating the winch (a move action) pulls a grappled target in a straight line toward you at a rate of 10 feet per round until the target is adjacent to you in a square of your choice, or

until you deactivate the winch (another move action). The winch must be strong enough to pull an object of the target's weight (see Grappling Gun, Common). Targets moved in this way do not provoke attacks of opportunity, and attempting to pull a target through a hazardous location grants him a free attempt to break the grapple with a + 4 bonus.

## **HEDGE TRIMMER**

Designed for light yard work, this device is a lighter-weight version of a steamsaw. It is

One-handed Melee Weapons										
	Cost (gp)	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Capacity	Weight	Туре	Special
Hedge trimmer	150	1d8	1 <b>d</b> 10	x3	-	-	-	8 lbs.	S	see text
Two-handed Melee Weapons										
	Cost (gp)	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Capacity	Weight	Туре	Special
Chainsaw	250	1 <b>d</b> 10	2d6	x3	-	-	-	20 lbs.	S	see text
Limb-lopper	300	1d8	1 <b>d</b> 10	x3	-	-	-	12 lbs.	S	reach, see text
Ranged Weapons										
	Cost (gp)	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Capacity	Weight	Туре	Special
Grappling gun, common	200	1d2	1d3	x2	30 ft.	-	1	5 lb.	В	see text
Grappling gun, combat grapnel	500	-	-	-	10 ft.	-	1	3 lb.	-	see text
Longsword Revolver	8,000	1d6	1d8	x4	20 ft.	1	6	5 lbs.	B and P	see text
Steamgun	100	1d3	1d4	x2	30 ft.	-	6	2 lb.	В	nonlethal

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#### Table: Weapons (Exotic)

especially effective against zombies, wooden objects, and creatures of the plant type. Against these targets, a hedge trimmer deals damage as if it were one size category larger (1d10 small, 2d6 medium).

## LIMB-LOPPER

Essentially a hedge trimmer at the end of a long pole, the limb-lopper was designed to lop off hard-to-reach tree limbs. As a weapon, it provides reach and deals damage against zombies, wooden objects, and creatures of the plant type as if it were one size category larger (1d10 small, 2d6 medium).

## LONGSWORD REVOLVER

This unusual weapon looks like a longsword with a revolver's cylinder and workings built into the crossguard and hilt and an elongated barrel down the blade's center, where a typical longsword would be fullered, which allows it to be used as both a revolver and a longsword. It is considered a double weapon for purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the longsword are considered broken. A longsword revolver uses metal cartridges as ammunition.

Other types of sword revolvers, such as shortsword revolvers and greatsword revolvers, are possible but even less common.

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## **STEAMGUN**

Though it looks like a firearm, this weapon is operated purely by compressed steam from a steam cell in the stock. Pulling the trigger releases a small burst of steam that launches a 1-inch spherical projectile from the chamber. Pumping a hand slide under the barrel (a move action) moves the next projectile from the hopper to the chamber. Reloading the hopper is a full-round action that provokes attacks of opportunity. The listed damage dice and type is for a metal slug, but a number of alchemical projectiles have been developed for use in the steamgun. These "splatterballs" are typically a liquid or fine powder encased in a fragile spherical film. Splatterballs are lighter and more easily affected by wind, and they sometimes rupture in the barrel; when using alchemical projectiles, reduce the steamgun's range increment by 10 ft. and give it a misfire value of 1.

#### **Table: Steamgun Ammunition**

Steamgun Ammunition	Cost (for 6)	Effect
Slugs, metal	1 sp	1d4 nonlethal (1d3 Small)
Slugs, rubber	5 cp	1d3 nonlethal (1d2 Small)
Splatterball, dyers	1 sp	splotch of color
Splatterball, flashers	5 sp	flash of light
Splatterball, ghosters	10 gp	invisible dye
Splatterball, glowers	5 sp	glowing gel
Splatterball, itchers	5 sp	annoying itch
Splatterball, scenters	1 gp	faint aroma
Splatterball, shockers	5 sp	electric jolt
Splatterball, snappers	5 sp	loud sound
Splatterball, stickers	5 sp	strong glue
Splatterball, stinkers	50 gp	sickening stench

### STEAMGUN AMMUNITION

## SPLATTERBALLS

The most common alchemical steamgun projectiles ("splatterballs") are harmless, and used in young people's games and pranks. However, the process for creating such projectiles is universal for all powders, liquids, and gels, whether such substances are annoying or deadly. A successful DC 15 Craft (Alchemy) check converts one flask or bottle of approximately one pint into 1d6 splatterballs. The effects of such substances converted to splatterballs are greatly reduced: damage dice are minimized, and all save DCs are reduced by 2. For example, a flask of alchemist's fire produces 1d6 alchemist's fire splatterballs, each of which deals only 1 point of fire damage on impact and 1 point of fire damage on the next round if the tiny flame is not extinguished (a DC 13 Reflex save). Substances that are potent in small doses, such as contact poisons, can be converted to splatterballs without altering their effects, though it requires 6 doses to produce 1d6 splatterballs.

Types of Splatterballs:

#### DYERS

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On impact, these brightly colored splatterballs produce a coin-sized splatter of thick, gel-like dye. The dye washes easily but sometimes leaves faint stains on delicate materials.

Available colors: red, orange, yellow, green, blue, purple, pink, black, white, brown, grey.

#### FLASHERS

The alchemical substance inside these shiny grey splatterballs explodes in a brilliant flash of colored light when exposed to air. While typically only used to create entertaining light shows, the light is intense enough at close range to affect the eyes. Creatures struck by a flasher must make a DC 10 Fortitude save or be dazzled for 1d6 rounds.

Available flash colors: red, orange, yellow, green, blue, purple, and white.

#### **GHOSTERS**

These smoky-white splatterballs produce a coin-sized splatter of thin clear liquid that seems to evaporate almost immediately after impact. However, the liquid leaves behind pigments that are only visible (and indeed appear brightly colored) when viewed through opposite-colored lens. Invisible dye is remarkably resilient and has been known to last for years on some objects. Available colors: red (visible through green lens), yellow (visible through blue lens), green (visible through red lens), blue (visible through yellow lens). Spotting such invisible pigments without the proper lens is a DC 35 Perception check, but spotting them with the lens is only DC 5.

#### GLOWERS

These greenish yellow splatterballs produce a coin-sized splatter of glowing green gel on impact. The gel appears to glow brightly (but does not cast light) in areas of darkness and remains detectable in areas of dim light, but the glow is too faint to be detected in normal or bright light. The glow fades in a matter of hours as the gel dries.

#### ITCHERS

These splatterballs are filled with a fine, white powder that puffs gently on impact and quickly settles, usually onto some unfortunate prank victim. The powder is an annoying itching powder that not only irritates exposed skin but also finds its way through the seams and gaps of clothing and armor. Creatures struck by an itcher have itchy skin at and around the site of impact until the powder is neutralized with water. The itching imposes a -2 penalty to skill checks that require a deal of concentration, such as Disable Device checks, and itchy spellcasters must make a Concentration Check to cast a spell (DC 5 + spell level).

#### SCENTERS

These splatterballs are transparent and typically brownish or yellow in color. On impact, they produce a coin-sized splatter of liquid that immediately evaporates, leaving behind nothing but a faint odor that lingers for days if not washed well. A creature that has the scent ability gains a +4 bonus to Survival checks to track that target. Available scents include extracts of aromatic flowers and woody plants, various animal musks, and oils of beans such as coffee and vanilla.

#### SHOCKERS

Two different alchemical substances are separated by a thin film in these black-and-yellow splatterballs. When the substances come together on impact, the resulting reaction creates a mild electric shock. The shock is generally too mild to do any real harm, but it can cause an annoying lock-up of the muscles. Creatures struck by a shocker must make a DC 10 Fortitude save or be staggered for 1 round. A small number of shockers are more potent: there is a 5% chance that a shocker requires a DC 12 Fortitude save; failing this save dazes a creature for 1 round and staggers him for 1d4 rounds.

#### SNAPPERS

These splatterballs appear to be filled with grey salt; the tiny granules are actually an alchemical substance related to thunderstones. On impact, a snapper creates a loud snap or pop sound. Children like to rig snappers into crude traps to scare each other, but these splatterballs can be harmful. Creatures struck by a snapper must make a DC 10 Fortitude save or gain the deafened condition for 1d4 rounds.

#### STICKERS

The thick, yellowish-white liquid inside these splatterballs is extremely sticky and hardens in seconds when exposed to air. By themselves, stickers are an extremely minor annoyance that create coin-sized crusty patches of dry glue that can be scraped off with some effort. However, if an object weighing less than one pound is pressed against the impact site while the liquid is still setting (1d2 rounds), the alchemical substance works as a surprisingly powerful bonding agent. Once the glue is set, it takes a DC 20 Strength check to separate the bonded items. Attempting to separate delicate items like paper, glass, or splatterballs may break the delicate item before the bond breaks.

#### STINKERS

These splatterballs look and in most ways operate like their gentler cousins, the scenters. However, the odors of a stinkers are fouler and more persistent: creatures struck by a sinker must make a DC 10 Fortitude save or be sickened for 1d2 rounds. Creatures with the scent ability suffer a -4 penalty to this save and remain sickened for 1d6 rounds if they fail the save. The smell of a stinker is extremely off-putting, and anyone struck with a stinker takes a -2 penalty on all Charisma-based skill checks for 24 hours or until thoroughly washed with vinegar. Available scents include extracts of certain jungle flowers, rotting cheeses, and necrotic organs.

## MARVELOUS Accoutrements

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## CAMERA

Cameras can be used to take pictures of an area and then studied later to detect specific details. The DC of Perception checks to study a photograph for specific details depends on the quality of the camera. In no case however, is a check possible if a specific detail simply doesn't exist in the photograph.

The process of developing film or plates requires a DC 20 Craft (photographs) skill check. If the check fails by 5 or more the images are unrecognizable and completely unusable. If the check fails but by less than 5, Perception checks made while studying the photograph suffer a penalty equal to the amount the Craft check failed by.

**Portable**: This handy camera is slightly larger than a hatbox and can be hung comfortably from the neck with a leather strap. A portable photographic kit comes with a tripod and a flash bulb that uses, of all things, gunpowder equivalent to a shot from a flintlock firearm's firing. Due to the basic quality of the lenses and the handling of resulting plates, Perception checks using the photographs have a base DC of 20, modified by whatever interesting thing can be found in the image.

### Table: Adventuring Gear

Item	Price	Weight
Camera, portable	60 gp	5 lb.
Camera, studio	150 gp	40 lbs.
Campfire Boiler	20 gp	10 lb.
Clockwork Toy	1 sp	1/2 lb.
Grease Toy	5 gp	1 lb.
Smoke Toy	20 gp	1/2 lb.
Darkstove	100 gp	50 lbs.
Fire Extinguisher	10 gp	5 lbs.
Flare Adapter, Steamgun	25 gp	-
Flare	1 gp	1/2 lb.
Magic Lantern	20 gp	4 lbs.
Steam Cell, Spare	5 sp	1 lb.

**Studio**: This big, hulking apparatus is heavy and cumbersome. A heavy camera with a wide array of lenses rests atop a wheeled contraption. The studio kit comes with a pair of rails to move the camera in and out, and a flash bulb as per a portable camera. Because of the higher-quality lenses of a studio camera, Perception checks using its photographs have a base DC of 15, modified by whatever interesting thing can be found in the image.

## **CAMPFIRE BOILER**

This reinforced steel drum stands over a campfire on four retractable legs and features enough hooks, rails, and charging nozzles to charge half a dozen steam cells at once.

## **CLOCKWORK TOY**

Winding a key on its back allows this toy to walk or roll on a smooth surface for 5 rounds. Walking toys move in a straight line at 5 feet per round, while rolling toys roll in a straight line at 10 feet per round but change directions randomly each round. Clockwork toys can be made to look like anything, but the most common are walking soldiers and rolling mice.

## VARIANT: SPEWING TOYS

Some clockwork toys are modified to emit various substances such as grease or smoke.

### GREASE TOY

A grease-spewing clockwork toy moves as described above but each square it leaves is covered in a slippery substance. Creatures moving into such squares must make an Acrobatics check as if moving on slippery terrain. A grease toy holds enough grease to coat five 5ft. squares with grease. The grease dries and is no longer slippery after 1 minute.

## SMOKE TOY

A smoke-spewing clockwork toy moves as described above but it emits a cloud of smoke behind it as it moves, filling each square it leaves as a smoke stick. A smoke toy holds enough alchemical fuel to fill five 5-ft. squares with smoke. The remains for for 1 minute but is immediately dispersed by any notable wind or breezes.

## DARKSTOVE

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Supposedly invented by a dwarven highwayman who wanted to cook bacon without giving away his position at night, this knee-high wood- or coal-burning stove has overlapping slats that allow the fire to breathe but prevent any light from escaping. The stove provides as much heat as a campfire, and its flat top can heat a frying pan or cooking pot. A modified recharging nozzle serves as an exhaust, and connecting a steam cell allows all smoke to be contained within. Steam cells "charged" on a darkstove cannot power any device, but opening a release valve (a move action) causes the collected smoke to escape, creating a 5-foot-square, 10-foot-tall column of smoke that dissipates after 1d4 rounds (1 round in moderate or stronger wind). Characters within the smoke gain concealment but must make a DC 15 Fortitude save or spend the round choking and coughing.

## FIRE EXTINGUISHER

This two-foot metal cylinder contains an alchemical substance that extinguishes nonmagical fires. One medium or smaller fire, or one square of a larger fire, can be extinguished as a full-round action that provokes attacks of opportunities. A typical fire extinguisher can operate for twelve rounds before the alchemical substance is expended; these rounds do not have to be consecutive.

## FLARE ADAPTER, STEAMGUN

This special flange screws onto the barrel of a typical steamgun and allows the steamgun to fire an ignited flare rather than normal ammunition.

## FLARE

One end of this short rod can be twisted to ignite a brightly colored alchemical flame. The flame illuminates (and deals damage) as a torch for 1 minutes before going out; during that minute, the flare can be thrown, dropped, or submerged in water without going out.

### MAGIC LANTERN

This device is not actually magic but gained its name through its effect on new audiences. It is essentially a bullseye lantern with a slot for glass slides in front of the opening. Images on the slides can be projected upon whatever the lantern is pointed at; this is often a white sheet or screen, but projecting onto thin gauze allows the image to appear to float in midair. A magic lantern can provide visual effects for stage performances, granting a +2 circumstance bonus on Perform checks that involve its use.

### STEAM CELL, SPARE

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When charging steam cells at a boiler may be impossible for some time, prepared adventurers pack spares. Removing and replacing an item's steam cell is a full-round action that provokes attacks of opportunity.

## MHGIC ITEMS

The following magic items may be of interest to steam-powered adventurers, or at least fit well in a steam-oriented adventure or campaign.

### ENCHANTED MUSIC BOXES

These beautifully decorated music boxes are made of fine woods and precious metals. When opened, they produce soft, tinkling music that enchants nearby listeners, reproducing the effects of certain spells.

Unless stated otherwise, a creature must be able to hear the music to gain any effects from a music box. Creatures that do not hear are not affected by music boxes and magical *silence* suppresses the effects of a music box until the *silence* effect ends (or the music box is no longer within the area of effect of the *silence*.)

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## "OPUS NO. 2"

Aura faint enchantment; CL 3rd Slot -; Price 24,000 gp; Weight 1 lb. DESCRIPTION

The droning melody produced by this black lacquered music box affects 2d4 hit dice of creatures within a 15-foot radius of the box. All such creatures may attempt DC 14 Will saving throws or become fascinated for 2d4 rounds or until the box is closed, whichever comes first.

#### CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; Spells hypnotism; Cost 12,000 gp

#### "MADCAP SERENADE"

Aura moderate enchantment; CL 7th Slot -; Price 42,000 gp; Weight 1 lb. DESCRIPTION

The off-beat plunking of this spherical silver music box causes all creatures within a 15-footradius of the box to become confused for 7 rounds or until the box is closed, whichever comes first. A successful DC 20 Will saving throw negates the confusion effect.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; Spells confusion; Cost 21,000 gp

## "MOONLIGHT DREAMS"

Aura faint necromancy; CL 3rd Slot: -; Price 12,000 gp; Weight 1 lb. DESCRIPTION

The relaxing melody produced by this goldtrimmed blue music box provides listeners a restful night of sleep of they rest within earshot of the box while it plays. The music box plays softly for up to 8 hours.

If a resting creature completes a full night's rest within 30 ft. of the music box as it plays, the creature regains hit points as if it had undergone a full day of bed rest (regaining twice its character level in hit points). Any significant interruption during the rest (such as being awoken) prevents any healing on the awakened subject.

Up to three creatures may gain these benefits per 24 hour period.

#### CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; Spells *restful sleep*; Cost 6,000 gp

## "DAYLIGHT DREAMS"

Aura faint enchantment; CL 3rd Slot -; Price 24,000 gp; Weight 1 lb.

DESCRIPTION



The relaxing melody produced by this silvertrimmed blue music box creates incredibly soothing tones, imposing a magical slumber upon those hearing it's notes.

Up to 4 total hit dice of creatures within 15 feet of the box who fail a DC 14 Will save fall asleep, remaining asleep until the box is closed or someone wakes them (as the *sleep* spell.)

#### CONSTRUCTION REQUIREMENTS

1**4** 

Feats Craft Wondrous Item; Spells *sleep*, Cost 12,000 gp

## STEAM-POWERED VEHICLES

## **CLIMBING TANK**

A climbing tank is designed for maximum mobility during mountain assaults. Its only weapon is a grappling cannon, which works like a common grappling gun but has a winch strong enough to pull the climbing tank and four occupants. Four hatches allow crew to fire crossbows or cast spells in any direction. The vehicle is designed in three segments, with large spiked steel drive wheels in the front and back sections and rotating crew compartment with a fluid counterbalancing system in the middle; if the climbing tank falls, it always lands on its feet.

#### Large Land vehicle

**Squares** 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 7,200 gp DEFENSE

AC 9; Hardness 10 hp 120 (60) Base Save +1

#### OFFENSE

Maximum Speed 120 ft.; Acceleration 20 ft. Weapons one grappling cannon and four crew hatches (spiked steel wheels add 1d8 overrun damage) Attack grappling cannon 1d8; ram 2d8

CMB +1; CMD 12; +4 to against being knocked prone

#### DRIVE

Propulsion steam engine (2 squares of coal burning engines; hardness 8, hp 40; difficult device); engine located between the rear wheels of the tank
Driving Check Knowledge (engineering)
Forward Facing the vehicle's forward
Driving Device two levers (left wheels forward/reverse and right wheels forward/reverse)
Driving Space a single 5-ft.-by-5-ft. square in the center of the crew compartment that contains the two levers that serve as the tank's driving device
Crew 2 (1 driver, 1 engineer)

#### LOAD

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Decks 1

Cargo Up to 1,000 pounds or 2 passengers (tight squeeze with a full crew)

## **CRAWLING CASTLE**

This enormous defensive structure trundles along on massive treads. Originally designed as a mobile fortress and base of operations for a well-heeled explorer and his crew, the crawling castle later became a weapon of conquest and colonization. Featuring parapets and bastions along the top, multiple cannon decks, and all-steel construction, this vehicle can win wars all by itself.

#### **Colossal Land vehicle**

**Squares** 288 (120 ft. by 60 ft.; 60 ft. high); **Cost** 200,000 gp

#### DEFENSE

AC 2; Hardness 10 hp 5760 (2880) Base Save +0

#### OFFENSE

#### Maximum Speed 120 ft.; Acceleration 10 ft.

**Weapons** Up to 30 Large direct-fire siege engines in banks of 15 positioned on the port and starboard sides, plus up to 6 Large direct-fire siege engines in banks of 3 positioned in the fore and aft. The siege engines may only fire out the sides of the crawling castle they are positioned on.

Attack up to direct-fire siege engines; ram 8d8 CMB +8; CMD 18

#### DRIVE

**Propulsion** five large steam engines (20 squares of coal burning engines; hardness 8, **hp** 80 each; difficult device)

**Driving Check** Knowledge (engineering) **Forward Facing** one of the shorter sides of the crawling castle

**Driving Device** steering wheel and throttle **Driving Space** either of two 5-ft.-by-5-ft. squares in the center of the command center, in the forwardmost part of the top deck **Crew 50** 

## LOAD

**Decks** 5 **Cargo** up to 50 tons or 160 passengers

## **STEAM TRACTOR**

This simple vehicle is little more than a fourwheeled steam engine with a seat for the driver. A rotating power output shaft in the back allows the connection of a number of different farm implements such as tillers and bailers. The tractor is often the only source of steam power available on a farm, so it's not uncommon for farmers to rig up sawmills, earthscoops, water pumps, grain elevators, and any other machine that may be needed on a farm.



## Large Land vehicle

Squares 2 (5 ft. by 10 ft.; 5 ft. high); Cost 500 gp

AC 9; Hardness 10 hp 40 (20) Base Save +0

DEFENSE

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#### OFFENSE

Maximum Speed 40 ft.; Acceleration 10 ft. Weapons none (farm implement adds 3d8 overrun damage) Attack ram 4d8

**CMB** +1; **CMD** 12; +4 to against being knocked prone

#### DRIVE

Propulsion steam engine (2 squares of wood-burning engine; hardness 8, hp 20; difficult device)
Driving Check Knowledge (engineering) or Profession (farmer)
Forward Facing the vehicle's forward
Driving Device steering wheel and pedals (throttle and brake)
Driving Space a single 5-ft.-by-5-ft. square directly above the rear portion of the engine
Crew 1

## LOAD

Decks 1 Cargo 0 or capacity of a connected trailer

## RIVER RECONNAISSANCE STEAMER

This double-hulled riverboat features an enclosed pilothouse surrounded by a narrow walkway and is small enough to navigate small rivers. Steel plating provides partial cover to occupants standing on the walkway. It is used primarily for scouting missions and for quick raids against lightly-armed targets along waterways.

#### Huge Water vehicle

Squares 12 (15 ft. by 20 ft.; 10 ft. high); Cost 8,000 gp DEFENSE

#### AC 8; Hardness 10 hp 2,400 (1,200) Base Save +0

#### OFFENSE

#### Maximum Speed 60 ft.; Acceleration 20 ft. Weapons One light ballista or cannon mounted on a

swivel atop the pilothouse, capable of firing any direction Attack ram 2d8

CMB +8; CMD 18

DRIVE

Propulsion steam engine (2 squares of coal burning engine; hardness 8, hp 20; difficult device)
Driving Check Knowledge (engineering) or Profession (sailor)
Forward Facing the boat's forward
Driving Device steering wheel
Driving Space a single 5 ft. by 5 ft. square inside the pilothouse in the center of the boat
Crew 1

#### LOAD

Decks 1 Cargo Up to 2,000 pounds or 4 passengers

## LIGHT ASSAULT STEAMER (CORVETTE)

The light assault steamship was originally designed to break through coastal fortifications and deliver a small squad of soldiers for flanking actions. A sharply pointed, upswept ram on the bow breaks through walls and then swings down to form a boarding ramp. The ship later became popular for its speed and durability. An internal launch in the rear allows the ship to carry and deploy smaller vessels like the river reconnaissance steamer.

#### **Colossal Water vehicle**

Squares 175 (35 ft. by 125 ft.; 30 ft. high at deck, 60 ft. high at top of tower); Cost 25,000 gp
DEFENSE

AC 2; Hardness 10

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hp 3,500 (1,750) Base Save +0

#### OFFENSE

#### Maximum Speed 360 ft.; Acceleration 80 ft.

**Weapons** One large siege engine mounted on swivels on the forward deck, capable of firing any direction but aft (often a gate breaker ballista), plus up to 20 Large direct-fire siege engines in banks of 10 positioned on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship they are positioned on.

**Attack** ram 10d8 **CMB** +8; **CMD** 18

#### DRIVE

Propulsion two large steam engines (8 squares of coal burning engine; each hardness 8, hp 80; difficult device)
Driving Check Knowledge (engineering) or Profession (sailor)
Forward Facing the boat's forward
Driving Device steering wheel
Driving Space the six squares that make up the bridge on the top floor of the tower
Crew 30

LOAD

**Decks** 2, plus 3 in the tower **Cargo** Up to 30 tons or 100 passengers

## HEAVY ASSAULT STEAMER (CRUISER)

A heavy assault steamer is designed to deliver an entire contingent of troops and equipment to a battlefield through the heaviest of fortifications. It deploys not only troops but also cavalry and tanks down its wide bow ramp, and can deploy several river reconnaissance boats from its aft launch bay.

### **Colossal Water vehicle**

**Squares** 576 (60 ft. by 240 ft.; 60 ft. high at deck, 120 ft. high at highest point of tower); **Cost** 70,000 gp

DEFENSE

#### AC 2; Hardness 10 hp 11,520 (1,750) Base Save +0

OFFENSE

#### Maximum Speed 270 ft.; Acceleration 40 ft.

**Weapons** Up to three Large siege engines or one Huge siege engine mounted on swivels on the forward deck, capable of firing any direction but aft, plus up to 40 Large direct-fire siege engines in banks of 20 positioned on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship they are positioned on. **Attack** ram 10d8

#### CMB +8; CMD 18

DRIVE

Propulsion three large steam engines (12 squares of coal burning engine; each hardness 8, hp 80; difficult device)
Driving Check Knowledge (engineering) or Profession (sailor)
Forward Facing the boat's forward
Driving Device steering wheel
Driving Space the nine squares that make up the bridge on the top floor of the tower in the rear of the ship
Crew 120

LOAD

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**Decks** 5, plus 6 in the tower **Cargo** Up to 120 tons or 400 passengers

## EMPIRE-CLASS BATTLE STEAMER (DREADNAUGHT)

This enormous vessel serves as nothing less than an admiral's flagship or transport for royalty. At twice the size of a heavy assault steamer, its occupant capacity is in the thousands, and its armaments--and price tag--are no less impressive.

#### **Colossal Water vehicle**

Squares 2304 (120 ft. by 480 ft.; 120 ft. high at deck, 240 ft. high at highest point of tower); Cost 150,000 gp

DEFENSE AC 2; Hardness 10

hp 46,080 (23,040) Base Save +0

OFFENSE

Maximum Speed 270 ft.; Acceleration 40 ft. Weapons Up to nine Large siege engines or three Huge siege engine mounted on swivels on the forward deck, capable of firing any direction but aft, plus up to 100 Large direct-fire siege engines in banks of 50 positioned on the port and starboard sides of the ship. These siege engines may only fire out the sides of the ship they are positioned on. Attack ram 10d8 CMB +8; CMD 18

#### DRIVE

Propulsion six large steam engines (24 squares of coal burning engine; each hardness 8, hp 80; difficult device)
Driving Check Knowledge (engineering) or Profession (sailor)
Forward Facing the boat's forward
Driving Device steering wheel
Driving Space the 16 squares that make up the bridge on the top floor of the tower in the rear of the ship
Crew 480

#### LOAD

**Decks** 9, plus 10 in the tower **Cargo** Up to 480 tons or 1600 passengers

#### Variation: Grand Passenger Liner

Civilian versions carry 720 tons of cargo or 2400 passengers at varying levels of comfort, from luxurious suites to hammocks in the hold. Such vessels require twice the crew and have no weapons, ram, or rear launch.

## **MERCHANT STEAMER**

This wood-hulled hip is built for carrying cargo and passengers.

#### **Colossal Water vehicle**

**Squares** 120 (30 ft. by 100 ft.; 30 ft. high); **Cost** 10,000 gp

DEFENSE

AC 2; Hardness 10 hp 2,400 (1,200) Base Save +0

#### OFFENSE

Maximum Speed 180 ft.; Acceleration 40 ft. Weapons -Attack ram 8d8 CMB +8; CMD 18

#### DRIVE

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Propulsion one large steam engine (4 squares of coal burning engine; hardness 8, hp 80; difficult device)
Driving Check Knowledge (engineering) or Profession (sailor)
Forward Facing the boat's forward
Driving Device steering wheel
Driving Space the six squares that make up the bridge in a raised enclosure in the aft
Crew 15

Decks 3 Cargo Up to 50 tons or 150 passengers

## STEAM SUBMARINE

A system of tanks and pumps allow the driver to control buoyancy during dives and climbs, while saltwater distilleries provide fresh water to the crew and boilers. However, the steam submarine must surface at least one hour per week to exchange stale air for fresh.

#### **Colossal Water vehicle**

**Squares** 230 (25 ft. by 230 ft.; 60 ft. high at deck, 120 ft. high at highest point of tower); **Cost** 500,000 gp

DEFENSE

LOAD

AC 2; Hardness 10 hp 4,600 (2,300) Base Save +0

#### OFFENSE

Maximum Speed 430 ft.; Acceleration 80 ft. Weapons ram Attack ram 10d8 CMB +8; CMD 18

DRIVE

Propulsion three large steam engines (12 squares of coal burning engine; each hardness 8, hp 80; difficult device)
Driving Check Knowledge (engineering) or Profession (sailor)
Forward Facing the boat's forward
Driving Device steering wheel
Driving Space a single 5 ft. by 5 ft. square inside a hemispherical window that protrudes from the top hull
Crew 30

#### 1011 0

LOAD

Decks 7

Cargo Up to 20 tons or 60 passengers

### **STEAM BALLOON**

A steam balloon is a wooden gondola resembling a rowboat, carried by a dirigible. A boiler on the gondola provides hot air for the dirigible and steam to power a propeller. A valve in the top of the balloon controls vertical movement, while a sail-like rudder on the back provides steering.

#### Large Air vehicle

#### Squares 5 (10 ft. by 15 ft.); Cost 1,000 gp

DEFENSE

AC 9; Hardness 5 (takes double damage from acid, electricity, and fire attacks) hp 75 (37) Base Save +0

OFFENSE

Maximum Speed 80 ft.; Acceleration 10 ft. (30 ft. when it first pushes off) Attack ram 1d8 CMB +1; CMD 11

#### DRIVE

**Propulsion** hot air and steam propeller (*air*, 12 squares of dirigible serve as the lifting body, hardness 0, 60 hp; *steam*, one square of boiler and propeller, hardness 8, 20 hp) **Driving Check** Knowledge (engineering) or Fly **Forward Facing** the gondola's forward **Driving Device** rudder **Driving Space** a single 5 ft. by 5 ft. square in the rear of the gondola **Crew 1** 

LOAD

Decks 1 Cargo Up to 2,000 pounds or 4 passengers

## HAZARDS

Adding steam technology to a campaign brings with it the possibility of a few new types of hazards beyond the environmental, living, and magical hazards that adventurers typically face.

The following hazards are inadvertant hazards, that is, they are not constructed with intent to harm but still pose a notable risk to adventurers.

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## STEAM PLUME CR 1-3

Steam travels through conduits at high temperatures and under high pressure. Some machines simply have broken pipes that leak steam constantly, while other machines use automatic pressure release valves to release excess steam when necessary.

Steam plumes jet out at random intervals and typically affect a single square. They deal 3d6 fire damage (DC 15 Reflex negates) to a creature passing through the square when the steam is emitted.

Some pipes include pressure release valves located somewhere near to the break. Even if so they are often difficult to locate (Perception DC 25 to notice) but relatively easy to figure out how to use once detected (Disable Device DC 20 to close the valve and stop the steam).

## HOT PIPES CR 1

Steam travels through conduits at high temperatures and under high pressure. Most

steam-powered machines and facilities use insulated pipes for better efficiency (with the side effect of making the pipes safe to touch), but sometimes this insulation is missing. Uninsulated pipes can raise the ambient temperature of an enclosed location to very hot or severe conditions. Creatures who touch hot pipes take 1d4 fire damage (DC 15 Reflex for half).

## **EXPOSED MACHINERY CR 4**

Cogs, pistons, flywheels, and other moving parts are often left exposed, creating dangerous conditions. Any single square (or 5' space) may include exposed machinery, but it is common to have several pieces of exposed machinery in close proximity.

Creatures entering an affected square take 6d6 damage, or half with a successful DC 20 Reflex save. The damage type may be piercing, slashing, and/or bludgeoning.

## BONUS CONTENT!

The following content is excerpted from "<u>Thunderscape: The World of Aden</u>" by *Kyoudai* Games LLC and "<u>Pure Steam Campaign Setting</u>" by *Icosa Entertainment*.

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## **DRIVING GOGGLES**

These special tinted lenses protect the wearer's eyes from the sun's glare as well as from dust and other small pieces of debris, a common hazard when driving vehicles. The goggles grant a +2 bonus to all saving throws against natural hazards, such as sandstorms, that would hamper eyesight or damage the eyes, as well as a +2 bonus to saving throws vs. spells or effects which cause the dazzled condition.<sup>1</sup>

Source: Thunderscape: The World of Aden

## POCKET WATCH

This tiny technological marvel uses a system of clockwork machinery to keep accurate time in a device small enough to fit in the palm of one's hand. The clock requires winding once per day, but it is otherwise relatively accurate. The standard pocket watch is equipped with a hinged cover to protect its face when not in use, as well as a chain which one can attach to one's clothing to protect the device from theft or accidental breakage from dropping. The listed price is the minimum price for a pocket watch. More elaborate versions exist (those which incorporate decorative precious gems or metals, lockets, compasses and other small items, or those merely crafted with extraordinary artistry) and each enhancement increases the item's price appropriately.

Source: Thunderscape: The World of Aden

### **READY HARNESS**

A ready harness consists of a set of steelreinforced leather harnesses that crisscross the user's torso. The harness has a number of pouches (capable of holding 10 lbs. of items or small weapons) but its true value lies in its efficient design, granting greater support and distribution of weight to the wearer's carried gear.

When wearing a ready harness, the wearer's Strength score is considered to be 2 points higher for the purposes of determining whether he is encumbered by carried equipment. (Medium or heavy armor still encumbers the wearer normally.) A masterwork ready harness increases

<sup>1</sup> The rules for this item were altered for this book intentionally.

the wearer's effective Strength by 4 for the purposes of determining equipment encumbrance.

Source: Thunderscape: The World of Aden

## SCOPE

This small metal tube is essentially a specialized telescope designed to be fastened to the back of a two-handed firearm. If the user spends a move action to aim a scoped weapon, the wielder ignores range penalties to attack up to -4 on an attack made using that firearm the round spent aiming.<sup>1</sup>

Source: Thunderscape: The World of Aden

## SILENCER

This short, flared tube slides easily into the end of a firearm barrel and reduces the weapon's explosive retort. The Perception DC to notice any firearm muffled with a silencer is increased by 10. A masterwork silencer increases the DC by 20. Silencers are custom crafted for either onehanded or two-handed firearms – a silencer designed for a rifle, for example, will not function if used with a pistol.

Source: Thunderscape: The World of Aden

## UTILITY BELT

This belt has found a home in many an adventurer's inventory. A utility belt consists of a sturdy leather belt situated around the waist and fitted with six waterproof pouches. These pouches fasten with an advanced form of cloth that adheres only to itself, allowing the pouches to open quickly and snap closed again instantly. Each pouch can hold an item weighing no more than 2 lbs. and not larger than 1 cubic foot. If a pouch contains only a single item, the wearer can draw or stow its contents as a swift action.<sup>1</sup>

Source: Thunderscape: The World of Aden

### ADAPTIVE PADDING

This thin, flexible spongey material contours itself perfectly to its wearer's body. The material reacts to extreme stress by gradually thickening itself – and while it is far too soft to provide effective armor, it serves quite well as armor padding. An individual wearing adaptive padding beneath his armor can sleep comfortably wearing medium or heavy armor. Unfortunately, the padding is also quite absorbent and will quickly begin to reek of sweat and other bodily excretions if not regularly cleaned.

Source: Thunderscape: The World of Aden

## **BULLET, GNOME ROCKET**

Instead of being propelled from a firearm from explosive gunpowder, a rocket bullet propels itself from the weapon with a controlled explosion from within the bullet's casing. Unlike conventional bullets that lose speed once they leave the gun barrel, rocket bullets increase in speed and velocity until it runs out of fuel,

<sup>1</sup> The rules for this item were altered for this book intentionally.

making the weapon more accurate at extreme ranges than other firearms. To fire a rocket bullet, a firearm must either have a rocket-rail or be chambered specifically for the bullet. A rocket bullet increases a firearm's range increment by +20 feet and has a maximum of 10 range increments instead of 5. A rocket bullet fired from a rocket-rail does not benefit from the enhancement bonus of the firearm from which it is fired. Loading a rocket bullet onto a rocketrail requires one free hand and a move action that provokes an attack of opportunity, while a rocket bullet loaded into the barrel of a firearm is treated as an alchemical cartridge for the purpose of determining load time. If the wielder possesses the Quick Reload feat, the time required to load a rocket bullet is reduced accordingly (a free action if loaded onto a rocket-rail). A rocket bullet may be fired underwater.

Because the rocket bullet requires time and space to reach optimal speed, ranged attacks with a rocket bullet are resolved normally when the target is within the first range increment of the firearm, and resolved against touch AC when the target is beyond the first range increment. A rocket bullet has a 1-3 misfire chance that is independent from the firearm from which it is fired; a firearm's misfire chance does not affect a rocket bullet. An attack roll with a rocket bullet that results in a misfire does not break the firearm, instead the rocket bullet's flight path goes awry, targeting a random creature within the immediate vicinity of the wielder (including the wielder; GM's choice). A rogue rocket bullet has an attack bonus of +2, plus double any enhancement bonus it may have.

Source: Pure Steam Campaign Setting

## PISTOL, GNOME ROCKET

This pistol has a rocket-rail atop its barrel for which gnome rocket bullets may be loaded and fired while also chambering and firing standard blackpowder bullets from its barrel; both the barrel and the rocket-rail can be fired independently as a separate action, or both can be shot at once with the same action. If both barrels are shot at once, they must both target the same creature or object, and the pistol jumps, throwing off the rocket bullet's trajectory, imparting a -2penalty on the rocket shot.

Because a rocket pistol launches a rocket bullet from its top rocket-rail instead of its own barrel, a rocket bullet relies on its own velocity to deal damage instead of the pistol's muzzle velocity, dealing damage as if fired from a firearm one size smaller than it actually is.

Source: Pure Steam Campaign Setting

### **BARBED WIRE HAZARD**

Barbed wire is a quick and cheap way to fence in a property and keeps livestock off the roads but can be especially dangerous to off-road drivers and unwary riders on horseback.

If the wire is relatively hidden from view (not completely obvious), creatures entering a square containing barbed wire may attempt a DC

<sup>1</sup> The rules for this item were altered for this book intentionally.

15 Perception check to notice the danger in time to have a chance of avoiding it. If successfully detected, the creature may attempt a DC 15 Reflex saving throw (otherwise, the creature receives no saving throw).

If the saving throw fails, the creature takes 1d4 slashing damage per 5' it moved prior to entering the square containing the wire (to a maximum of 4d4 damage) and it gains the entangled condition.

If the saving throw is successful, the creature narrowly avoids the wire, suffering only <sup>1</sup>/<sub>2</sub> damage and it does not gain the entangled condition. The creature may spend a full-round action removing the wire carefully, suffering no damage, or may remove it as a move action, suffering 1d4 slashing damage automatically.<sup>1</sup>

Source: Pure Steam Campaign Setting

## BICYCLE, PENNY-FARTHING ("HIGH WHEEL")

The front wheel of this bicycle is much larger than the rear wheel and the rider is unable to touch the ground. The large front wheel provides great speed but makes the bike topheavy. In the event of a crash the rider must leap clear (Reflex DC 8 or fall prone). It has a steel tube frame and solid rubber tires. The pennyfarthing doubles a rider's base speed. Difficult maneuvers require an Acrobatics check (at a -5 penalty) to stay mounted.

Source: Pure Steam Campaign Setting

<sup>1</sup> The rules for this item were altered for this book intentionally.

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## **BICYCLE, STANDARD**

This modern design has many features to improve the safety of the rider. The steel tube frame of the bike forms a diamond shape and both wheels are equal size. The bike has rear wheel drive and gears to reduce pedaling labor and brakes on both wheels. The inflated tires increase shock reduction. A bicycle doubles the base speed of the rider. Difficult maneuvers require an Acrobatics check to stay mounted.

Source: Pure Steam Campaign Setting

## **BICYCLE, VELOCIPEDE**

This primitive design has a wrought iron frame and wooden wheels with iron tires. It uses front wheel drive and provides a jarring ride, but adds +50% to a character's base speed. Difficult maneuvers while riding a velocipede require an Acrobatics check to stay mounted.

Source: Pure Steam Campaign Setting

## **LEGH**L

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